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# GAMING HANDBOOK

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**MGM GRAND**  
DETROIT

An MGM Resorts  
Luxury Destination

## Welcome to a world of excitement

This MGM Grand Detroit Gaming Guide is designed to enhance your gaming fun and total casino experience. The guide provides you with concise, easy-to-understand information that will help familiarize you with a variety of gaming options. As you will soon see, learning our games is fun and can make winning even more rewarding. So let's get to it! Learn the rules, get in the game and experience genuine MGM Grand Detroit gaming excitement!

## What you need to know about gaming in Detroit, Michigan

To enter the casino, you must be 21 years of age or older. Games run 24 hours a day, seven days a week and are played using U.S. currency or equivalents in chips. If you ever have any questions, please feel free to ask any of our MGM Grand Detroit team members for assistance.

## Your key to our house

Your M life Rewards card is your key to a world of excitement. You will earn dining comps, *FREEPLAY*®, *POINTPlay*®, exclusive invites and so much more. Plus, as an MGM Resorts International Player, you are recognized as a Player in the top casino resorts in the world! Take advantage of your M life Rewards benefits at all MGM Resorts International properties: Bellagio®, Aria® MGM Grand Las Vegas®, The Signature at MGM Grand®, Mandalay Bay®, Delano™ Las Vegas, The Mirage®, Monte Carlo™, New York-New York®, Luxor®, Excalibur®, Beau Rivage®, Gold Strike in Mississippi, Borgata®, MGM National Harbor® and MGM Grand Detroit™.

*If you don't already have a free M life Rewards card, visit the M life Rewards desk today!*



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## Slots

Pull in all the excitement with over 3,500 of the latest and greatest slots and video poker machines! Take a spin on all your classic favorites or touch up on our multi-line video slots, ranging from 1¢ to \$100! And MGM Grand Detroit always has the newest themes, with big payouts, exciting bonuses and huge progressive jackpots!

For the hottest slots around and the newest games in town, MGM Grand Detroit is always on top of the game! For your convenience, virtually all slot machines dispense cash tickets instead of tokens. Use the tickets in other slot machines or redeem them for cash at the cage or in our automated ticket redemption machines.

Be sure to use your M life Rewards card whenever you play! Simply insert your card into the slot machine reader box and leave it there the entire time you play. Your slot play will be rated for cash back and compliments while you enjoy your game.



Rules shown are for illustrative purposes only. Actual rules of play may vary and are subject to change.  
Gaming odds are available upon request.

## Big Six

The Big Six wheel (also known as the wheel of fortune) is one of the easiest casino games to play. Players place their bets on a large table covered with money symbols (\$1, \$2, \$5, \$10 and \$20), and a symbol that says MGM and another that says Grand. The wheel has 54 slots, each represents one of the denominations, the MGM and the Grand symbol.

If a player bets on the \$1 symbol and wins, it pays 1 to 1. The \$2 symbol payoff is 2 to 1, the \$5 symbol payoff is 5 to 1 and so on. A bet on the MGM or GRAND logo pays 45 to 1.

Players may bet on one number or any combination of numbers on each spin. All bets must be placed before the wheel is spun.

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Baccarat is a glamorous game evoking the intrigue of 16th-century French aristocrats and the movie mystique of super-secret agents in tuxedos.

You have three betting options in Baccarat. You can bet that the player’s hand will win, the banker’s hand will win or both hands will tie.

A total of four cards are initially dealt. The first and third are the player’s hand and the second and fourth are the banker’s hand. The player’s hand will be placed face down in the area designated as “player,” and the banker’s hand will be placed face down under the corner of the shoe. Once the initial cards are dealt and exposed (player’s hand first and then the banker’s hand), the dealer announces the totals for each hand and additional cards are then drawn in accordance with the rules. (A maximum of one additional card may be dealt to either hand.) Once the outcome of the hand has been decided, the dealer will pick up all losing bets and pay all winning bets. If you win with a bet on either the banker’s or the player’s hand, your bet will be paid at 1 to 1 odds (even money). In addition, a 5% commission will be charged on all winning banker wagers.

If both hands tie, neither hand wins or loses, but all bets made on the tie proposition win.

The object of Baccarat is to bet on which hand will have the highest value. The highest hand in Baccarat is nine, and the lowest is zero. Tens, jacks, queens and kings are counted as zero, aces count as one, and all other cards count as their face value. When totaling the cards on each hand, only the right-hand number of the total figure is used to determine the hand’s value.

Face Cards and 10s Do Not Count

If the player takes no card, banker must draw 0 – 5 and stand on 6 – 9. \*Unless the player shows a natural.

Examples

7 + 8 = 15  
The hand value is 5.

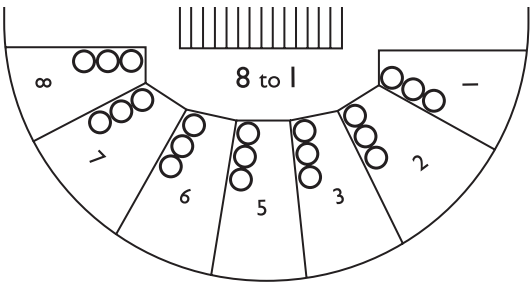
K + 5 + 6 = 11  
The hand value is 1.

Player

When First Two Cards Total:  
  
1-2-3-4-5-0 (*Draws a Card*)  
6-7 (*Stands*)  
8-9 (*Natural-Banker Cannot Draw*)

Banker		
When First Two Cards Total:	Draws When Player Takes 3rd Card:	Does Not Draw When Player Takes 3rd Card:
0-1-2	Always Draw*	
3	0-1-2-3-4-5-6-7-9	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7	Stands	
8-9	Natural-Player Cannot Draw	

Midi-Baccarat & Mini-Baccarat



# Roulette

Roulette's action is quick and intense as you wait for the ball to make its deciding wheel slot drop in red or black, even or odd.

There are both single-zero and double-zero Roulette wheels. This is a fast-moving but easy game to play. The player places his/her bet with casino chips or special colored Roulette chips that are designated for each Roulette game. The player determines the value of the Roulette chips at the time of the buy-in. There are 36 numbers, 0 and 00 that may be bet on, in a variety of combinations, on the Roulette layout.

Additional bets include red/black, odd/even, 1 to 18, 19 to 36, first 12 numbers, second 12 numbers, third 12 numbers and three separate column bets. The dealer then spins the ball. If it lands on a number where the player has placed his or her chips, the player wins. All other chips are removed from the layout. The payout is determined by how many numbers the player's winning chips have covered.



Double Zero Roulette Wheel



Single Zero Roulette Wheel

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# Roulette

		0	00	
1 TO 18	1ST 12	1	2	3
EVEN		4	5	6
		7	8	9
		10	11	12
♦	2ND 12	13	14	15
◇		16	17	18
		19	20	21
		22	23	24
ODD	3RD 12	25	26	27
19 TO 36		28	29	30
		31	32	33
		34	35	36
		2 TO 1	2 TO 1	2 TO 1

## Ways to Win

- (A) **Straight Up:** A chip covering one number.
- (B) **Split:** A chip covering two numbers.
- (C) **Street:** A chip covering three numbers.
- (D) **Corner:** A chip covering four numbers.
- (E) **Basket:** A chip on 0, 00, 1, 2 and 3.
- (F) **Line:** A chip covering six numbers.
- (G) **Dozen Bet:** A chip on one of the outside dozen bets.
- (H) **Column Bet:** Pays on any number in that horizontal column.
- (I) **Even Money:** Pays on red/black, even/odd.

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Craps is one of the most exciting casino games. Its origin can be traced through Roman history. Craps offers a wide variety of bets for our guests. They are welcome to make as many or as few wagers as they like.

- (A) **Pass Line** – A bet on the Pass Line wins on a 7 and 11 and loses on a 2, 3 or 12. Any other number will become the “point.” If the point is rolled again before the 7, you win even money. If a 7 rolls before the number, the bet loses.
- (B) **Don't Pass Line** – A bet on the Don't Pass Line wins on a 2 or 3 and loses on a 7 or 11. A 12 is considered a tie. Any other number rolled becomes the point. If a 7 is rolled before the point number, the bet wins even money. If the point number is rolled before a 7, the bet loses.
- (C) **Come** – A Come bet is made after a point number has been established. Come bets follow the same rules as a Pass Line bet.
- (D) **Don't Come** – A Don't Come bet is made after a point number has been established. Don't Come bets follow the same rules as the Don't Pass Line bet.
- (E) **Odds** – Once a point has been established, a guest can make an additional bet in support of his or her original Pass Line, Come, Don't Pass Line and Don't Come bets. Odds vary with the point number.
- (F) **Field Bets** – The Field bet is a one-roll bet that may be made on any roll of the dice. If a 3, 4, 9, 10 or 11 is rolled, the bet wins even money. If a 2 is rolled, the bet wins 2 to 1. If a 12 is rolled, the bet wins 3 to 1. If a 5, 6, 7 or 8 is rolled, the bet loses.
- (G) **Place Bets** – Bets may be placed on the 4, 5, 6, 8, 9 and/or 10 to roll before the 7.
- (H) **Buy Bets** – Buy bets are exactly the same as Place bets, except that you pay a 5% commission and receive true odds.
- (I) **Lay Bets** – Lay bets are the reverse of Buy bets, a bet that a 7 will roll before the point number. By paying a 5% commission on what the bet will win, the bet receives true odds.

- (J) **Proposition Bets** – Proposition bets are one-roll bets, which means the bet wins or loses on the next roll of the dice. Proposition bets include any 7, any Crap (2, 3 or 12) and 11s.
- (K) **Hardways** – Hardways are bets made on the 4, 6, 8 and 10. In order for this wager to win, it must be rolled exactly as pictured on the table. If the number is rolled in any other combination, or a 7 is rolled, the bet loses.
- (L) **Big 6 & 8** (*when available*) – The Big 6 & 8 bet is a wager that the 6 or 8 will be rolled before the 7.
- (M) **Golden Dice Challenge** – The Golden Dice Challenge is an optional side bet, played with the same rules as traditional Craps. Each player has the option of wagering at the shooter's initial roll that the shooter will make five or more passes. The player is then paid based on the Craps Payout Chart with a maximum payout of \$5,000 per player.

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# BLACKJACK GAMES

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### Blackjack

Blackjack is one of our most popular and exciting games because it is easy to learn, fast-paced and fun to play.

Everyone plays against the dealer's cards. The dealer gives each player two cards face up. The dealer also gets two cards: one face down (hole card) and one face up. The object of the game is to draw cards that total 21 or as close as possible without going over. Tens, Jacks, Queens and Kings count as ten. Aces count either as one or 11. Other cards play at face value. If the player receives an ace and a ten-value card as his or her first two cards, the player has "Blackjack" and will win one and one-half times his or her bet. If the dealer has Blackjack and a player has Blackjack in the same round of play, the hands tie.

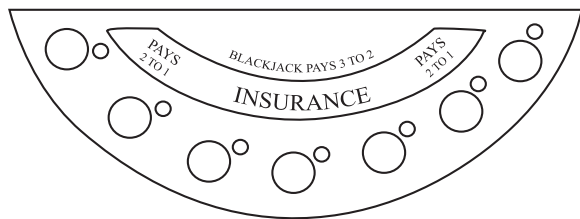
### 6 to 5 Blackjack

Everyone plays against the dealer's cards. The dealer gives each player two cards face up. The dealer also gets two cards: one face down (hole card) and one face up. The object of the game is to draw cards that total 21 or as close as possible without going over. Tens, Jacks, Queens and Kings count as ten. Aces count either as one or 11. Other cards play at face value. If the player receives an Ace and a ten-value card as his or her first two cards, the player has "Blackjack" and will win six to five for their bet.

These simple rules will help players play:

1. If the player's total is closer to 21 than the dealer's total, the player's bet wins.
2. If the player "hits" and his or her total is more than 21, his or her bet loses.
3. If the player and the dealer have the same total, it is a tie.
4. If the table is designated a must-hit-soft-17 Blackjack game, the dealer must draw on all soft 17 hands until he or she obtains a point total of a hard 17 or higher.





## Blackjack Terms

**Doubling Down** – If, on the first two cards, the player feels he or she can win with only one more card, he or she may double his or her bet. Remember, he or she only receives one more card.

**Splitting Pairs** – An option the player has with the two original cards of the same value (pair of fours, eights, etc.). The player can split the two cards by placing an additional bet of the same value as the first bet. A player can split his or her hand three times to create four separate hands. (Split Aces will receive one hit only.) A player may also “double down” on the first two cards of each hand after the split.

**Insurance** – If a dealer’s up card is an Ace, the player can take insurance. The player is betting that the dealer has a 10-value card in the “hole,” making Blackjack. The player can bet up to half his or her original bet. A winning insurance bet pays 2 to 1. A player with Blackjack against a dealer’s Ace may take even money.

**Push** – A standoff between the player and the dealer. Neither hand wins.

**Hand Signals** – Nonverbal communication between the player and the dealer to indicate “hit” or “stand.”

## Spanish 21

More ways to win than Blackjack. It's the same old game with great new rules. Uses six Spanish decks: A-9, J, Q, K (no 10s).

### Player Blackjack

Always beats dealer’s Blackjack.

### Player total of 21

Always beats dealer’s total of 21.

### Pair Splitting

Player may split cards of equal value, including aces, creating up to four hands. Hitting and doubling of split hands, including Aces, is allowed.

### Double Down

Once with two or more cards, on any total, including after splitting. No bonuses on doubled hands.

### Double Down Rescue

After doubling, if a player is dissatisfied with his non-busted hand, he may rescue (take back) the doubled portion of the bet and forfeit the original wager.

### Surrender Allowed

A player may surrender (lose) 1/2 their bet on the first two cards dealt to them.

### Super Bonus

Player holds suited 7-7-7.  
Dealer up card is any 7.

### Envy Bonus

All other betting players get paid.  
NO side bet required.



## Spanish 21 - *Continued*

### Match The Dealer™

In addition to the regular 21 bet, a player can bet that either or both of his first two cards will exactly match the dealer's up card in rank. (For example: a four matches a four, Jack matches a Jack, Queen matches a Queen, etc.)

### How to Play - Match the Dealer

The player makes a Match the Dealer wager by placing a bet in the Match the Dealer bet circle. In order to play Match the Dealer, the player must make a regular 21 bet.

### Bet Limits

Side bet \$1 minimum or posted table maximum.

## Perfect Pairs Blackjack

Perfect Pairs Blackjack is a version of Blackjack with the following rule changes:

- Prior to the first card being dealt for each round of play, all players may make a Perfect Pairs wager by placing gaming chips in the designated betting area on the gaming table
- A player who has placed a Perfect Pairs wager shall win if the player receives one of the following in his or her initial two cards:
  - a. "Mixed Pair," a pair that is composed of one red-suited card and one black-suited card
  - b. "Colored Pair," a pair that is composed of two cards that are different suits, with both cards being either red-suited cards or black-suited cards
  - c. "Perfect Pair," an identical pair, in his or her initial two cards
- If a player does not receive a pair in his or her initial two cards, the Perfect Pairs bet will lose
- After all the initial bets and winning Perfect Pairs bets have been settled, the dealer will proceed to deal the next round of play.

## High Tie Blackjack

Get more excitement on your side when you play High Tie Blackjack! This variation of traditional Blackjack allows players to add an additional “side” bet to their hand. Win the side bet and score big payouts!

The player's side bet is wagering that his or her first two cards will form:

### High Tie Blackjack

When both the dealer and player have Blackjack.

### Suited Blackjack

The player's first two cards are a natural Blackjack of the same suit.

### Suited Pair

When the player's first two cards are equal in rank and of the same suit.

### Blackjack

When the player's first two cards are a natural Blackjack.

### Pair

When the player's first two cards are equal in rank.

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# POKER GAMES

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Three-Card Poker with Six-Card Bonus

Three-Card Poker with Six-Card Bonus is an exciting stud poker game played using a 52-card deck. There are three ways to play and four ways to win. Players receive bonus payouts for certain hands wagered against the dealer.

Playing Against the Dealer

Place an Ante wager. Look at your three-card hand, then choose to fold or, if you think your hand is good enough to beat the dealer, place an equal wager on the “Play” spot. If your hand beats the dealer’s qualifying hand of a Queen or better, you win. If the dealer does not qualify with a Queen or better, the Ante wins and the play wager is a push.

Hand Value Only, Not Against the Dealer

Place a wager on the “Pair Plus” spot. If your hand contains a pair or better, you win.

*Table minimum required.*

Playing Hand Value and Against the Dealer

Bet the Ante and the optional “Pair Plus” spots. You must also make a “Play” wager or your Ante wager will be forfeited.

Ranking of Hands

Three-Card Poker hand rankings differ from traditional poker. Cards are ranked from highest to lowest. For example, a Straight beats a Flush.

Order of Hands *(highest to lowest)*

- Straight Flush
- Three-of-a-Kind
- Straight
- Flush
- Pair

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Progressive Pai Gow Poker

Progressive Pai Gow Poker is a hybrid game derived from American poker and the Chinese domino game Pai Gow, with a history dating back to the building of the first American railroads.

A traditional deck of 52 playing cards is used, plus one Joker. The Joker is used only as an Ace, or to complete a Straight, a Flush, a Straight Flush, or a Royal Flush.

The game begins with a randomly generated number, or a roll of the dice, the total of which determines the player who receives the first set of cards. The house dealer delivers the cards by counting counter-clockwise from the bank, around the seven spots, starting from the bank as one, eight or 15. Each player receives seven cards and creates two hands. The high hand is made up of five cards, and the second high hand is made up of two cards. The second high hand cannot be higher than the first high hand. Both the high hand and the second high hand must be higher than the bank’s hand to win. If only one hand is higher, it is a tie. If both hands are lower, the bet loses. Payouts are even money, and the house collects a 5% commission on all winning wagers.

The casino has set rules on how the dealer must set every house Pai Gow Poker hand. As there is no choice in setting the dealer’s Pai Gow Poker hand (and the dealer’s hand is set last), the dealer can always help the player with the game and tell the player the options his or her Pai Gow Poker hand holds.

Order of Hands *(highest to lowest)*

- Five-of-a-Kind
- Royal Flush
- Straight Flush
- Four-of-a-Kind
- Full House
- Flush
- Straight
- (A, K, Q, J, 10: Highest Straight)*
- (A, 2, 3, 4, 5: Second Highest Straight)*
- Three-of-a-Kind
- Two Pair
- One Pair

Rules shown are for illustrative purposes only. Actual rules of play may vary and are subject to change. Gaming odds are available upon request.

## Progressive Pai Gow Poker - Continued

**High Card:** When the hands compared contain no pair, the hand with the highest card wins. If both hands have the same high card, the next highest card is counted in conjunction with the highest card to determine the winner. (Example: If one player has A and 10 and the other has A and J, the A and J wins.)

*If you have any questions about how to arrange your hand, ask your dealer or supervisor to assist you.*

### Important Notes:

1. The bank cannot set a fouled hand.
2. The "A-2-3-4-5" is the second highest straight.
3. The Joker will be used as an Ace or may be used to fill a Straight, Flush, a Straight Flush or a Royal Flush.

## Let It Ride Stud Poker

Let It Ride Stud Poker offers all the action of traditional poker, without competing against other players or the dealer.

The player simply tries to get a good five-card poker hand by using his or her three cards and the dealer's two cards.

The players also have the option of making an additional \$1 Bonus Bet and/or a Three-Card Bonus Bet for additional chances at big payouts!

1. Each player places three equal bets as indicated: (1), (2), (3) on the table layout.
2. Each player receives three cards.
3. After the player looks at the first three cards, the player may ask for his or her first bet back, or he or she may "Let It Ride."
4. The dealer will then expose one community card (to be used as the player's fourth card).
5. After seeing how the community card affects his or her poker hand, the player may then ask for his or her second bet back or "Let It Ride." The player then places the cards down under his or her remaining bet(s).
6. Bet number three is the only bet that cannot be pulled back by the player.
7. The dealer will then expose the final community card (to complete the player's five-card hand).
8. A player who fails to attain a pair of 10s or better will forfeit whatever bets are still active.
9. The dealer takes all losing hands and pays all winning hands according to the payout schedule.

## Mississippi Stud Poker

Mississippi Stud Poker is a five-card poker game. Players compete against a pay table, not the dealer or other players. Players need a pair of Jacks or better to win. A pair of 6s to 10s will push. If a player does not have at least a pair of 6s, their bet will lose.

1. Prior to the first card being dealt for each round of play, players must make an Ante bet of any amount in accordance with the posted table minimums and maximums.
2. After being dealt their first two cards, the players have a choice of folding and surrendering their Ante or making a flop bet of one to three times their Ante.
3. The dealer then reveals the first community card (3rd Street) and the players have a choice of folding and surrendering their Ante and flop bets or making a turn bet of one to three times their Ante.
4. The dealer then reveals the second community card (4th Street) and the players have a choice of folding and surrendering their Ante, flop and turn bets or making a river bet of one to three times their Ante.
5. After the third community card (5th Street) is revealed, the dealer pays according to the posted pay table. All winning bets receive the same odds payout.

## Optional Progressive Side Bet

1. Mississippi Stud Progressive is an optional progressive side bet.
2. The bet considers the best hand possible among all the player's cards.
3. To begin each round, players must make their regular game's wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
4. Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
5. The dealer then follows house procedures for dealing the regular game.
6. The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Folded hands do NOT qualify for payouts on the progressive wager.
7. Envy Bonus:
  - A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. A player cannot win an envy bonus pay from her/himself or the dealer.
  - The dealer pays any Envy Bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

## Ultimate Texas Hold 'Em Progressive

Ultimate Texas Hold 'Em Progressive is a head-to-head game played against the dealer and an optional bonus bet. It lets players bet aggressively – the earlier the player bets, the more the player can risk, and win. Players and the dealer each receive two cards. They combine them with five community cards to make their best five-card hand. The player doesn't have to fold until seeing all the community cards.

The player makes equal bets in the Ante and blind circles. The player may also bet the trip bonus. The player will then receive two cards. When the player receives his two hole cards, he can either check or bet three to four times his Ante. The dealer then reveals the three-card flop. If the player hasn't already made a play bet, he has a choice to check or bet two times his Ante. The dealer then reveals the final two community cards. If the player has not already bet, he has a choice to fold or bet one times his Ante. The dealer then reveals his two hole cards and announces his hand. The dealer needs a pair to qualify. Ultimate Texas Hold 'Em handles qualifying differently than other games.

The dealer qualifies with a pair or better. Instead, if the player's hand beats the dealer's, his play and Ante bets win even money. If the dealer's hand beats the player's hand, the player's play, Ante and blind lose. If the player ties, those bets push. The blind pays if the player's winning hand is at least a straight or better. If the player beats the dealer with less than a straight, it pushes.

The dealer doesn't qualify. The dealer will not qualify if his/her hand does not contain at least a pair or better. The dealer not qualifying is not an automatic win for the player. If the dealer doesn't qualify, the player's Ante wager is returned and all other bets receive action.

## Texas Hold 'Em\*

The object of the game is to win the pot (the chips placed in the center of the table) with the best five-card hand. This is accomplished in one of two ways: a player can either show his opponents the best hand or he can bluff and convince them he has the best hand. Since the house dealer is actually distributing the cards, a dealer "button" determines where the action starts. The cards are dealt and all action takes place just as if the player having the button were dealing the hand. This button moves from player to player after each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first (where the blinds or appropriate Straddle bet have last action).

Players in the first and second positions post blinds clockwise from the dealer, the small blind in the first position from the button and the big blind in the second position. Blinds are posted before the players receive any cards. The blinds are "live" (i.e., each blind counts as part of that player's bet). The first player initiates action on the first betting round after the last blind, who has not yet entered the pot. Action proceeds clockwise, and the big blind or appropriate Straddle bet is last to act with the option to raise or to check if there has been no previous raise.

On all subsequent betting rounds, the first active player clockwise from the button begins the action and the person having the dealer button is last to act. Each player receives two down cards as his or her initial hand and there is a round of betting. The dealer then turns three board cards, called "The Flop," simultaneously and another round of betting occurs. The next two board cards, known as Fourth Street and Fifth Street or the "The Turn" and "The River," are turned one at a time with a round of betting after each one. The board cards are community cards and each player uses any five of the seven available cards to make the best possible hand. A player using all of the board cards to make his best hand is said to be "playing the board." If two or more players tie for the best hand, the pot will be split.

*\*Available in the Poker Room only*

## Criss Cross Poker

2-Five card hands. Double your chance to win, win across, win down or win both.

The game is played with a single 52-card deck.

1. Player makes two ante wagers of equal value. "Ante Across" bet and "Ante Down" bet. The player may also place an optional 5 card Bonus Bet.
2. Dealer then deals five community cards face down in such a way that they form a cross.
3. Each player then receives two cards face down. Players may examine their own cards.
4. Player may fold and forfeit their ante bets or make an "Across Bet" of 1x to 3x the "Ante Across" bet.
5. Dealer turns over two outside cards on horizontal line of the cross.
6. Player may fold and forfeit all previous wagers or make a "Down Bet" of 1x to 3x the "Ante Down" bet.
7. Dealer turns over two outside cards on the vertical line of the cross.
8. Player may fold or make a "Middle Bet" of 1x to 3x one of the original ante bets.
9. Dealer then turns over the middle card.
10. The player then uses their two cards plus the three community cards on the horizontal line of the cross to form an "Across" hand and uses their two cards plus the three community cards on the vertical line of the cross to form a "Down" hand.
11. Winning "Across" and "Down" bets are paid according to payable listed. The "Middle" bet is paid if either the Across or Down hand qualify as a win and is paid at the odds of the highest ranking hand.
12. The two ante bets are paid even money on a pair of Jacks or better and push on a pair of 6's through 10's.
13. The 5 Card Bonus is based on the five community cards making the best 5 card poker hand.

Rules shown are for illustrative purposes only. Actual rules of play may vary and are subject to change.  
Gaming odds are available upon request.

## Progressive Crazy 4 Poker

Progressive Crazy 4 Poker is an easy casino game to master. It offers all the exciting elements of Three-Card Poker and features new rules, betting options and a higher payout. Progressive Crazy 4 Poker players receive five cards to make the best four-card poker hand. A four card straight is a straight; a four card flush is a flush, etc. Prior to dealing any cards the player must choose to play against the dealer by placing equal wages on the Ante and Super Bonus bets. Players may also play the optional Queens Up and/or Progressive Jackpot side bet with an Envy Bonus.

### Ante and Play Bets:

- Dealer qualifies with a King-high or better.
- When the dealer does not qualify the play bet wins even money and the Ante bet pushes.
- When the dealer qualifies and player's hand outranks the dealer both the play bet and the Ante bet win even money.
- When the dealer qualifies and dealer's hand outranks the player both the play bet and the Ante bet lose.
- When the dealer qualifies and dealer's and the player's hand tie then both the play bet and the Ante bet push.
- The play wager must equal the Ante wager, unless the player has a pair of Aces or better. With a pair of Aces or better, the play wager may be up to three times the Ante wager.

### Super Bonus Bet:

- Not dependent on whether the player's Crazy 4 Poker hand wins, loses or pushes.
- Gets paid when a player has a Straight or better.
- Pushes when the player has less than a Straight and beats or ties the dealer's qualifying hand or when the player has less than a Straight and the dealer doesn't qualify.

### Queens Up Bet:

- Not dependent on whether player's Crazy for Poker hand wins, loses or pushes.
- Gets paid when the player has a pair of Queens or better.

Rules shown are for illustrative purposes only. Actual rules of play may vary and are subject to change.  
Gaming odds are available upon request.



Progressive Bet with Envy Bonus:

- The progressive bet considers the best hand possible among all the player’s four cards in play.
- A player making the progressive side wager also qualifies to win the Envy Bonus payout.
- If another player hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay.
- The player hitting the hand receives the normal prize pay only and does not receive the envy pay.
- A player cannot win an Envy Bonus pay from their self or the dealer.

Ranking of Hands

- Royal Flush
- Straight Flush
- Four-of-a-Kind
- Full House
- Flush
- Straight
- Three-of-a-Kind
- Two Pair
- One Pair
- No Pair

(An exception occurs in Texas Hold 'Em when the Four-of-a-Kind is on the board. Now it is in everyone’s hand and the person(s) with the highest card will win (or split) the pot. Note: The highest card could be the remaining board card.)

Bad Beat Jackpot\*

“Bad Beat” means a high ranking hand that is beat by a higher-ranking hand. The Bad Beat jackpot is paid out when a very strong hand Four-of-a-Kind loses to an even stronger hand.

Upon 15-minute notification, management reserves the right to implement and post signage stating the following rule (changes):

A Bad Beat Jackpot is paid out when a Four-of-a-Kind (Quad 5's minimum) is beaten by a stronger Four-of-a-Kind.

Both the winning and losing hands must contain a pocket pair and three cards from the board.

For Four-of-a Kind over a lesser valued Four-of-a-Kind, both the winning and losing hand must contain a pocket pair.

The jackpot will be divided between the holders of the winning and losing hands, as well as all other players who were dealt into the hand.

*\* Available in the Poker Room only. See complete official rules posted in the Poker Room.*

## Four-Card Poker with Bad Beat Bonus

Four-Card Poker with Bad Beat Bonus is an exciting stud poker game played using a 52-card deck. There are three ways to play and three ways to win. Players can wager against the dealer, on the value of their own hand against a payable, or wager both against the dealer and on the value of their own hand. Plus, players can receive bonus payouts for certain hands wagered against the dealer.

### Playing Against the Dealer: Ante Wager

Players place an Ante wager. After looking at your hand, you may fold or, if you believe your hand is high enough to beat the dealer's hand, you can make the Play wager. This wager must be from one to three times the Ante wager.

### Playing vs. Paytable: Aces Up

The object of betting the Aces Up wager is to receive a pair of Aces or better. If your hand contains a pair of Aces or better, you win the Aces Up wager. You receive ACES UP payouts regardless of the dealer's hand.

### Playing Both: Aces Up and Ante

When a player bets both the Aces Up and the Ante (including Play), you are playing against two separate paytables with two different criteria for payouts. The rules for each wager described above still apply. Side bets between players are prohibited.

Four-Card Poker hand rankings differ from traditional poker. Cards are ranked from highest to lowest.

Certain player hands receive an Automatic Bonus. These payouts are made against the Ante wager. Consult layout or table signage for odds. Automatic Bonus payouts are always paid, even if the player's hand loses.

## Bad Beat Bonus Wager

Four Card Poker features an optional Bad Beat Bonus wager. Players that make the Bad Beat Bonus bet win if they are involved in a Bad Beat with the dealer. There are two ways to win:

1. The player loses with two pair or better.
2. The player beats the dealer's hand of two pair or better.

## Omaha/Omaha High-Low Split\*

The object of the game is to win the pot (the chips placed in the center of the table) with the best five-card hand. This is accomplished in one of two ways:

A player can either show his opponents the best hand or he can bluff and convince them that he has the best hand. Since the house dealer is actually distributing the cards, a dealer “button” determines where the action starts. The cards are dealt and all action takes place just as if the player having the button were dealing the hand. This button moves from player to player after each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first (where the blinds or appropriate Straddle bet have last action).

Players in the first and second positions post blinds clockwise from the dealer, the small blind in the first position from the button and the big blind in the second position. Blinds are posted before the players receive any cards. The blinds are “live” (i.e., each blind counts as part of that player’s bet). The first player initiates action on the first betting round after the last blind, who has not yet entered the pot.

Action proceeds clockwise and the big blind or appropriate Straddle bet is last to act with the option to raise or to check if there has been no previous raise. On all subsequent betting rounds, the first active player clockwise from the button begins the action, and the person having the dealer button is last to act. Each player receives four down cards as their initial hand, and there is a round of betting. The dealer then turns three board cards, called the “Flop,” simultaneously, and another round of betting occurs. The next two board cards, known as Fourth Street and Fifth Street or the “Turn,” and the “River,” are turned one at a time with a round of betting after each one. The board cards are community cards, and to have a valid hand, a player must use three board cards and two cards in his hand to make the best five-card hand. If two or more players tie for the best hand, the pot will be split.

The rules for Omaha High-Low Split are the same as for Omaha, with the following variations:

1. The low hand must qualify by being at least an eight low (the highest card must be eight or lower).
2. You can use two different cards to compete for the high and low portions of the pot or you can use the same two cards for both hands.
3. Aces can be used as either low or high.
4. In a split pot between the high hand and the low hand, an odd chip is awarded to the first player left of the button.

*\*Available in the Poker Room only*

Seven-Card Stud\*

The object of the game is to win the pot (the chips placed in the center of the table) with the best five-card hand.

*This is accomplished in one of two ways:*

A player can either show his opponents the best hand or he can bluff and convince them that he has the best hand. An Ante may be collected from each player and then the game begins by dealing three cards to each player, the first two face down and the last face up. This is followed by a round of betting. The fourth, fifth and sixth cards are dealt face up to each player with a round of betting after each card is dealt. The seventh and final card is dealt face down and there is a final round of betting, making five rounds of betting in all. After all the action is complete, there is a showdown to determine the winner. The deal always starts in seat one (i.e., the first player clockwise from the dealer). If two or more players tie for the best hand, the pot will be split.

If it is an Ante game, an Ante will be posted by each player before the cards are dealt. Each player is then dealt a starting hand of two down cards (hole cards) and one up (called the “door card”). The lowest door card must start the action with a forced bet. If two or more players have the same low card showing, the forced bet is determined by suit in alphabetical order (clubs, diamonds, hearts, spades) with clubs being first. (In poker, this is the only case where suits are treated differently.) On subsequent rounds of betting, the highest hand showing is first to act, but it is not a forced bet.

If two hands are equal (disregarding suit), then the first such hand clockwise from the dealer acts first.

All bets and raises the first two rounds will be at the table minimum, and all bets and raises the last three rounds will be at the table maximum. On a typical 10-20 game, for example, all bets and raises the first two rounds would be \$10 and then \$20 on the last three betting rounds. An exception to this would be the “Fourth Street Rule.” The “Fourth Street Rule” allows any player to bet or raise either the lower or the higher limit on Fourth Street if an open pair shows in any player’s hand. A high-limit raise after a low-limit raise is also allowed, but not vice versa.

*\*Available in the Poker Room only*

A player has the option to check (decline to bet when it is his or her turn if there has not already been a bet made). A player may bet (put money in the pot before anyone else on any given round). A player may fold (drop out of a hand rather than call a bet or raise). A player may also raise (bet an additional amount after someone else has bet). Four raises per round are permitted. There is no limit to the number of raises when only two active players remain at the beginning of a betting hand. After all the action is complete, there is a showdown to determine the winner.

Ranking of Hands

- Royal Flush
- Straight Flush
- Four-of-a-Kind
- Full House
- Flush
- Straight
- Three-of-a-Kind
- Two Pair
- One Pair
- No Pair