

BLACK-JACK

King, Queen & Jack count 10; Ace counts 11 or 1, player's choice; all of the other cards are as marked.

Object of the game: Cards are to total "21" or as close to "21" as possible, never going over "21" or you are "BUSTED".

Each individual player plays against the dealer, not against each other. All of the players can beat the dealer and win on his individual bet, by getting closer to 21 than the dealer.

How to play: An Ace and a 10 equals BLACKJACK. Player wins 1.5 times his bet.

If the player and the dealer both get 21, or match at any other number, it is a STANDOFF. Player does not win, nor does he lose his bet. The dealer and all players start with two cards each. The dealer has one card face up, one face down. The player's cards are dealt face down. After the player views his cards, he must decide whether to take additional cards, or to "Stand" (taking no additional cards). Any additional cards are dealt face up. The player may take as many cards as he wishes until he hits "21" or goes over "21". If the player goes over "21", he is "BUSTED", he loses his bet.

The dealer then plays. If he has a total of 16 or less, he must take a card until he reaches 17 or over. After reaching 17 or greater, he cannot take additional cards.

How to win: The one who hits "21" or comes closest to "21" while not going over "21".

CRAPS

Set up: Two dice and game pad.

How to play: Any number can play. The player throwing the dice is called the SHOOTER. The dice are passed around the circle of players, to the left.

The shooter throws the dice and adds together the two numbers that face upward. If the numbers equal 7 or 11 it is called a NATURAL and he wins the bet. If the numbers equal 2, 3, or 12, it is called CRAPS and he loses his bet. If the shooter rolls a 4,5,6,7,8,9, or 10, it becomes the shooter's point and the shooter continues throwing the dice. The shooter wins if his point appears again before he rolls a 7, but he will lose if a 7 appears first.

BETS:

- a) Pass Line: A bet for the shooter to win. If the come-out roll is 7 or 11, the bet wins. If the come-out roll is 2, 3 or 12, the bet loses (known as "crapping out"). The pass line bet pays even money (1:1).
- b) Don't Pass Line: Reversal of Pass Line – Shooter loses if 7 or 11 on first roll; wins on 2 or 3; on 12 nobody wins. Other players are betting that shooter is going to lose; that the shooter will roll 7 before he rolls his point. Pays even money (1:1).
- c) Come Bet: Like an entirely new pass line bet, unique to the player that made the bet. A player making a come bet will bet on the first point number that "comes" from the shooter's next roll, regardless of the table's round. If a 7 or 11 is rolled on the first round, it wins. If a 2, 3, or 12 is rolled, it loses. If instead the roll is 4, 5, 6, 8, 9, or 10, the come bet will be moved by the base dealer onto a box representing the number the shooter threw. Winning come bets are paid the same as winning pass line bets: even money for the original bet and true odds for the odds bet (2-to-1 if 4 or 10 is the point, 3-to-2 if 5 or 9 is the point, or 6-to-5 if 6 or 8 is the point).
- d) Don't Come: A don't come bet is played in two rounds. If a 2 or 3 is rolled in the first round, it wins. If a 7 or 11 is rolled, it loses. If a 12 is rolled, it is a push. If, instead, the roll is 4, 5, 6, 8, 9, or 10, the don't come bet will be moved by the base dealer onto a box representing the number the shooter threw. The second round wins if the shooter rolls a seven before the don't come point. Winning don't come bets are paid the same as winning don't pass bets: even money for the original bet and true odds for the odds lay.
- e) Odds: If a 4, 5, 6, 8, 9, or 10 is thrown on the come-out roll (i.e., if a point is established), pass line players may take odds by placing up to some predetermined multiple of the pass line bet, behind the pass line. This additional bet wins if the point is rolled again before a 7 is rolled (the point is made) and pays at the true odds of 2-to-1 if 4 or 10 is the point, 3-to-2 if 5 or 9 is the point, or 6-to-5 if 6 or 8 is the point.
- f) Place Bets: Once a point is made by the shooter, you can make a Place Bet on number 4, 5, 6, 8, 9, and 10. Win if any of these numbers are thrown before a 7. Place bet payouts are slightly worse than the true odds: 9-to-5 on points 4 or 10, 7-to-5 on points 5 or 9, and 7-to-10 on points 6 or 8.
- g) Field Bets: One roll bet. This bet is a wager that one of the numbers 2, 3, 4, 9, 10, 11, or 12 will appear on the next roll of the dice. Lose on 5, 6, 7, or 8. Pays more (2:1) if 2 or 12 is rolled, and 1:1 if 3, 4, 9, 10 or 11 is rolled.
- h) Big 6 or 8: Players win even money if shooter throws 6 or 8 before a 7.
- i) Proposition Bets: These are bets on one (the next) dice roll, and are located at the center of the craps mat. A bet on 2, 3, or 12 pays 8 to 1; number 7 pays 5 to 1, 11 pays 15 to 1. A bet on the hard numbers pays according to stated odds so long as the hard number is thrown before a 7.

ROULETTE

Set up: The necessary equipment in playing Roulette consists of the following: Roulette wheel, Roulette ball, counters or chips, and game pad.

The Counters: At the beginning of the game, each player receives all the counters in the color he selects. By using a different color for each player, the counters eliminate mistakes and serve to identify the players.

There may be any number of players playing at one time. Choose or appoint someone to be the banker. The banker controls and conducts the game. If the banker loses all of his counters or chips, anyone can be the banker. If more than one person wishes to bank they can bid to the losing banker, or choose by spinning the Roulette wheel. The highest number becomes the banker.

The Game Pad is placed alongside the Roulette wheel, and has numbers corresponding to the numbers on the Roulette wheel. The players place their counters on any number, OR combination of numbers. Refer to the award chart below to see the chances of winning.

Punting: At the beginning of each game, the banker asks the players to punt. This requests the players to place THE counters on the layout on whatever number or numbers they wish to play.

The Banker turns the wheel and at the same time spins the ball in the opposite direction. The ball travels around the circular rim of the Roulette wheel. As the ball falls toward the center, the banker calls out "NO MORE BETS". At this point, no bets can be accepted or canceled.

The Ball falls into one of the numbered grooves when the wheel stops spinning. The banker calls out the number immediately and then calls out "ODD" or "EVEN" depending on whether the ball has fallen into an odd numbered groove or an even numbered groove.



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Colours and contents may vary from items shown.
Warning! Choking hazard. Small parts.
Not suitable for children under 36 months.

AGES
18+

2-8



CLASSIC GAMES



ST017

4 CASINO GAMES
INSTRUCTIONS

Includes: 100 2g chips, 1 Deck of playing cards, 2 Dice, 2 Double-sided felt mats, 1 Roulette wheel, 1 Roulette rake and 2 Roulette balls.

TEXAS HOLD'EM POKER

Object of the game:

The object of Texas Hold'em Poker is to make the highest scoring five card Poker hand from the two cards dealt to you and the five community cards. Poker hands are scored according to a hierarchy of the following card combinations:

Poker Hands from Highest to Lowest:

- Straight Flush** (five consecutive cards of the same suit)
- Four of a Kind**
- Full House** (three of a kind and a pair)
- Flush** (five cards of the same suit)
- Straight** (five consecutive cards of any suit – Aces can be high or low)
- Three of a kind**
- Two Pairs**
- One Pair**
- High Card** (Ace, King, Queen, Jack, Ten, Nine, etc.)

How to Play:

The player to deal the first hand can be decided by any method. The 'Dealer Button' is moved clockwise to the next player who becomes the dealer.

The dealer will give two cards face down to each player. These are the 'Pocket Cards'. Players must not let any other player see their cards.

A round of betting will take place (see **Betting Explained**).

The dealer will turn over three community cards, face up, on the center of the table. These are called 'The Flop'. A total of five community cards will be laid by the end of the game. These remain on the center of the table and are available for all players to use in their final five card Poker hand. After "The Flop" is laid, each player has two 'Pocket Cards' plus the three community cards.

A second round of betting will take place. The dealer will turn over a fourth community card on the table. This card can be known as 'The Turn' or 'Fourth Street'.

A third round of betting will take place.

The dealer will turn over a fifth community card on the table. This card is known as 'The River' as in 'River of Dreams'.

A fourth and final round of betting will take place.

The Showdown:

Each player may use the best five cards from the community cards and their own 'Pocket Cards'. The players who have not folded and are still in the game show their hands and the highest scoring hand wins the pot. If the community cards are the highest scoring five cards, the players split the pot between them.

Betting Explained:

To ensure that there is always money in the pot, each game starts with 'blinds'. Prior to seeing their cards the player to the left of the dealer bets half the minimum bet and the next player then bets the minimum bet. Once players look at their cards betting will commence with the third player. This is only done once, prior to the first round of betting.

Betting always takes place in a clockwise direction, starting with the player seated to the left of the dealer. This person has three choices: he can bet, fold (turn in his cards and drop out of the hand) or check (pass the opportunity to bet to the next player). All bets are put into the middle of the table and make up what is called the 'pot'.

After the initial bet, if there is one, the rest of the players in turn have three choices. They can fold, call (match the bet of the previous player) or raise the bet (call and make an incremental bet. A round of betting is finished when all remaining players have acted at least once and have contributed the same amount to the pot. The cumulative number of raises for each round of betting shall not exceed three.

Unless otherwise stated before the game, you are permitted to check or call a bet the first time through and raise the next time the action comes to you.

The amount of the bets and raises is predetermined prior to the start of the game. During the first two rounds each bet and raise must be in the amount of the minimum bet and in the final two rounds the bet and raise must be in the amount of the maximum bet. The minimum bet should be half the amount of the maximum bet; for example, the minimum bet might be 2 chips and the maximum be would be 4 chips.

As an option you may play a 'No Limits' game. There are designated 'blinds' and/or 'antes' as well as a designated opening bet. After that any player may bet any amount of money he has on the table. In fact, a player may bet using all the chips he has in front of him. A player is never obliged to drop out of contention because he does not have a sufficient number of chips to match a bet. The excess amount of the bet is either returned to the player or used in a side opt with other players who matched the entire amount of the bet.