

Instructions for Various
Games of Chance

Courtesy of



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Blackjack or "21"

The object of the game is to draw cards with a total count of 21 or a count that is nearer to 21 than the dealer's count. If your count goes over 21, you lose. If your count is the same as the dealer's, it can be called a "stand-off" (neither side wins) or, in some games, you may lose since the object is to beat the dealer.

Make sure you understand the "house rules" before you commence playing.

Always watch the discards as the game progresses, particularly the high-count cards. If, after a few hands, you see that most of the high-count cards have been played, your chances of drawing a low-count card have greatly increased and vice versa. This is one of the most important rules for winning at Blackjack.

Play your hands carefully. When the cards are coming your way, increase your bets gradually. If you should start to lose, don't double your bets.

THE DEALTwo cards face down to each player. The Dealer gets one card face up and one card face down.

CARD COUNTS Jack, Queen and King each count as 10. You may count an Ace as 1 or 11. All other cards count face value.

STAND OR HITIf you "stand", you draw no more cards. If you want another card, ask the Dealer to "hit" you. He will give you one more card. You may continue to ask to be "hit" until you are satisfied with your card count. At that point, you should "stand".

GOING BUSTIf your card count is higher than 21, you lose your bet or you go "bust". You lose your bet even when the Dealer draws a "bust" hand.

BLACKJACKWhen you have an Ace and a 10-count card for your hand (two cards only) you have Blackjack. This pays 1½ times your bet. However, the bet is off if the Dealer also draws a Blackjack. It would then be a standoff for you and all other players without a Blackjack would lose to the Dealer, even though they might have a 21-count. Ask about any "house rules" on this.

SPLIT BETSWhen your first two cards are a pair you have the choice of splitting them into two hands and betting your original stake on each hand.

DEALER MUST DRAWThe Dealer must draw ("hit" himself) until his card count exceeds 16. Once his card count equals or exceeds 17, the Dealer must "stand" *unless* he happens to have a "soft 17".

The Dealer has the option of drawing or not drawing to a "soft 17".

A "soft 17" is a count of 17 using an Ace as 11. This means that the Ace could be switched to count only as 1 giving a considerably lower card count if necessary.

DEALER MUST STANDThe Dealer must "stand" whenever he has a card count of a "hard 17" or greater.

A "hard 17" is a 17-count hand which does not use any Ace or uses all Aces involved as a 1.

CHUCK - A - LUCK

Bets are made on single numbers only (you cannot split a bet between two numbers) and pay even odds (1 to 1) for any winner that turns up on the 3 dice. If a bet has been made on a number that turns up on 2 or 3 dice, then the payoff is for each.

CRAPS

All winning bets pay even money unless otherwise indicated.

Don't forget that PASS BETS and COME BETS are practically even odds, whether you play with or against the dice. These are the safest bets. HARD WAY BETS and similar bets are at higher odds.

In spite of the Laws of Probability, dice often seem to run in winning or losing cycles. Many players make moderate bets until the dice hit a winning or losing streak. When this happens, they step up their bets, with or against the dice depending on whether the dice are running hot or cold.

PASS LINE BET If the first roll of dice by the shooter adds up to 7 or 11, you win. If the first roll is 2, 3, or 12, you lose. If any other number is rolled, that number is the "point". If the "point" is rolled again by the same shooter before a 7 is rolled, you win. If a 7 is rolled first, you lose.

DON'T PASS BET This is opposite of PASS bets with one exception. A 3 or 12 are your winning numbers, 2 is a stand-off (this is the exception and nobody wins on it), and 7 or 11 are losers. On subsequent rolls (if a "point" has been created), you lose if the "point" is made first and you win if a 7 is rolled first.

COME BET This is similar to a PASS bet except that it must be made after the first roll has been made and a "point" has been made. Any number rolled becomes your "point". This must be made before a 7 for you to win. You lose if a 7 comes up. You may have as many additional "points" as you wish.

DON'T COME BET This is the opposite of a COME bet. You lose if your "point" comes up and you win if a 7 comes up.

FIELD BET Here you are betting that, on the next roll, a 2, 3, 4, 9, 10, 11 or 12 will show. You lose if a 5, 6, 7 or 8 show. If a 2 or 12 show, the pay-off is 2-to-1.

7 BET You win (at 5-to-1) if a 7 is rolled on the next roll.

6 & 8 BETS You win if a 6 or 8 show before a 7 is rolled.

HARD WAY BET Here you are betting that the dice will come up exactly the same as they are shown on the layout before a 7 is rolled. A HARD WAY bet pays much higher odds (as marked), but if the number you chose comes up in any other combination of dice, you lose.

PROPOSITION BET If a 3 or 11 is rolled on the next roll, you win at 15-to-1. If a 2 or 12 is rolled on the next roll, you win at 30-to-1. These bets are not marked on the layout.

ANY CRAPS BET You win if a 2, 3 or 12 come up on the next roll. This pays 8-to-1.

PLACE BET Here you are betting on the "point" as an individual number (4, 5, 6, 8, 9 or 10). The odds against making these points vary. To play these points, you must bet a multiple of the odds. For example: if the odds pay 3-to-2, you must bet a multiple of 2 on your choice. Six & 8 pay 6-to-5; 5 & 9 pay 3-to-2; 4 & 10 pay 2-to-1.



HORSE RACE WHEEL

To use a 10-number wheel for a horse race, lay out up to 10 lanes on the floor using tape or other desired marking material. The race course also have approximately 25 cross marks. The lanes should be numbered from 1 to 10.

Horses can be made out of anything you wish. Blocks of wood, cans, bottles, pieces of cardboard, etc. They must be numbered from 1 to 10 and can be colored differently.

The secondary numbers on the wheel are used to determine how many spaces a particular horse moves after each spin. The House Man should announce the result after each spin. ("Number 5 goes 3!").

Some obstacles can be added to the race course to make it more interesting. Certain spaces can be marked as hedges, water holes, etc. Any horse landing on one of these would have to move back one space. You can also put some other penalties in, such as fouls by the rider, horse stumbles, etc. Humorous penalties such as sneezes, stops for lunch, etc. can also be used. Penalties will usually involve a loss of 2 or 3 spaces or can be made as severe as "return to start" if you wish (use this penalty only near the beginning of the race).

Betting is done before the race starts. Slips of paper with the horse number and the number of the race marked on them are given to the bettors. Example: "8/6" would signify the bet was on horse #8 in race #6.

Pay-offs can be made by using either a fixed winning amount or by splitting the pot bet on all horses for that race by the number of persons betting on the winning horse. To split the pot, you must keep track of all the bets made (by use of a duplicate tally sheet or similar method). If you split the pot, don't forget to take something out for the House before dividing it up.

Do not spin the wheel too fast. Just enough for 2 or 3 revolutions is enough. Otherwise, the race moves too slowly.

OVER - UNDER

Bets are made on whether the sum of the two dice rolled will be Under 7, Over 7 or 7. Payoffs are made according to the odds as marked on the layout. Bets cannot be split.

PENNY PITCH

Pay odds as marked in each square. No payoff is made if a penny touches any line.

WHEEL OF CHANCE

A 30-number Wheel of Chance pays 25-to-1 for any single number played. Bets can be split between two numbers and either number would then pay 12-to-1.

A 10-number Wheel of Chance pays 8-to-1 for any single number played. Bets can be split between two numbers and either number would then pay 4-to-1.

The flexible finger must be completely within a numbered space. If the wheel should stop so that the end of the finger rests on top of a pin, the wheel should be respun.

ROULETTE

The game is controlled by the Banker. The number of Punters (players) is unlimited. On the table before the punters is a cloth with painted squares corresponding to the roulette wheel. Each punter may back any number of chances or combination according to the illustration below.

At the commencement of the game the Banker invites the players to punt, when all coins or counters should be placed on the chance which the player fancies. Upon inviting the players to punt, the Banker gives a turn of the wheel at the same time twisting the ball in the opposite direction within the circular rim of the roulette wheel. As the ball begins to fall towards the center of the wheel, the Banker calls "no more bets" from which moment no bets can be either accepted or cancelled. When the ball falls into one of the divisions containing a number corresponding to a number on the betting layout, the Banker calls out the number. At the same time he also calls "ODD" or "EVEN" according to whether the number is an odd one or an even one; "HIGH" or "LOW" if above 18 or under 19; and "BLACK" or "RED" - whichever of these two colors corresponds to the number into which the ball has fallen.

The Banker immediately collects all losing bets; all winning bets are allowed to remain on the table and the Banker pays out the various stakes to which the players are entitled. The Punters must leave their stakes on the table until payment is made, after which they may be removed or left, as desired.

Bets are paid according to the diagram below. When **ZERO** wins, the Banker takes all the bets on the table except any made on this number, and the even chances. The owners of the even chances may take back half their bets. The even chances are then put in prison and at the next turn of the wheel released, or taken by the Banker or the Punter, depending upon whether the number which next turns up is a winner or not. If **ZERO** occurs twice consecutively, all the bets on the even chances are taken by the Banker, if they have been made before the first zero came up.

The table given above is the same as that used at Monte-Carlo for Roulette with a simple zero. But some Roulettes with 38 divisions are used, having one 0 and one 00. When one of the latter turns up only half of ordinary chances is paid. If **ZERO** turns up, the stakes on **EVEN-BLACK-LOW** are taken by the Banker and the other on **ODD-RED-HIGH** may be taken back by the players. The opposite is the case if double zero turned up.

Explanation of Diagram		Odds payable to Owners of winning chances
A	Full number	35 to one
B	Two numbers	17 to one
C	Three numbers (transverse line)	11 to one
D	4 numbers (square)	8 to one
E	4 numbers (including 0)	8 to one
F	6 numbers (traverse line)	5 to one
G	12 numbers (columns)	2 to one
H	24 numbers (2 columns)	1/2 to one
I	12 numbers (1 dozen)	2 to one
K	24 numbers (2 dozen)	1/2 to one
S	RED (any red number, except 0)	1 to one
R	ODD (any odd number, except 0)	1 to one
P	HIGH (any number above 18)	1 to one
N	BLACK (any black number, except 0)	1 to one
M	EVEN (any number, except 0)	1 to one
L	LOW (any number below 19)	1 to one
T	Between even chances (but both	1/2 to one
	the chances must turn up, if only one turns up, the owner simply takes back the stake).	
U	Numbers (including 0 and 00)	6 to one

