

HOST YOUR OWN



RULES OF PLAY

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Roulette – For 2 to 5 players, or teams

Aim of the game

Roulette is one of the most popular games of chance. The objective of the game is to predict which numbered compartment the ball will fall into on the roulette wheel, by placing a bet on the appropriate number on the roulette mat.

You will need

Roulette wheel, roulette mat, poker chips, croupier stick, croupier bow-tie, a roulette ball and play money.

Setting up the game

Place the roulette game mat on an even surface, with the roulette wheel next to the mat. Nominate a host who will be the croupier for the game (or you can rotate being the croupier) who will be given the croupier stick for clearing the chips and the croupier bow-tie to wear.

You can either play individually or in teams. Each player/team is designated a colour of chips, that will help to identify who placed which bet.

All players start with play money which is traded for chips in order to participate in the game. The Croupier keeps hold of the play money. One \$100 note is worth 1 chip.

For a 4-player game, we recommend each player/team receives \$2500, and exchanges 5x \$100 notes for 5 chips with the Croupier to start off the game. Once you get the hang of the game you can exchange for more chips anytime. You can adjust how much play money each player receives at the start of the game depending on the number of players.

Playing the game

Each betting round begins with all players placing bets; bets may be placed until the Croupier announces “no more bets”. The Croupier then spins the wheel and rolls the ball in the opposite direction. When the ball comes to a stop, the Croupier points out the winning number, and winning bets are paid according to the payout table.

Betting options

There are numerous betting options and the different bets are indicated by the placement of your chips on the table. They are usually categorised into the following:

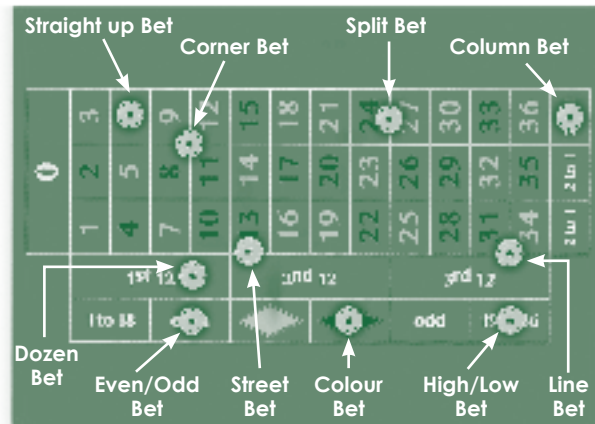
- **Inside bets** are made on numbers directly on the number layout. Inside bets payout can be large but they also have the lowest odds of winning, however, they are among the most popular and fun bets!
- **Outside bets** are made on the area bordering the number layout. Outside bets are simpler and have the highest chance of winning, however the payouts are small. These are bets that do not involve specific numbers.
- **Payouts** are given if you bet correctly. Croupier pays your original bet plus the odds. For example, if you bet 2 chips on a colour and won a Colour Bet, you will receive your original 2 chips plus 2 chips. If you bet 3 chips on a number and won a Corner Bet, you will receive your original 3 chips plus 24 chips.

Payout table

Inside bets	Payout	Explanation
Straight up Bet	35 to 1	A bet directly on any single number, including zero
Split Bet	17 to 1	A bet split between any 2 numbers
Street Bet	11 to 1	A bet on a row of 3 numbers
Corner Bet	8 to 1	A bet on 4 numbers
Line Bet	5 to 1	A bet on 6 numbers over 2 rows

Outside bets	Odds	Explanation
Dozen Bet	2 to 1	A bet covering a set of 12 numbers low (1-12) mid (13-24) and high (25-36)
Column Bet	2 to 1	A bet covering any 12 numbers in the column bet
Colour Bet	1 to 1	A bet on either red or black
Odd or Even Bet	1 to 1	A bet on either even or odd
Low/High Bet	1 to 1	A bet on half the numbers either 1-18 or 19-36

In American roulette rules, if the ball stops on zero (0) players wagering on any even money bets (any 1 to 1 odds) surrender half the amount to the dealer and remove the remaining half from the table. On the other hand, in European roulette it offers a rule known as "en prison". Here's how it works: if a player makes an even money bet (red, black, odd, even, 1-18, 19-36) and the ball lands in zero, the player gets either half the bet back or it becomes "imprisoned". If an imprisoned bet wins on the next spin, it is released and the player gets it back without winnings. Subject to debate or rule variation depending on where you play is what happens to an imprisoned bet if the ball lands in zero on the next spin.



Winning the game

Count up your chips and play money at the end of the game, the player with the most amount of money is the winner!

Last rule: Have Fun!

Poker – For 2 or more players

Aim of the game

The objective of poker is to win as much money as possible which is achieved by winning hands. To win a hand, you should make up the highest possible poker hand of five cards, using the two initially dealt cards to you and the five shared cards. The player with the highest hand wins the pot.

You will need

One decks of playing cards, poker mat, poker chips, play money and dealer chip.

Setting up the game

Place the poker game mat on an even surface. Take out the deck of cards from the box, and remove any joker cards. Shuffle the deck of cards thoroughly before starting the game.

In this game, you can rotate being the dealer or you can nominate a dealer for the entire game. Use the dealer chip to indicate who the dealer is. The dealer does not win any chips in this game.

Each different coloured chip is assigned a value, we recommend \$25 for blue chips, \$50 for green chips, \$100 for red chips and \$200 for light grey chips. Feel free to adjust the valuation of chips, but they must be established prior to each game.

All players start with play money which is traded for chips. The dealer keeps hold of the play money. Players will need play money for exchanging the chips to participate in the poker game. For a 6-player game, we recommend each player receives \$1500, and exchange for \$1000 worth of chips with the dealer to start off the game. Once you get the hang of the game you can exchange for more chips at anytime. You can also adjust how much play money each player receives at the start of the game depending on the number of players.

Playing the game

To begin the game, the player to the immediate left of the dealer will place a small bet equivalent to half the full bet for that round. This is known as the "small blind". The player to his left will then place a full bet for that round. This player is called the "big blind". These are known as blind bets because they are placed 'blind', before the players have even seen their cards. We recommend that you start with \$25 for the small blind, and \$50 for the big blind.

All the bets go into the middle of the table after each round of betting and this collection of chips is called 'the pot'. This is what the winner of the hand collects.

Once blinds have been placed, the cards are dealt to the left of the dealer first, rotating around the table in a clockwise manner, giving each player one card at a time until each player has two cards. The two cards are known as your "hole cards".

Pre-flop (1st betting round)

When all players receive their hole cards, you are now in the "Pre-Flop" betting round. Each player must look at their cards and decide what action they would like to take. Only one player can act at a time. The first player to act in the Pre-Flop betting round is the player to the left of the big blind.

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There are 3 different options to choose for this player:

- **Call:** To put into the pot an amount of money equal to the most recent bet or raise.
- **Raise:** To increase the amount of the current bet.
- **Fold:** To forfeit any chance of winning the current pot. To lay down your hand or throw your hand in instead of calling or raising a bet.

After the first player has made a decision, the turn goes clockwise and all players at the table will have the same options. If a player raises his hand, the following players have the choices of folding, calling the raise or re-raise. Should a player want to re-raise, he will need to put in the same amount as the initial raiser raised with.

The Flop (2nd betting round)

The 2nd betting round is known as the "Flop". On the Flop the dealer deals the first three shared cards in the middle of the table and a new round of betting begins.

Unlike Pre-Flop, the first player to act is now the player to the left of the dealer.

Players have the choices of betting, calling and folding like they had pre-flop, but now they also have the opportunity to check.

- **Check:** To not bet, with the option to still call or raise later in the betting round. Equivalent to betting zero dollars. Players can only check if no one has bet any money into the pot. As soon as someone has put any bets in the betting round, the checking option eliminates. If every player checks in a betting round, the game moves on to the next betting round.

The Turn (3rd betting round)

The 3rd betting round is known as the "Turn". On the Turn the dealer deals the fourth shared card in the middle of the table and another betting round begins.

The betting works the same way as it did on the Flop, with the option to check, call, raise, and fold.

The River (4th and final betting round)

The fourth and final betting round is known as the "River". On the River, the dealer deals the fifth and last shared card in the middle of the table.

The River betting round is similar to the Flop and Turn betting rounds, except this is the final round to bet.

Showdown (the reveal round)

Once the River betting round has been completed, the players now enter into the "Showdown". You must make the best hand possible using any combination of your two cards and the five shared cards on the table.

Players show their hands in order, rather than all at the same time. The player who made the last bet or raise on the River round is the first player to reveal their hand, continuing clockwise around the table. If no betting happened on the River round (all players checked), the player closest to the left of the dealer is to open their hand first. If a player is holding a losing hand, it is their option to reveal their cards or simply muck their hand and concede the pot.

At this point, the best hand wins the pot! After the pot is awarded, a new hand is ready to be played. The dealer responsibility now moves clockwise to the next player, and the game continues.

Hand Rankings

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There are four suits of equal value (hearts, diamonds, clubs, spades) and the cards are ranked as follows, in descending order: Ace is the highest, then King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2, being the lowest.

The following combinations of cards are ranked in descending order of value:

- **Royal straight flush:** A, K, Q, J, 10 of the same suit. This is the highest possible hand.
- **Straight flush:** Any five cards in sequence of the same suit. In the event of a tie, the highest rank at the top of the sequence wins.
- **Four of a kind:** Any four cards of the same rank, and one side card. Where players have the same four of a kind, the highest fifth side card wins.
- **Full House:** Any three cards of the same rank together with any two cards of the same rank. In the event of a tie, the winner is the one with higher three of a kind. Where players have the same three matching cards, the highest value of the two matching cards wins.
- **Flush:** Any five cards of the same suit but not in sequential order. In the event of a tie, the player holding the highest ranked card wins. If necessary, the second-highest, third-highest, fourth-highest, and fifth-highest cards can be used to break the tie.
- **Straight:** Any five cards of any suit, in sequential order. In the event of a tie, the highest ranking card at the top of the sequence wins.
- **Three of a kind:** Any three cards of the same rank, the remaining two cards not being a pair. Where players have the same three of a kind, the highest side card wins, and if necessary, the second-highest side card wins.
- **Two pairs:** Two cards of a matching rank, another two cards of a different matching rank, and one side card. In the event of a tie, the Highest pair wins. If players have the same highest pair, highest second pair wins. If both players have two identical pairs, highest side card wins.
- **Pair:** Two cards of a matching rank, and three unrelated side cards. In the event of a tie, the highest pair wins. If players have the same pair, the highest side card wins, and if necessary, the second-highest and third-highest side card can be used to break the tie.
- **High card:** Any hand that does not qualify under a category listed above. In the event of a tie, the highest card wins, and if necessary, the second-highest, third-highest, fourth-highest and smallest card can be used to break the tie.

If you have the same combination hand as your opponent (regardless of suit, as all suits have equal value), then you simply split the pot. On the rare occasion where players are using the 5 shared cards instead of their "hole cards" because the shared cards have the highest five card combination, the pot is split equally between players.

Winning the game

Count up your chips and play money at the end of the game, the player with the most amount of money is the winner!

Last rule: Have Fun!

Aim of the game

The aim of this card game is to get a hand whose value is closer to 21 than that of the dealer's hand without going over 21.

You will need

Two decks of playing cards, blackjack mat, poker chips, play money and dealer chip.

Setting up the game

Place the blackjack game mat on an even surface. Take out the 2 decks of cards from the box, and remove any joker cards. Shuffle the 2 decks of cards thoroughly before starting the game.

In this game, you can rotate being the dealer or you can nominate a dealer for the entire game. Use the dealer chip to indicate who the dealer is. If you rotate being the dealer, dealer's winnings belong to a completely separate pot to all players' throughout the entire game.

Each different coloured chip is assigned a value, we recommend \$50 for blue chips, \$100 for green chips, \$200 for red chips and \$500 for light grey chips. Feel free to adjust the valuation of each chip, but they must be established prior to each game.

All players start with play money which is traded for chips. The dealer keeps hold of the play money. Players will need play money for exchanging the chips to participate in the blackjack game. For a 6-player game, we recommend each player receives \$1500, and exchanges \$300 worth of chips with the dealer to start off the game. Once you get the hang of the game you can exchange for more chips at anytime. You can also adjust how much play money each player receives at the start of the game depending on the number of players.

Playing the game

Values of cards

Cards with the numbers 2 to 10 have their face value. Jacks, queens, and kings are valued at 10. Aces can be 1 or 11. The value of a hand is simply the sum of the points counted for each card. For example, a hand containing 5, 7, 9 has the value of 21.

A "Blackjack" is when you add up to 21 on the first two cards that you are dealt. You need to get an Ace and one of the 10-value cards for this to happen.

Betting & Payouts

At the start of a blackjack game, bets are placed before any card is dealt out. Bets in a blackjack game always have a minimum and a maximum. For beginners, we recommend \$50 worth of chips as the minimum and \$500 worth of chips as the maximum. Once you get the hang of the game, the minimum and maximum of the table can be decided as a group before starting the game.

Payout on a standard win is 1 to 1. For instance, you bet with \$200 worth of chips; if you lose, the dealer gets your \$200. If you win, you get your original \$200 bet back, plus the dealer gives you an additional \$200. If it's a tie between you and the dealer (it's also called a "push") your bet will be returned. If you win with a Blackjack, it pays 3 to 2, meaning you get your original \$200 bet back, plus \$300 from the dealer. A score of 21 achieved by three cards or splitting a pair would be beaten by a two card Blackjack.

Dealing the cards & basic strategy

In a game where you rotate being the dealer, the dealer will deal out one card at a time to each person starting from their left, including themselves. Each person should have two cards face up. A separate hand of the dealer's cards are dealt with one card face up and one face down. If you play a game where there is one permanent

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dealer, he deals out cards to the rest of players but himself.

• **Hitting and Standing:** Once the cards are dealt, play proceeds, beginning with the person to the dealer's left, also called "first base". Each player will be asked in turn to make a decision as to whether or not to receive further cards to improve their score "hit", or otherwise "stand" on their existing total. There is no limit to the number of further cards that can be drawn, provided the score does not exceed 21. The dealer will complete their own hand, then pay or collect all bets.

If you go over 21 "bust", the dealer will collect your bet and remove your cards from the table.

"Dealer stands on all 17s" is the most common rule. In this case, the dealer must continue to take cards "hits" until their total is 17 or greater. An Ace in the dealer's hand is always counted as 11 if possible without going over 21.

• **Surrender:** Surrender offers the players the choice to fold their hand after the first two cards are dealt, at the cost of half the original bet. You must make that decision before you take any other action on the hand, and once you draw a third card, Split, Double Down or Surrender is no longer an option.

• **Doubling Down:** Doubling down allows you to double your original bet by placing an additional bet adjacent to your original bet (but not on top of it) and receive one additional card to your hand. This can only be done with a two card hand, before another card has been drawn. A good example of a doubling down opportunity is when you hold a total of 11. For example, 6-5 against a dealer's up-card of 5. You have a good chance of winning the hand in this situation because only a high Ace can make your total exceed 21, and then you can always play is as a low Ace.

• **Splitting Pairs:** When you are dealt a pair of identically ranked cards at the beginning, you can choose to split your hand into two separate hands and play them independently. Place a matching bet beside your original one, but remember that you can only bet the same amount on a split. The dealer will then separate the two cards and treat them as independent hands. You then draw another card and play one hand to completion before moving on to the second. If you get another pair in the first two cards of your additional hands, you are allowed to re-split up to a total of 3 times, making 4 separate hands, with 4 separate bets!

• **Insurance:** When the dealer is dealt a face up Ace card, the player is offered the option of taking insurance. Insurance protects the player in the event of the dealer drawing Blackjack.

If you do take insurance, you place a bet half the value of your current stake. This side bet is completely independent of your original bet.

Assuming the dealer does draw Blackjack (and you don't have Blackjack) you lose your stake on your cards but you win the insurance bet which pays 2:1 - basically you walk away with neither a win or a loss. If the dealer does not draw Blackjack, your insurance bet is lost and the game proceeds normally.

Winning the game

Count up your chips and play money at the end of the game, the player with the most amount of money is the winner!

Last rule: Have Fun!