

Getting Started With Your Casino Games - Rules

Black Jack

The objective of this game is to beat the dealer, not the other players at the table. If your cards total higher than the dealer's cards without going over 21 you win. If your hand or the dealer's hand goes over 21 you "Bust." If you bust you automatically lose. If the dealer busts and you do not you win. The player must act first. If the player busts he loses regardless if the dealer busts or not.

The suits of the cards have no affect on the game. Cards 2 - 10 are worth their face value. All face cards have a value of ten. An ace can count as either one or eleven. Each player must place a bet and are dealt two cards face up and the dealer is dealt two cards, one which remains face down. After all of the cards are initially dealt, the players are asked in turn to either take another card to increase their total or to stay with the two cards they were first dealt. The dealer proceeds to the next player until all players have had the chance to "hit" (take a card) or "stand". The dealer then turns over their face-down card, draws until they reach 17 (or higher) or "busts" and pays those players who have a higher value in their cards or everyone who hasn't busted in the case of the dealer busting (going over 21). The pay-off is equal to the amount of the bet, unless a player is dealt a blackjack (one ace and a ten) in which case they are paid double.

Texas Hold'Em Poker

The objective of this game is to build the highest ranking hand of 5 cards. The two players to the left of the dealer put out blind bets. The player directly to the dealer's left puts out the small blind while the second player to the dealer's left puts out the big blind. Blinds are mandatory bets required to play the hand. Every player is then dealt two cards, face down. The first move falls to the player to the left of the big blind. That player can call, raise the bet, or fold. Betting continues through each of the players at the table.

After the first round of betting is completed, three cards are dealt face up in the center of the table. These cards are "community cards" meaning everyone can (and will) use them in combination with their own cards to make the best hand. From now on, betting begins with the player to the dealer's left who can either check or bet and betting continues through all of the other players. A fourth community card is dealt and another round of betting begins. Finally, a fifth community card is dealt and the last round of betting starts. The remaining players show their cards and the person who can make the best five- card hand by combining their pocket cards with the cards on the board wins.



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Roulette

The objective of this game is to predict where the ball will land after each spin. First you place your bet or multiple bets on numbers (any number including the zero and double zero) or groups of numbers on the table layout or on the outside (red/black, odd/even, 1-18/19-36, columns/thirds). When everyone has placed their bets, the dealer will spin the wheel. The winners are those bets that are directly on or include the number that is spun. The bets on the outside of the layout win if the winning number is represented (e.g. if the number spun is black, then the black bet bets, if the number spun is odd, then the odd bet wins). The dealer will mark the winning number on the table, and payout each player in turn. The betting resumes after the dealer has finished paying all of the players. The primary rule of thumb to keep in mind is that the fewer numbers you bet on, the higher the payout is.

Craps

The basic objective of craps is that you're placing a wager that the person who is rolling the dice will roll the number he needs to win. You are betting on how lucky that player will be. The basic bet in craps is the pass line bet. In order to roll the dice, you must place a pass line bet on the table. A pass line bet is a series bet meaning the shooter may have to roll the dice multiple times before you win or lose. The first roll in a series is called the come-out roll and is different from the rest of the rolls in the series. On the come-out (first) roll, if a 7 or 11 is rolled, all of the bets on the pass line win and the series ends. If a 2, 3 or 12 (known as craps) is rolled then the bets on the pass line will lose and the series ends. Any other number (4,5,6,8,9,10) rolled becomes the point.

If the shooter establishes this point, the series continues and the shooter continues to roll the dice. The object of the game now becomes for the shooter to roll their point again before they roll a 7. If any number other than the point or a 7 is rolled, nothing happens and the shooter rolls again. If the point is rolled, pass line bets win even money and the series ends. If a 7 is rolled, pass line bets lose and the series ends.

A second popular bet on the craps table is the Field. Field bets are NOT series bet; instead they are based on any one roll of the dice. A section of the table is marked Field and if you want to play on it, simply put your chips in the correctly labelled section. Numbers that win in the field are 2,3,4,9,10, and 12. Numbers that lose in the field are 5,6,7, and 8. A field bet can be placed at any time and the pay-off for these bets is even money.