

LAGOON  
GAMES



complete  
**CASINO**  
Night

**CASINO RULES**



## Introduction

Welcome to the Lagoon Casino – Las Vegas in your very own living room! We provide the games, you provide the gamblers.

Familiarize yourself with the rules and hone your skills as a croupier. Then invite your friends around and impress them with your knowledge.

### Remember that:

1. All games must be played with a dealer who will play for the Casino. Any IOUs or trading of cars/pets/partners must first be approved by the dealer. The dealer should act in a professional and unbiased manner befitting a high class establishment, and has the final say in every decision.
2. The dealer has the authority to ban anyone caught cheating.
3. Players can only start betting when the dealer says, "Place your bets." No bets can be placed after the dealer says, "No more bets." Players are not allowed to touch the chips after they have been placed on the betting table.

**Now that the basics are established,  
it's time to move on to the rules of the games!**

## Blackjack

Blackjack is a casino staple and any good gambler should know how to play. The purpose 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. The other players at the table have no effect on your hand – you are only playing against the dealer. The dealer plays according to rules that are strictly determined before the game. It is therefore not a problem if the dealer, or any of the other players for that matter, see your cards. In fact, if you're playing a shoe game, the cards are all dealt face-up. So feel free to ask questions and show your hand while you're still learning the game.

In blackjack, the cards have the following values:

Ace counts as either 1 or 11; cards 2 through 9 have their numerical value; and the 10, Jack, Queen and King are all valued at 10. The suits are of no importance in this game.

The value of a hand is simply determined by the sum of the points counted for each card. For example, a hand containing 5, 7, 9 has the value of 21. Suppose, however, that you have the following two cards: Ace, 6. This hand can count as either 7 or 17 depending on whether the Ace works better as 1 or 11. If you stop there, the Ace will count as 11. If you take another card and get Ace, 6, 3, then the Ace will count as 11 to make the hand worth 20 points. If you draw an 8 instead of a 3, for instance, then the Ace will have to count as 1, so as not to exceed 21 points. When the Ace can be counted as either 1 or 11 without the total value of the hand going over 21, it is called a "soft" total. When the Ace can only be counted as 1, it is called a "hard" total.

### How to deal the cards:

Once all the bets are made, the dealer will deal the cards to the players. He'll make two passes around the table starting at his left, until everyone has two cards each. Then the dealer will flip one of his cards over to show its value.

When holding the cards in a hand-held game, it is important to remember the following rules:

- You are only allowed to touch the cards with one hand.
- You must always hold the cards over the table.
- Any card the dealer subsequently deals to your hand must be left on the table and not added to the cards in your hand.

Once the cards are dealt, play proceeds, beginning with the person to the dealer's left, also called "first base". Each player indicates to the dealer how they wish to play their hand and when a player's hand is finished, the dealer will complete his or her own hand, then pay or collect all bets. The dealer always plays his or her hand according to one of the two variations governing the dealer's rules of play:

- "Dealer stands on all 17s" is the most common rule. In this case, the dealer must continue to take cards ("hits") until his or her total is 17 or greater. An Ace in the dealer's hand is always counted as 11 if possible without going over 21. For example, Ace and 8 would count as 19 and the dealer would stop ("stand"). If the dealer draws Ace and 5, that only counts as 16, so he or she would hit again, until the hand equaled 17 or more. A hand consisting of Ace, 5 and 7 would count as 13, so the dealer would hit again. A-5-7-5 adds up to 18, so the dealer would stand at this point.



- “Dealer hits soft 17” is less common as a rule. It means the dealer will hit on all soft totals of 17, and only stand on soft totals of 18 or higher, or hard totals of 17 or higher. Examples of soft totals of 17 are when a hand will not exceed 21 whether the Ace is played as 1 or 11, such as, hands containing A-6 or A-5-A or A-2-4. When this rule is in effect, the house advantage against the players is slightly increased.

### Surrender

Surrender offers you the choice to fold your 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, or double down, surrender is no longer an option.

### Hitting/standing

The most common decision a player has to make in Blackjack is whether to draw another card to the hand (“hit”) or stop at the current total (“stand”). There is a fairly elaborate etiquette as to how this is done depending on what form of the game you’re playing. In a face-up shoe game, you must indicate that you want another card by tapping the table behind your cards with a finger, in addition to saying ‘hit’ or ‘stand’. This is to eliminate any confusion about what you want. If you go over 21 (“bust”), the dealer will collect your bet and remove your cards from the table. When you decide to stand, just wave your hand in a horizontal motion across the cards. If you decide to hit, the dealer will deal the additional cards on the table in front of your bet. Add them to your total hand value, but leave the cards on the table. If you go over 21, toss your cards on the table. The dealer will collect your bet and your cards. When you decide to stand, tuck the two cards you are holding face-down under the chips that you have bet, but don’t pick up your chips. This might take some practice but remember that, once the cards are dealt, you are not allowed to touch the chips in the circle.

### Doubling down

Among the more profitable player options is the choice to double down. This can only be done with a two card hand, before another card has been drawn. Doubling down allows you to double your bet and receive one, and only one, additional card to your hand. 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 as a low ace. So you may as well increase your bet by placing an additional bet adjacent to your original bet – but not on top of it. If you are playing in a face-down version of the game, just throw your cards face-up on the table in front of your bet. The dealer will then deal you one more card, possibly by tucking it under your new bet to be revealed later.

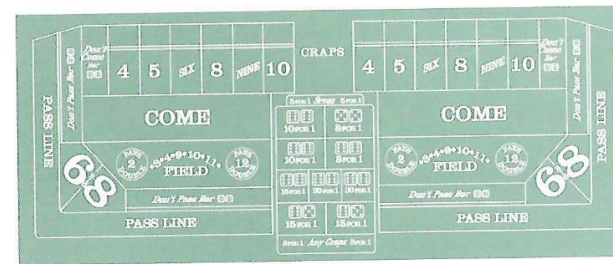
### Splitting Pairs

When you are dealt a pair, you can choose to split your hand into two separate hands and play them independently. For instance, imagine you are dealt a pair of 8’s for a total of 16. 16 is the worst possible hand you can draw, since it’s close enough to 21 to make a bust likelier than a win. If you are playing a hand-held game, just toss the cards face-up in front of your bet as if you were doubling down. Then place a matching bet beside your original one in the circle, 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!

# craps

Craps is played with two six-sided dice thrown on the casino table (you could use the tin for this). Each throw is called a “roll”, and players take turns rolling the dice, going in clockwise direction around the table. The dice thrower is called the “shooter” and when a new shooter is given the dice, his or her first roll is called the “come out”. This begins a new series of rolls by the shooter and lasts as long as the shooter keeps throwing a winning roll.

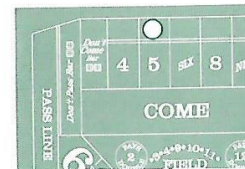
The basic aim of the game is to roll a “point” (4, 5, 6, 8, 9 or 10) on the “come out” roll. The “come out” roll establishes the point and the shooter wins by rolling that same point again before rolling a 7. If the point is thrown before a 7, then the payouts are made and the shooter rolls again. If a 7 is rolled, then the shooter loses their bet and the process starts all over again.



Bets can be made at the same time by anybody around the table including the shooter. Bets are made by placing your chips on the corresponding area of the table either before the “come out” roll or after each roll, depending on the kind of bet you want to make.

A PASS LINE BET is made by placing your chips on the pass line area marked on the table. When the shooter rolls a 7 or 11 on the “come out” roll, it is referred to as a “natural” and is an automatic win. If a 2, 3, or 12 is thrown on the “come out” roll, it is called “craps” and you lose your pass line bet. If any other number is rolled (4, 5, 6, 8, 9, 10), this becomes your point and you win if your point is repeated before a 7, but lose if a 7 is rolled before your point is repeated. The odds on a Pass Line Bet are even.

The dealer places a marker (please use an upside-down chip) above the number to signify the “point”. The chip stays on this number until the shooter makes his point or until he sevens out.



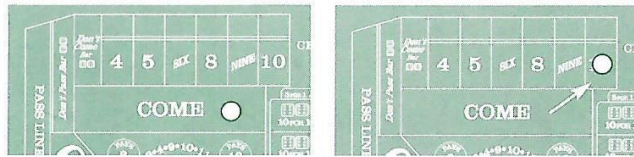
This is an example of the marker signifying the ‘point’ is five.



The DON'T PASS LINE BET is the opposite of a Pass Line bet and you make this bet by placing your chips on the Don't Pass Bar on the table. You win if a 2 or 3 is thrown on your "come out" roll, and lose if a 7 or 11 is thrown. 12 is a "stand-off" and neither you nor the house wins and your bets are returned. If a 4, 5, 6, 8, 9, 10 is rolled, then that becomes your point and you only win if a 7 is rolled before that number is repeated, and lose if that number is repeated before a 7. The odds on a Don't Pass Line bet are even.

An ODDS ON PASS LINE BET is an additional bet you can make by taking odds after a point is rolled. You place your chips on the outside of the Pass Line. A point of 4 or 10 will pay you 2:1; 5 or 9 pays 3:2; while 6 or 8 pays 6:5. You only win if your point is rolled again before a 7 is rolled.

A COME BET can only be made once a point is established. You make a Come bet by placing your chips on the come area of the table. You win if a 7 or 11 is rolled. If a 4, 5, 6, 8, 9, 10 is rolled, then that number becomes your Come bet point. The dealer now moves your bet onto the designated number in the Place bets area.



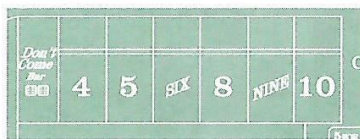
The example above shows a Come bet. The dice is rolled and the Come bet point becomes a 10. The dealer moves the chip from the Come bet area onto the 10 on the Place bets area.

You win your Come bet if your point is rolled again before a 7, but lose if a 7 is rolled before your Come bet point is repeated. The odds on a Come bet are even.

An ODDS ON COME BET is the same things as an Odds on Pass Line bet except that you simply add more chips to your Come bet by placing the chips on the designated number.

A DON'T COME BET is the opposite of a Come bet, and you make this bet by placing your chips on the Don't Come bet bar. You win if a 2 or 3 is rolled, and lose if a 7 or 11 is rolled. 12 is a stand-off and neither you nor the house wins. You win if a 7 is rolled before your Come point is repeated, and lose if your Come point is rolled before a 7. The odds on a Don't Come bet are even.

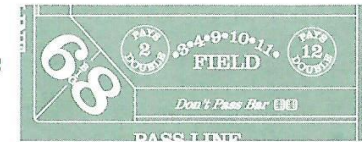
PLACE BETS work only after the point has been determined and you can bet on a roll of 4, 5, 6, 8, 9 or 10. You win if the number you placed your bet on is rolled before a 7, otherwise you lose. The Place bet payoffs are different, depending on the number you bet on. 4 or 10 pays 9:5; 5 or 9 pays 7:5; and 6 or 8 pays 7:6.



Place bet area

A FIELD BET is a one-time bet and can be made at any time and is made by placing your chips in the corresponding area on the table before the roll. If you throw a 2, 3, 4, 9, 10, 11 or 12, you win. If you throw a 5, 6, 7, or 8, you lose. The odds on a field bet are even except if a 2 or a 12 is thrown, in which case, the odds are 2:1.

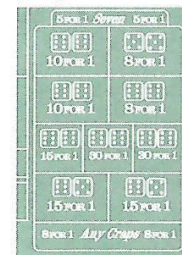
Big 6 and Big 8



field bet area

BIG SIX and BIG EIGHT BETS are placed at any roll of the dice. These bets win if a 6 or 8 is rolled before a 7. Big Six and Big Eight are even bets and pay 1:1.

### Proposition bets



PROPOSITION BETS are bets that can be made at any time and are all one-roll bets. These are identified in the centre of the table and can be made at any time. The odds are provided by the bets:

- Any Craps wins if a 2, 3 or 12 is rolled. Payoff is 8:1
- Any Seven wins if a 7 is rolled. Payoff is 5:1

Craps may seem complicated so here's an example of a sequence of rolls that establish the points and "come out" rolls:

Game begins / Player 1 places 5 chip on Pass Line / Dealer announces "come out roll"

Roll 4 - Point established / Dealer marks the 4 with the marker

Roll 11 - No decision / Shooter keeps rolling

Roll 6 - No decision / Shooter keeps rolling

Roll 4 - Pass Line wins (Player 1 wins 5 chip and gets 5 chip bet back) / Don't Pass loses / New shooter rolls/ Next roll is a "come out" roll (Player 1 places 10 chip on Don't Pass Bar)

Roll 7 - Natural/Pass Line wins / Don't Pass loses (Player 1 loses 10 chip) / New shooter rolls / Next roll is a "come out" roll

Roll 6 - Point established / Dealer marks the 6 with the marker / (Player 1 places 20 chip on Come bet area) / Player 2 places 5 chip on Don't Come Bar / Same shooter rolls

Roll 8 - Dealer places 20 chip on the 8 - 8 is now Come bet point / (Player 1 increases bet (Odds on Come bet) by placing another 20 / Same shooter rolls

Roll 7 - Player 1 loses - Come bets lose / Pass Line lose / Don't Pass and Don't Come bet win / Player 2 wins 5 chip and gets his original 5 chip back

Craps can be an intimidating game since the betting possibilities are complicated. However, the most fun and noise in a casino will be generated at a craps table, with players shouting, crowds gathering and everyone hoping for that lucky hot streak. Believe in your 'hunches' and you could come away from the table with millions!



# ROULETTE

Roulette is probably the most glamorous of casino games, and certainly one of the most suspenseful. So pull up a chair beside one of your favorite Hollywood stars, and let's see where that bouncing ball bearing lands on the wheel.

The basic aim of roulette is to bet on the number slot you think the ball bearing will fall into on the roulette wheel. You have numerous betting options and the different bets are indicated by the placement of your chips on the table. They are usually grouped into the following two categories:

- Inside bets are made on numbers directly inside the layout.
- Outside bets are made on the area of the roulette table bordering the number layout.

## INSIDE BETS WORK AS FOLLOWS:



A Single Number bet is indicated by placing your chip in the center of the square containing the number you want to bet on. If you win, this bet pays 35:1.



A Street bet is when you bet on a row of three numbers, indicated by placing your chip on the line at the edge of the number layout, at the row of numbers you wish to bet on. If you win, this bet pays 11:1.



A Split bet is when you bet on two numbers, indicated by placing your chip on the line separating the two numbers you wish to bet on. If you win, this bet pays 17:1.



A Special Line bet is when you bet on the five adjoining numbers (00, 0, 1, 2 and 3), indicated by placing your chip on the line at the end of the number layout straddling the zero rows and the first row. If you win, this bet pays 6:1.

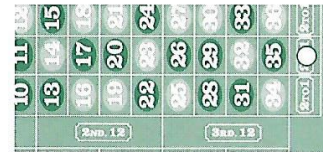


A Corner bet (ie. a Square or Quarter bet) is when you bet on four numbers, indicated by placing your chip on the intersection where the four squares meet. If you win, this bet pays 8:1.

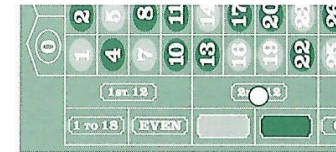


A Line bet is when you bet on six adjoining numbers, indicated by placing your chip on the line at the edge of the number layout straddling the two rows you wish to bet on. If you win, this bet pays 5:1.

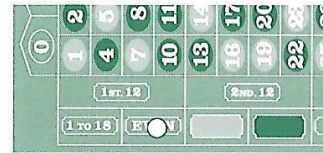
## OUTSIDE BETS WORK AS FOLLOWS:



Dozens are bets made on the 1st 12 numbers, the 2nd 12 numbers or the 3rd set of 12 numbers only. These bets are indicated by placing your chip on the relevant location outside the number layout. If you win, this bet pays 2:1.



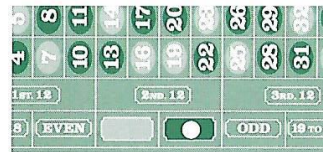
Column bets are made on the 1st, 2nd or 3rd column of numbers, and are indicated by placing your chip on the relevant location outside the number layout. If you win, this bet pays 2:1.



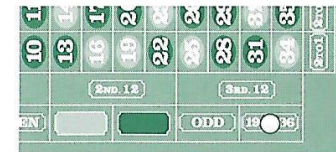
Odd or Even bets are made on all the odd numbers or on all the even numbers on the table. These bets are indicated by placing your chip on the relevant location outside the number layout. If you win, this bet pays even money.



You can bet on 1 to 18, ie. on all the numbers in the first half of the wheel (excluding 00 and 0), and this bet is indicated by placing your chip on the relevant location outside the number layout. If you win, this bet pays even money.



Red or Black bets are made on all red or all black numbers on the table. These bets are indicated by placing your chip on the relevant location outside the number layout. If you win, this bet pays even money.



You can bet on 19 to 36, ie. on all the numbers in the second half of the wheel, by placing your chip on the relevant location outside the number layout. If you win, this bet pays even money.

# POKER

Poker is the classic gambling card game and is played using a standard deck of 52 playing cards. Hands normally contain five cards each, dealt face down by the dealer, and the highest hand wins. There are four suits of equal value (hearts, diamonds, clubs, spades) and the cards are ranked as follows, in descending order: Ace is high, then King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2, being the lowest. (Sometimes Ace is low, depending on your hand.)

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

## Five of a Kind

Five of a kind – only possible when you are using a wild card – is the highest possible hand. If more than one person has five of a kind, the higher card wins, ie. A-A-A-A-A will beat K-K-K-K-K.

## Straight Flush

A straight flush is the best natural hand you can have. It consists of 5 cards of the same suit in sequential order, ie. 7-8-9-10-J. In this case, the Ace can either be high or low, ie. A-2-3-4-5 or 10-J-Q-K-A. But remember that you can't use the Ace in the middle of a flush, ie. K-A-2-3-4. A high Ace straight flush is called a Royal Flush and is the highest natural hand you can get and beats a straight flush.

## Four of a Kind

Four of a kind is the next best thing to a flush. The higher the card, the more the hand is worth, ie. four Aces beat four Kings.

## Full House

A full house consists of one three of a kind and one pair, ie. K-K-K-7-7. When two people have a full house, the tie is broken by the value of the three of a kind, ie. J-J-J-5-5 beats 7-7-7-A-A.

## Flush

You have a flush when all your cards are in the same suit but aren't in sequential order. High card beats another flush.

## Straight

You've got a straight when all your cards are in sequential order, but aren't all in the same suit. When two people have straights, the highest straight wins, ie. 8-9-10-J-Q beats 5-6-7-8-9. Ace can be either high or low, and if two straights have the same value, then the pot is split.

## Three of a Kind

Three of a kind consists of three cards of the same rank and suit, the remaining two cards not being a pair. The highest ranking three of a kind beats another three of a kind, and in the case of a tie, the highest card of the remaining two determines the winner.

## Two Pairs

Two pairs with a fifth distinct card beats one pair. Highest ranking pair wins, and if two people have the same pairs, then the highest 5th card wins.

## Pair

One pair consists of a hand with one pair and three different cards. Highest pair wins and high card breaks a tie.

## High Card

If you have a hand that has none of the combinations already listed, then the best you can do is play your highest card. If there is a tie for high card, then the next highest ranking card determines the winner.

## Now let's get on to the business of betting!

In most poker games, an ante (the initial amount bet) is set before the first cards are dealt. In a friendly game, the ante tends to be low, ie. a quarter or a dollar. The money is put in the center of the table and is called "the pot". Whoever wins the hand, gets the pot.

## Here's how to bet:

A call is when you match the ante but do not raise it. If the ante is 25 cents and someone raises the bid to 35 cents, then you will owe 10 cents when it's your turn. If you call, then you put the money you owe into the pot, ie. 10 cents, and that lets you stay in the hand.

A raise is when you challenge the other players by raising the betting stakes, based on the assumption that your cards are strong enough to win the hand. This is done by putting enough money into the pot to match what has already been bet and then raising the bet. If the initial bet is 25 cents, you would first match that bet and then raise it, say, another 25 cents. Now the other players must either call, raise or fold. In a friendly game, it's good to determine a limit to which you can raise the bet.

If you want to play on the edge, you can always try bluffing. Bluffing is when you don't actually think your cards are strong enough to win the hand, but you pretend they are in the hope that your steely poker face will intimidate the other players into folding.

To fold means you drop out of the current hand and forfeit the possibility of winning the pot. You don't have to match the bet, and only lose what you've contributed to the pot up to that point. Remember, it's the luck of the draw and as good as knowing when to hold 'em, is knowing when to fold 'em.

## How five card draw is dealt:

All the players put in the ante and five cards are dealt face down to each player. The players then pick up their cards and a round of betting occurs. The players can then discard up to three cards and get back from the dealer the same number of new cards. There is another round of betting and the hands are revealed. The player with the highest hand wins the pot.