

CASINO games

INSTRUCTION BOOKLET

**FOR YOUR
FAVORITE GAMES OF CHANCE**

**ROULETTE
NEVADA CRAPS
CHUCK-A-LUCK**

INSTRUCTIONS FOR **CASINO** games

Your CASINO GAMES will give you many pleasurable evenings at home gatherings and parties. You are supplied with complete equipment to play the three most fascinating games, Roulette, Nevada Craps and Chuck-A-Luck, exactly as played in the most renowned international Casinos. In addition, you are given plastic chips or counters in colors and an ample supply of Play Money.

Begin your evening of fun by choosing two bankers, who will operate the two games which can be played at the same time. One will conduct either Roulette or Nevada Craps; the other, Chuck-A-Luck.

The Bankers should be given at least one third of the money. The balance of the money is divided among the players. Divide the plastic chips or counters so that each player gets all the chips of one particular color. The plastic chips or counters are used to identify the bets of a particular player and, in addition, can be assigned a fixed or permanent monetary value, e.g. \$1,000 per chip.



MB A MILTON BRADLEY COMPANY

ROULETTE

No game enjoys such world-wide recognition as Roulette. The reason for its popularity is very apparent. The hundreds of playable combinations offer interest and excitement galore; yet with all of these combinations, the game is simple and understandable.

Equipment necessary to play Roulette:

Roulette Wheel, Lay-out, Counters or Chips.

The Lay-out, which is placed alongside of the Roulette Wheel, has numbers corresponding to the numbers of the Roulette Wheel. In placing bets, call out the bet to the banker, and place your identifying color chip on the proper number or combinations of numbers. Place your bet in Play Money alongside of the Lay-out, with your color chip on top of it, identifying your bet. Thus, you may make several bets on one roll of the Wheel. Your chances of winning are illustrated on the Award Chart on the following page:

AWARD CHART

Any number betted	35 to one
Two Numbers betted with one coin	17 to one
Three Numbers betted	11 to one
Four Numbers betted (in square)	8 to one
5 Numbers (including 0 and 00)	6 to one
6 Numbers (transverse line across)	5 to one
12 Numbers (columns in row)	2 to one
24 Numbers (2 columns in 2 row)	½ to one
1st (means 1 to 12)	2 to one
2nd 12 (means 13 to 24)	2 to one
3rd 12 (means 25 to 36)	2 to one
24 Numbers (or 2 squares)	½ to one
Red (any number)	1 to one
Odd (any number)	1 to one
High (any number above 18)	1 to one
Low (any number below 19)	1 to one
Black (any black number)	1 to one
Even (any number, except 0 or double 00) ..	1 to one

PUNTING: At the beginning of each game, the banker asks the players to punt. This requests the players to place their counters on the lay-out on whatever numbers they wish to play.

THE BANKER turns the wheel and at the same time spins the ball in the opposite direction. It travels around the circular rim of the Roulette bowl.

AS THE BALL falls towards the center, the banker calls out "NO MORE BETS". At this point no bets can be accepted or cancelled. THE BALL falls into one of the numbered grooves when the wheel stops spinning. The banker immediately calls out the number; and then calls out "ODD" or "EVEN", depending on whether the ball has fallen into an odd numbered groove or an even numbered groove. Then he calls out "HIGH" or "LOW", if above 18 or under 19; "BLACK" or "RED", depending into which color the ball has fallen, as every division has a number and a color.

THE ABOVE BETS are called side bets. In this instance the players do not play any individual numbers, but for odd or even, high or low, red or black. In addition there are three respective "dozens" up to 36; the first 12, the second 12, and the third 12 set of numbers. This is illustrated on the Award Chart on the preceding page which gives a complete list of the awards for every number or combination of numbers.

When a single or double ZERO turns up on the wheel, the banker collects all bets on the lay-out except those made on zero or double zero. THE BANKER immediately collects all losing bets. Winning bets remain on the layout until the banker pays out the required odds as per Award Chart.

NEVADA CRAPS

The game of Craps is really much simpler than it may seem to the beginner. It is played with one pair of dice. They are numbered on their sides with dots of a contrasting color, each side having from 1 to 6 dots. With these two identical dice, you can roll out 11 different numbers by adding the number of dots on the face of the dice. These numbers are 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, and 12. These can be made in 36 ways by various combinations of faces.

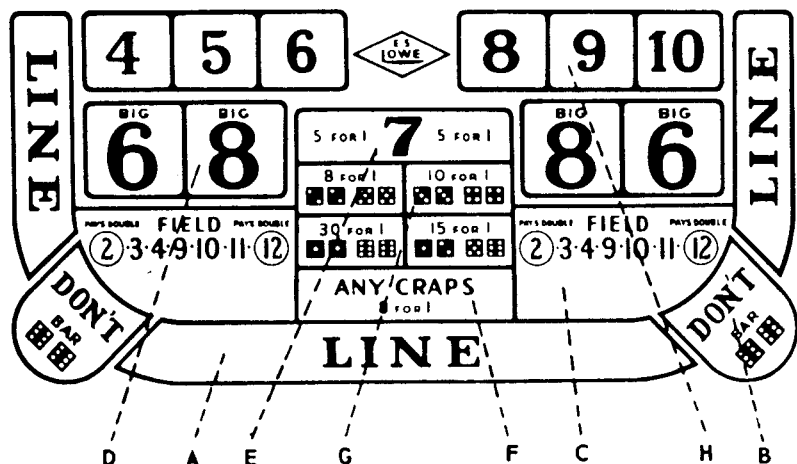
The first roll of the dice is very important. If the numbers 7 or 11 appear, these are "Naturals"; and the thrower wins. On the other hand, should the numbers 2, 3, or 12 turn up, these are called "Craps", and the one rolling the dice loses. In any event the player may continue to roll the dice.

If any other number is thrown on the first roll, such as 4, 5, 6, 8, 9, or 10, this number is termed the player's "point." The dice must be rolled again until either the number reappears (in which case the player wins), or a 7 shows up before the point (in which event the player loses and relinquishes the dice).

Each winning roll for a point or a natural roll is called a "pass." The greater the number of passes, the more the player wins. After a failure to make a pass, the player turns the dice over to the next player in a clock-wise rotation.

NEVADA CRAPS is played as described previously, with the addition of the use of a lay-out. The lay-out is divided into different sections, according to the bets to be made. All bets are covered by the banker.

Illustrated on the following page is the diagram of the lay-out, keyed with detailed explanations covering all methods of wagering with the lay-out.



Nevada Craps

A: LINE — When you are the thrower or betting with the thrower, you place a wager here before each new pass. This is an even money bet.

B: DON'T — Place your wager here if you wish to bet AGAINST the thrower. You play the game in reverse; on a first roll you lose on a 7 or 11, and win on a 2 or 3 (a 12 is a stand-off, nobody wins). If the player makes his point, you lose.

C: FIELD — In this section, you bet on any one roll that one of these numbers comes up: 2, 3, 4, 9, 10, 11, or 12. If a 2 or a 12 comes up, you receive two to one; the other numbers pay even money. If a 5, 6, 7 or 8 turn up on the roll, you lose.

D: BIG 6 & 8 — You bet on either of these numbers appearing before a 7 is thrown. If you win, you collect even money. Not affected by a "crap". You can remove your wager at any time during the roll.

E: ANY 7 — You bet that the next roll is a 7; A single roll bet. If it shows up, you win odds of five to one; otherwise you lose.

F: ANY "CRAPS" — You bet that the next roll is a 2, 3, or 12. If any other number is rolled, you lose. A single roll bet. If you are right, you collect eight to one.

G: HARD WAYS — Numbers here must be made in exact combinations as shown. For example, in the box marked 10 for 1, you may bet that a 6 is to be made with a 3 - 3, or you may choose as your bet the 8 being made 4 - 4. If you win, you receive the odds indicated. You lose if the same number is rolled in another way or if a 7 comes up.

H: THE ODDS — This section of the lay-out lists the numbers on which you can place a bet once the point is made. You can get odds "with" the dice or give odds "against" the dice. A marker placed by the dealer shows the number bet. If you bet with the dice you win if the point is made before a 7 is thrown. The odds paid are as follows: 2 to 1 on four's or ten's; 3 to 2 on five's or nine's; 6 to 5 on sixes or eights.

CHUCK-A-LUCK

EQUIPMENT: 3 Dice

Chuck-A-Luck lay-out.

Any number of persons may play. All numbers do not have to be sold. When all bets are down on a lay-out, the banker throws the three dice. The three numbers on the top surface of the dice are the winners.

If a bettor's number appears on one die, he receives the return of his stake plus a like amount (even money). If it appears on two dice, he is rewarded with the return of his bet plus twice the amount bet (2 to 1). Three like numbers on the dice rewards the player with thrice the amount bet plus the bet (3 to 1). Two or more players may play the same number.