

— *All* THRILL® —

HOW *to* PLAY
**TABLE
GAMES**



SAN MANUEL
CASINO®

— HOW *to* PLAY —

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— HOW *to* PLAY —

3-CARD POKER

WITH A 6-CARD BONUS

3-Card Poker with a 6-Card Bonus is an exciting poker game. You may bet against the dealer, bet on the value of your own 3-card hand, or bet both. You may also make a 6-Card Bonus bet to win on your best five-card hand.

PAIR PLUS® Pair Plus® lets you bet on the value of your own hand. If your hand contains a pair or better, you win.

Winning Hands	Bonus Payout Odds
Straight Flush	40 to 1
Three-of-a-Kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

ANTE Ante lets you play against the dealer's hand. It's just your cards against the dealer's. If you bet on the ante and like your hand, you must place an equal wager on the Play spot or you will forfeit the ante wager. It's your 3-card poker hand against the dealer's 3-card poker hand, and the best hand wins!

PLAY After examining your cards, you have the option to either make a Play wager in an amount equal to the ante wager, or forfeit the ante wager by folding the hand. If the Dealer's hand does not qualify with a Queen high, the Play wager will be a push. Note: If you have placed an ante wager and a Pair Plus® wager but do not place a Play wager, you will forfeit both the ante wager and the Pair Plus® wager.

ANTE BONUS If you make the ante and Play wagers, you may win an ante bonus payout even if the dealer doesn't qualify with a Queen high, and even if the dealer's hand beats your hand. You win with a straight or better.

Winning Hands	Bonus Payout Odds
Straight Flush	5 to 1
Three-of-a-Kind	4 to 1
Straight	1 to 1

PROGRESSIVE JACKPOT WAGER The Progressive Jackpot Wager is an optional \$5.00 side bet that must be made prior to the delivery of any cards. The bet considers the best hand possible among the player's three cards and the dealer's first two cards. To begin each round, players must make their regular game's wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up to indicate the wager has been accepted. 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 payout. Players are eligible to win multiple envy bonuses in a round but cannot win an envy bonus for their own hand or the dealer's.

PROGRESSIVE PAY TABLE*

HAND	PAYS	ENVY
Royal Flush	100%	\$5,000.00
Straight Flush	10%	\$1,500.00
Four-of-a-Kind	\$1,500.00	
Full House	\$250.00	
Flush	\$200.00	
Straight	\$150.00	
Three-of-a-Kind	\$45.00	

*Original wager is not returned

6-CARD BONUS Combine your hand with the dealer's 3-card hand to make your best 5-card poker hand. You win with a three-of-a-kind or better. See pay table for odds.

Winning Hands

Royal Flush
Straight Flush
Four-of-a-Kind
Full House
Flush
Straight
Three-of-a-Kind

Bonus Payout Odds

1,000 to 1
200 to 1
100 to 1
20 to 1
15 to 1
10 to 1
7 to 1

6-CARD BONUS

POKER HAND RANKINGS



Royal Flush



Straight Flush



4-of-a-Kind



Full House



Flush



Straight



3-of-a-Kind



— HOW *to* PLAY —

4-CARD POKER



BETTING

Players will place an Ante wager

OBJECT

Each player will receive five cards face down and make the best 4-card poker hand they can using all five cards

RULES

- ◆ The dealer will receive six cards (one of which is face up) and will make the best 4-card poker hand they can using all six cards
- ◆ After looking at their hand, the player may fold or make a Play wager

If the player chooses fold, the player will forfeit their Ante bet

If the player makes a Play wager, they may bet from one to three times the amount of the Ante wager

- ◆ If the player's hand beats or ties the dealer's hand, the player will be paid 1 to 1 on their Play and Ante wagers. All four cards will be used when considering a tie hand
- ◆ If the dealer's hand beats the player's hand, the player loses both the Ante and Play wagers

ACES UP WAGER

- ◆ The object of placing the Aces Up wager is to receive a pair of Aces or better. If the player's hand contains a pair of Aces or better, the player wins the Aces Up wager
- ◆ Players will be paid according to the pay table on the Aces Up wager regardless of the dealer's hand (See the Aces Up pay table at each table)
- ◆ A player can make an Aces Up wager if they previously made an Ante wager. The Aces Up Wager can be any amount between the table minimum and table maximum
- ◆ The Aces Up wager is a separate wager from the Ante and Play wager, and it is an optional wager

PROGRESSIVE JACKPOT WAGER

The Progressive Jackpot Wager is an optional \$5.00 side bet that must be made prior to the delivery of any cards. Progressive winners are determined from all five cards dealt to the player. To begin each round, players must make their regular game's wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up to indicate the wager has been accepted. Folded hands will qualify for progressive payouts, and will also qualify for an Envy Bonus. If another player at the table hits a hand associated with an envy payout, all other players who made the progressive side bet win the envy payout.

PROGRESSIVE PAY TABLE*

HAND	PAYS	ENVY
Royal Flush	100%	\$5,000.00
Straight Flush	10%	\$1,500.00
Four-of-a-Kind	\$1,500.00	
Full House	\$250.00	
Flush	\$200.00	
Straight	\$150.00	
Three-of-a-Kind	\$45.00	

*Original wager is not returned



— HOW *to* PLAY —

DOUBLE DECK BLACKJACK

3-2

OBJECTIVE

The objective of the blackjack game is to come up with a hand closer to 21 than the blackjack dealer, without going over 21

RULES

- ◆ An ace is either valued as 1 or 11. Cards from 2 to 10 are valued as indicated. The king, queen AND jack are all worth 10 points. The suit (spades, hearts, diamonds, and clubs) is irrelevant, so an ace of spades is equal in value to an ace of hearts, and so on.
- ◆ The game is played with two 52-card decks.
- ◆ Betting limits are posted at all tables.

General Rules:

- ◆ Each table has a spread limit defining the minimum and maximum bets that may be wagered on each spot.
- ◆ All bets pay even money except a player's blackjack, which pays 3-to-2.
- ◆ No Surrender.

The Play:

- ◆ Each player will place a bet in his or her wagering spot(s).
- ◆ Each player will receive two cards face up. The dealer receives one card face down and one card face up. All cards will be dealt face up and players are NOT allowed to touch the cards.
- ◆ The player now has five options: The player can either HIT, STAY, SPLIT, DOUBLE DOWN, or buy INSURANCE.
- ◆ The dealer must draw to all hands below 17 and will hit soft 17 (ace and a 6). The dealer will stay on all hard hands 17 or higher.
- ◆ After all of the cards are out and the dealer has finished the play of their hand, they will either collect, push, or pay the bets of the players.
- ◆ The dealer will then gather in the cards and a new round of play will begin.

Blackjack/Natural: A blackjack occurs when the player or the dealer has a total of 21 on his/her first two cards.

Twenty-One: Not to be confused with a blackjack, this occurs when the player or the dealer needs more than two cards to reach 21.

Bust: Whenever a hand goes over 21, it is considered a bust, and whoever busts automatically loses.

Push: Same value. If both dealer and player have a blackjack, it is considered a push.

Soft Hand: A hand is considered “soft” if the ace can be valued as 1 or 11 without the total going over 21. For example, a seven and an ace is a soft 18. If we have a seven, an ace, and a ten, the hand is now considered “hard,” for counting the ace as an 11 will cause the hand to go over 21.

Hit: You can hit to request another card. You may hit as many times as desired, as long as the total of the hand does not exceed 21.

Stay: If you feel that your total is enough to beat the dealer’s hand, you may stay. If you choose to stay, you cannot choose to draw another card.

Split: This option only applies if you have two cards of the same equal value. Splitting would give you a chance of playing both cards as separate hands. When splitting, the bet on both hands must be the same as the original bet. Both hands will be played out (just like a regular hand) by taking hits on each hand one at a time until you indicate that you don’t want any more cards. A player may split up to three times (four hands total, except aces which may only be split once). When splitting aces, the player will receive only one card per ace.

Double Down: If you feel like you have a very good chance of winning with one more card, you can indicate that you want to “double down” and then add more money to your original bet up to the amount that you originally bet. (You may double down for less than your original bet.) You will then get one more card to your hand.

Insurance: When the dealer has a blackjack, they generally beat all players. However, if the dealer’s up card is an ace, you may choose to insure your hand. If you choose to make an insurance bet (up to half of your original bet) you are betting that the dealer has a blackjack. If the dealer does have a blackjack, you will win 2-to-1 on your insurance bet and will lose your original bet. If the dealer does not have a blackjack, you will lose your insurance bet and your hand will continue to play as a regular hand. If you have a blackjack and the dealer’s up card is an ace, you may take insurance and get paid even money for your blackjack. However, if you wish to play against the dealer and the dealer has a blackjack, your blackjack hand will be a push. If the dealer does not have a blackjack, your blackjack hand will be paid 3-to-2 on your bet.



— HOW *to* PLAY —

BLAZING 7'S BLACKJACK

How to Play

Blazing 7's Blackjack Progressive is an exciting new optional blackjack progressive bet that's based on 7s. The more 7s, the more you win!

Getting Started

To begin each round, make a standard blackjack bet and the Blazing 7's progressive bet. The dealer then follows the house procedures for blackjack.

How to Win:

You win if at least one of your first two cards is a 7. You win more if both of your first two cards are 7s. The payouts increase further if the dealer's up card is also a 7. See payable for odds.

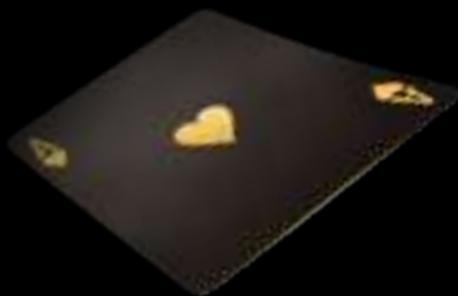
Note: The progressive is only based on the player's first two cards and the dealer's up card.

Multiple 100% jackpots hit during the same hand at the same table will result in a minimum payment of \$10,000 to each winning hand.

Multiple 10% jackpots hit during the same hand at the same table will result in a minimum payment of \$1000 to each winning hand.

A 10% jackpot and 100% jackpot during the same hand at the same table will result in the 10% Jackpot paid first and deducted from the meter prior to paying the 100% jackpot.

Jackpots on different tables will be paid in the order they were hit as recorded in the system.



— HOW *to* PLAY —

BUSTER BLACKJACK

Buster Blackjack is an exciting Blackjack side bet that allows players to win based on the number of cards in a dealer's busted hand

HOW TO PLAY

- ◆ Play regular Blackjack
- ◆ Make the optional Buster Blackjack side bet
- ◆ Players may win both the Blackjack bet and the Buster bet if the dealer busts
- ◆ Players may lose their Blackjack bet by busting their hand and still win their Buster bet if the dealer busts
- ◆ The odds payout is based on the number of cards in the dealer's busted hand. If the dealer busts with eight cards, players win the highest odds
- ◆ If all players' hands bust, the dealer must still play out his hand according to house rules if any Buster bets have been made
- ◆ If the dealer does not bust, all Buster bets lose
- ◆ See pay table for odds based payouts



— HOW *to* PLAY —

CASINO WAR[®]

OBJECTIVE

Casino War[®] is the fastest, simplest table game to learn and play, and is the only game where players can beat the dealer more than 50% of the time. Casino War[®] also offers the optional Tie side bet.

The Play:

Make a bet in the marked area. You and the dealer will each receive a card face up. If your card is higher than the dealer's, you win even money. If your card is lower, you lose. (Ace is high).

Rules:

If your card matches the dealer's card in rank, you can either surrender half your bet or go to war. When going to war, you and the dealer match your original bet, and each receives another card. If your second card beats the dealer, you win all three bets. If your second card loses to the dealer, you lose all three bets. If you go to war and tie the dealer, not only do you win, but you win an extra unit. Winning ties when going to war is huge. Because of this rule, you will win 50.3% of the time in Casino War[®] assuming you never surrender.

Tie Bet

Make a wager on the Tie Bet and if your card matches the dealer's card, you win. See layout for odds.



— HOW *to* PLAY —

DOUBLE DECK

BLACKJACK

6-5

OBJECTIVE

The objective of the blackjack game is to come up with a hand closer to 21 than the blackjack dealer without going over 21

RULES

- ◆ An ace is either valued as 1 or 11. Cards from 2 to 10 are valued as indicated. The king, queen and jack are all worth 10 points. The suit (spades, hearts, diamonds, and clubs) is irrelevant, so an ace of spades is equal in value to an ace of hearts, and so on.
- ◆ The game is played with two or more standard 52-card decks.
- ◆ Betting limits are posted at all tables.

General Rules:

- ◆ Each table has a spread limit defining the minimum and maximum bets that may be wagered on each spot.
- ◆ Each player may (if available) play up to three betting spots provided all of their bets are \$25 or more. Otherwise, they can play up to 2 betting spots.
- ◆ All bets pay even money except a player's blackjack, which pays 6-to-5.

The Play:

- ◆ Each player will place a bet in his or her wagering spot(s).
- ◆ Each player will receive two cards face up. The dealer receives one card face down and one card face up.
- ◆ The player now has six options: The player can either HIT, STAY, SPLIT, DOUBLE DOWN, or buy INSURANCE.
- ◆ The Dealer must draw to all hands below 17 and will hit soft 17 (ace and a 6). The Dealer will stay on all hard hands 17 or higher.
- ◆ After all of the cards are out and the dealer has finished the play of their hand, they will either collect, push, or pay the bets of the players.
- ◆ The dealer will then gather in the cards and a new round of play will begin.

Blackjack/Natural: A blackjack occurs when the player or the dealer has a total of 21 on his/her first two cards.

Twenty-One: Not to be confused with a blackjack, this occurs when the player or the dealer needs more than two cards to reach 21.

Bust: Whenever a hand goes over 21, it is considered a bust, and whoever busts automatically loses.

Push: Same value If both dealer and player have a blackjack, it is considered a push

Soft Hand: A hand is considered “soft” if the ace can be valued as 1 or 11 without the total going over 21 For example, a seven and an ace is a soft 18 If we have a seven, an ace, and a ten, the hand is now considered “hard,” for counting the ace as an 11 will cause the hand to go over 21

Hit: You can hit to request another card You may hit as many times as desired, as long as the total of the hand does not exceed 21

Stay: If you feel that your total is enough to beat the dealer’s hand, you may stay If you choose to stay, you cannot choose to draw another card

Split: This option only applies if you have two cards of the same denomination Splitting would give you a chance of playing both cards as separate hands When splitting, the bet on both hands must be the same as the original bet Both hands will be played out (just like a regular hand) by taking hits on each hand one at a time until you indicate that you don’t want any more cards A player may split up to three times (four hands total) When Splitting Aces, the player can only split Aces once, receiving only one card per Ace

Double Down: If you feel like you have a very good chance of winning with one more card, you can indicate that you want to “double down” and then add more money to your original bet up to the amount that you originally bet (You may double down for less than your original bet) You will then get one more card to your hand

Insurance: When the dealer has a blackjack, they generally beat all players However, if the dealer’s up card is an ace, you may choose to insure your hand If you choose to make an insurance bet (up to half of your original bet), you are betting that the dealer has a blackjack If the dealer does have a blackjack, you will win 2-to-1 on your insurance bet and will lose your original bet If the dealer does not have a blackjack, you will lose your insurance bet and your hand will continue to play as a regular hand However, if you wish to play against the dealer and both you and the dealer have a blackjack, your blackjack hand will be a push If the dealer does not have a blackjack, your blackjack hand will be paid 6-to-5 on your bet



— HOW *to* PLAY —

EZ

BACCARAT

EZ Baccarat plays the same way as Mini-Baccarat except that a commission is not taken (However, the winning Banker hand bet pushes whenever the winning Banker hand consists of three cards totaling seven points) The appearance of this hand is the “Dragon 7”

Values

All numbered Cards, 2 through 9, are counted at face value The Ace is counted as one Tens and all face cards are counted as zero Hands that add up to more than 9 are counted by the second digit only (14 would be counted as 4), so that 9 is the highest possible score

The Object of EZ-Baccarat

Use 2 or 3 cards to get a point value as close to nine as possible; and correctly guess which event will happen:

- 1 Player hand wins
- 2 Banker hand wins
- 3 Player and Banker Hands Tie
- 4 Banker hand wins with a 3 card total of 7 (Dragon 7)
- 5 Player hand wins with a 3 card total of 8 (Panda 8)

How to Play

- Before cards are dealt you have the option of placing five different bets You can bet on the “Banker”, “Player”, “Tie”, “Dragon 7” or “Panda 8”
- **Player bet** - You’re betting that the Player hand will be higher than the Banker hand Pays 1 to 1 on your bet
- **Banker bet** - You’re betting that the Banker hand will be higher than the Player hand Pays 1 to 1 on your bet
- **Tie bet** - You’re betting that Player and the Banker hand will be the same value Pays 8 to 1 on your bet
- **Dragon 7 bet** - You’re betting that the Banker receives a winning three card total of seven Pays 40 to 1 on your bet
- **Panda 8 bet** - You’re betting that the Player hand receives a winning three card total of eight Pays 25 to 1 on your bet

Dealing the Cards

- Initially, two cards are dealt to the Player and Banker alternately, starting with the Player
- When the Player or the Banker hand totals 8 or 9 in the first two cards, the game ends with the higher hand winning

- If neither hand is dealt a total of 8 or 9, each hand will be played according to the Third Card Rules

Third Card Rules

Player Hand: When the first two cards of the Player hand total 6 or 7, the Player hand does not get a third card. When the first two cards of the Player hand total 0 through 5, the Player hand gets a third card.

Banker Hand: The Banker hand plays under the same rules as the Player hand, whenever the player hand stands on two cards. Otherwise, the Banker hand plays according to the Banker Drawing Rules.

PLAYER DRAWING RULES

Total of first two cards	Draw or Stand
0, 1, 2, 3, 4, 5	Draw a third card unless Banker has a Natural
6, 7	Stand
8, 9	Stand (Natural)

BANKER DRAWING RULES

Total of first two cards	Draw when the player's third card is	Stand when the player's third card is
0, 1, 2	1, 2, 3, 4, 5, 6, 7, 8, 9, 10	
3	1, 2, 3, 4, 5, 6, 7, 9, 10	8
4	2, 3, 4, 5, 6, 7	1, 8, 9, 10
5	4, 5, 6, 7	1, 2, 3, 8, 9, 10
6	6, 7	1, 2, 3, 4, 5, 8, 9, 10
7	Stand	
8, 9	Stand (Natural)	

— HOW *to* PLAY —

EZ

BACCARAT

— PROGRESSIVE —

- ◆ Progressive Bet - EZ Baccarat offers an optional progressive wager
- ◆ To begin each round, players make their standard Baccarat wager(s) They may also make the progressive wager Players will place the progressive wager on the sensor in front of their betting position
- ◆ The progressive bonus wager payouts are based on the occurrence that one of the following hands will occur:

BANKER DRAWING RULES

Hand	Pays
Dragon 7 - Player 0 - Suited	100%
Dragon 7 - Player 0 - Same Color	250 for 1
Dragon 7 - Player 0	75 for 1
Banker 2-Card 7 - Player 0	60 for 1

- ◆ The percentage prize pay amount shown on the meter is split among all players at that table participating in the progressive wager that round



— HOW *to* PLAY —

FORTUNE PAI GOW

— PROGRESSIVE —

NOW FEATURING A NEW HOUSEWAY

OBJECTIVE

Fortune/Progressive Pai Gow Poker is played with a 53-card deck including a Joker. The Joker can be used to complete a straight, flush, or straight flush. Otherwise it is counted as an Ace.

The object of the game is for a player to create two poker hands out of the seven-card hand dealt by the dealer, a five-card poker hand, and a two-card poker hand. The five-card poker hand must always be a higher value poker hand than the two-card poker hand.

Rules: To win, the player must beat both of the banker's hands. If the player wins one hand but loses the other, this is considered a "push" and no money exchanges hands. A commission of 5% is collected on all winning hands.

- To start play, players will make a standard Pai Gow wager, and if they wish, they may also make a Fortune Bonus wager and/or an optional Progressive Bonus Wager.
- The Fortune Bonus wager is a bet where each player competes to make the best possible hand out of all seven cards. If a player's hand qualifies for payouts, the dealer pays the player according to the posted pay table. If a player has wagered at least \$5 on the Fortune Bonus, the dealer will place an "Envy" button next to their wager. If at least one player has a four-of-a-kind, all players with Envy buttons win. In the event that more than one player has at least a four-of-a-kind, all players with Envy buttons will win for every player that has four-of-a-kind or better. All payouts are based on the Envy Bonus pay table. A player cannot win the Envy Bonus for their own hand, the Banker's hand, or the Dealer's hand. The Banker is not eligible for any Envy Bonus.
- The Progressive Bonus wager is an added option for the player to make a \$5 Progressive Bonus wager that pays out with a Full House or better, and gives the player an opportunity to win a progressive jackpot. (See posted pay table.) A player makes the Progressive Bonus wager by placing their wager on the sensor in front of their betting spot before receiving any cards. The Progressive Bonus wager uses all seven (7) cards of the player to make a winning hand.
- The dealer will deal all players seven (7) cards face down. Players are not to look at their cards until all of the cards are dealt and the remaining four (4) cards have been verified. Players can then look at their hands and, when ready, place their cards face down in the appropriate boxes on the table. Remember: The five-card hand must be higher in value than the two-card hand.
- A player should tell the dealer if they wish to play "House Way," and the dealer will set the player's hand using the "House Way" guidelines to set the hand. If spots are available, players may play up to two hands per deal, but these must be consecutive hands. If a player plays more than one hand, they can only set one of their hands and the other hand will be played "House Way."

After all players have placed their hands face down, the banker will set the banker's hand. Each player's hand is then turned face up and compared to the banker's hand. For players with Fortune Bonus wagers and Progressive wagers, the dealer will determine if the hand qualifies for a bonus/progressive payout based on the pay tables.

The Bank will rotate back and forth from the Dealer to each of the eligible players, clockwise around the table. In order to be eligible, each player must have made a wager against the house on the previous hand. Each eligible player will only be offered the bank once per bank rotation regardless of the number of hands they play against the house. The Banker must be able to cover all of the Action on the table with the cheques they have on the table.

The Banker may choose to have the Dealer place a "House Wager" against them in order to increase the stakes during their banking round. The Banker will have the House Advantage, even against the dealer's hand, during their banking round.

If the banker prefers, they may choose to co-bank with the House. If so, the bank will be shared equally between the Banker and the House. The Co-banker must be able to cover half of the Action on the Table with the cheques they have on the Table.

Fortune Bonus & Envy Bonus Payout Table

(Payouts Based on a Fortune/Envy wager)

Hand Value	Fortune Bonus Payout	Envy Bonus (Bet of \$5 or greater)
7-Card Straight Flush (no Joker)	2,500 to 1	\$1,000
Royal Flush + Suited K-Q	1,000 to 1	\$750
7-Card Straight Flush (with Joker)	750 to 1	\$250
Five Aces	250 to 1	\$100
Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20
Four-of-a-Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
Three-of-a-Kind	3 to 1	
Straight	2 to 1	

Progressive Paytable

(Payouts Based on a \$5 Progressive Wager)

Hand Type	Payout	
Seven Card Straight Flush	100%	of the meter
Five Aces	10%	of the meter
Royal Flush	\$2500	(500 for 1)
Straight Flush	\$500	(100 for 1)
Four-of-a-Kind	\$375	(75 for 1)
Full House	\$20	(4 for 1)

MAXIMUM PAYOUT: The maximum aggregate payout during any one round of play, excluding the Envy Bonus payout and the Progressive Jackpot payout, is \$25,000.

A-2-3-4-5 is considered the second highest straight.

— HOW *to* PLAY —

FREE BET

BLACKJACK

Free Bet Blackjack is a variation of the standard game of Blackjack that allows players to double-down and split on most cards for free. To start, players make a bet against the dealer. Each player and the dealer will get two starting cards, as in standard Blackjack. Next, depending on the player's cards, players have the following Free Bet options:

- ◆ If the player chooses to use the Free Bet for Splitting and/or Doubling, instead of the player putting up more chips, the dealer will place a special Free Bet marker next to the cards.

Free Split

- ◆ Players can split any pair, except 10-value cards, for free. Free re-splitting is allowed. When "free splitting" aces, they may only be split once and players will only receive one card on each ace.
- ◆ When a "free split" wins, the dealer will pay the player an amount equal to the original wager for each winning "free bet" button.

Note: Standard Split rules apply when splitting 10-value cards.

Free Double

- ◆ Players can double their bets on any hard 2-card total of 9, 10, or 11 for free. Free doubling after splitting is allowed, when the above double rule is followed.
- ◆ When the "free double" hand wins, the dealer will place chips equal to twice the amount of the player's original wager next to the player's wager and remove the "free bet" button.

When the hand loses, the Dealer will collect both the original wager and the "free bet" button. If the "free double" hand results in a push, the Dealer will signal a push and collect the "free bet" button.

Push 22

- ◆ If the dealer busts with a point total of 22, any bets players have left in action will be a push.

Note: Player Blackjacks are paid before the dealer hits out their hand, so they are exempt from the Push 22 rule.

Surrender

- ◆ Players may NOT surrender in Free Bet Blackjack.



— HOW *to* PLAY —

KING'S BOUNTY

OBJECTIVE

King's Bounty BlackjackSM is the standard game of Blackjack with an optional Bonus side bet that considers the first two cards the player receives

The Player will win the sidebet if their first two cards add up to 20 (using traditional Blackjack rankings) The payout will increase if the Player's 20 is of a particular type as shown on the pay table below

PLAYING THE GAME

- After making a Standard Blackjack bet, Players may also make a King's Bounty sidebet
- After the Players have made their bets, the Dealer deals all Players and the Dealer two starting cards
- The Dealer then settles all King's Bounty Sidebet wagers (See payable below)
- After settling all King's Bounty Sidebet wagers, the Dealer will continue dealing the standard game of Blackjack
- *Exception: If a player has two Kings of Spades and the Dealer has a potential Blackjack, the Dealer will settle that Player's bet at the end of the round.*

Kings Bounty Sidebets will be paid according to the payable shown below:

Hand	Kings Bounty	Dealer Envy
2 Kings of Spades + Dealer BJ	500 to 1	\$100
2 Kings of Spades	75 to 1	\$25
2 Suited Kings	20 to 1	\$10
2 Suited Queens, Jacks or 10s	15 to 1	\$5
Suited 20	7 to 1	\$2
2 Kings	5 to 1	\$1
Unsuited 20	4 to 1	NA

- Dealer Envy: When the player wins a qualifying hand, Envy payouts are paid directly to the Dealer as a tip (See Dealer Envy Paytable)

— HOW *to* PLAY —

MISSISSIPPI STUD®

Mississippi Stud® is a five-card poker game that lets you bet up to 10 units on a single hand. In Mississippi Stud®, you compete against a payable, not against the dealer, and you win if your hand is a pair of Jacks or better. The top payout is 500 to 1 for a royal flush-and it pays on all bets! It also features an optional 3-Card Bonus side bet.

GETTING STARTED Make an ante bet to receive your first two cards. The dealer will place three community cards face down in the middle of the layout.

PLAY OR FOLD? At this point, you may either fold or make the 3rd Street bet of 1x-3x your ante. The dealer then reveals the first community card. Once you see the first community card, you have a choice: fold or make the 4th Street bet of 1x-3x your ante. The dealer then reveals the second community card. Once again, you can fold or stay in the game by making the 5th Street bet from 1x-3x your ante.

Note: When you fold, you forfeit your ante and any additional main game bets placed. The three card bonus bet remains in action until the three community cards are exposed.

WINNING AND LOSING: After the dealer turns over the final community card, he resolves all wagers left in action. You win if your five-card hand is a pair of jacks or better (pairs of 6s-10s push). See payable for odds.

3-CARD BONUS OPTIONAL SIDE BET You may make the optional 3-Card Bonus bet in addition to your standard Mississippi Stud® wager and optional progressive wager. At the casino's discretion, you may bet more on this bonus than on the base game wagers. If the three community cards contain a pair or better, your 3-Card Bonus bet wins. See posted payable.

PROGRESSIVE JACKPOT WAGER The Progressive Jackpot Wager is an optional \$5.00 side bet that must be made prior to the delivery of any cards. The bet considers the best hand possible among the player's two cards and the dealer's three community cards. To begin each round, players must make their regular game's wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up to indicate the wager has been accepted. 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.

PROGRESSIVE PAY TABLE*

HAND	PAYS	ENVY
Royal Flush	100%	\$5,000.00
Straight Flush	10%	\$1,500.00
Four-of-a-Kind	\$1,500.00	
Full House	\$250.00	
Flush	\$200.00	
Straight	\$150.00	
Three-of-a-Kind	\$45.00	

*Original wager is not returned

5 CARD HAND RANKINGS



Royal Flush



Straight Flush



4-of-a-Kind



Full House



Flush



Straight



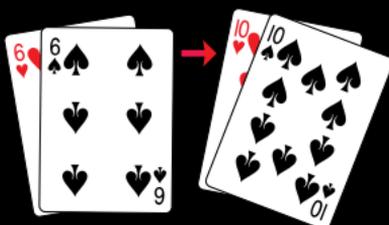
3-of-a-Kind



Two Pair



Jacks or Better



Pair of 6s to 10s

— HOW *to* PLAY —

MYSTERY CARD ROULETTE

Mystery Card Roulette is an exciting innovation to the game of Roulette. The rules are the same, but instead of a traditional Roulette wheel, San Manuel Casino is using the “Mystery Card” version of this world-renowned game. Specially made cards numbered 1 thru 36, 0, and 00 are randomly inserted into one of 38 slots on a mixing apparatus. The dealer spins the mixing apparatus, and where it stops, the card is revealed and the winning number is announced.

To win at Mystery Card Roulette, the player is to select the winning number that will be revealed. Players can make many different bets including combinations of numbers, or which color will come up, whether the number will be odd or even, high or low, etc.

ROULETTE RULES

1. Seats at the roulette table are for players only.
2. To win, the player needs to select the winning number that is determined by the spinning apparatus. Players will win if they have made bets on the winning number or on combinations of bets that include the winning number.
3. Play begins after the dealer has cleared off all losing bets and paid all winners from the previous spin. Players are given time to put down bets by placing chips on the layout before the dealer calls, “No more bets.”
4. At the end of the spin, the mixing apparatus will stop and point to one of 38 slots. A card will be pulled from the slot indicating the winning number. Next the dealer will place a marker on the layout on the corresponding number or on top of any chips that have been bet on that number. The dealer will then clear away all losing bets and pay off all those who have bet on the winning number or on combinations including the winning number. When all that is done, the dealer will lift the marker off the number on the layout, and betting may begin again.

THE MIXING APPARATUS

The mixing apparatus has 38 individual slots, each with one card in them numbering from 1-36, a zero (0) and a double zero (00).

THE LAYOUT

Roulette layouts have two betting areas

- 1 The inside betting area contains all of the individual numbers on the layout
- 2 The outside betting area has boxes for the columns, red/black, odd/even, and different groups of numbers

BUYING IN

- 1 Players will purchase special roulette chips when they sit down to play. Each player receives a different color chip. This makes it easy to identify every player's chips.

Note: These chips are good at the roulette table only and players must cash them in when they are done playing. Players will then be given regular casino chips in exchange for their roulette chips. Players cannot cash in their roulette chips at the cage or use them in any other game.

BETTING

- 1 When a player places chips anywhere on the betting area after the marker (dolly) has been picked up by the dealer, it will be understood that the player wants to place their bet where the chips came to rest. If a player places chips in such a way as to be different than was their intention, and it is not discovered until after the winning number has been chosen, the chips will play where they came to rest.
- 2 Players are not to toss the chips on the table or to the dealer. Tossed chips may displace other bets or cause confusion over the intent of the bettor. If the player cannot reach to place a bet, he/she should announce the intended bet to the dealer and lay the chips/cheques/cash on the layout for the dealer to place the bet for them.
- 3 All announced bets are considered courtesy bets and are only placed if the dealer has time to make change (if needed) and place the bet. The bet is considered taken only if the dealer has repeated the bet. If the dealer does not take the bet, he/she will announce "no bet."
- 4 A player may remove, change or add bets if the dealer has not announced "No more bets." Once the Dealer gives the hand signal and has announced "No more bets," players will not be allowed to remove, change or add bets anywhere on the layout.
- 5 "Call Bets" are not allowed. A "Call Bet" is a bet called by the player without placing any money/cheques/chips on the table to cover the cost of the bet.

"OUTSIDE" AND "INSIDE" BETS

Outside Bets

Bets made on an area of the layout that are not touching any of the numbers on the layout are considered outside bets and pay as follows:

- Outside Bets that pay Even Money are: Black or Red, Odd or Even, and Numbers 1-to-18 or 19-to-36
- Outside Bets that pay 2-to-1: Columns of 12 numbers or Sections of 12 numbers (Dozens)

Inside Bets

Bets made in the interior area of the layout on a specific number or group of numbers are paid at different odds based on the amount of numbers being wagered are considered as "Inside Bets"

- (1) Number bet pays 35-to-1 (Straight Up)
- (2) Number bet pays 17-to-1 (Split)
- (3) Number bet pays 11-to-1 (Street)
- (4) Number bet pays 8-to-1 (Corner)
- (5) Number bet pays 6-to-1 (Top Line)
- (6) Number bet pays 5-to-1 (Six Line)

ADDITIONAL RULES

- 1 Dealers are not allowed to take money to change for chips from a player's hand. If the player wishes to get more chips, he or she must place the money on the layout of the table.
- 2 If a player wishes to change the value of their chips, they are to explain their wishes to the dealer and turn in their existing chips. The dealer will cash out the player's existing chips and mark up the value of the new chips for the player to use.
- 3 Players should not collect their winnings and betting chips on the outside bets until all of the winnings in the same box (such as bets on color, dozens, odd/even etc.) have been paid.
- 4 Each roulette table has a minimum and maximum bet. If the minimum total bet is \$10 and players are using \$1 chips, roulette rules allow the players to place one or more chips in different "inside" spots or bet all of them on one number, as long as the total bet adds up to the table minimum. Players may cover as many inside numbers as they wish, as long as the total bet does not exceed the table maximum.
- 5 When making outside bets, roulette rules do not allow players to divide the table minimum over several fields. The whole amount must be placed as one wager on one decision. Players may, of course, place more than one bet and/or bet more than the required minimum, but not more than the table maximum.
- 6 Players cannot combine their inside and outside bets to meet the table minimum. For example, on a \$10 minimum bet table, a player can't just bet \$5 on the inside and \$5 on the outside.
- 7 If the number a player wants to bet is already covered with chips, it is permissible to stack their chips on top of the other chips. This is another reason why each player has their own color chips.
- 8 Players are not allowed to place their bet for the next spin until the dealer removes the marker from the previous winning number. After the dealer removes the marker, they may place their bets for the next spin. The dealer will tell the players when to stop betting. As the wheel slows down, the dealer will wave their hand over the table and call out, "No More Bets".
- 9 The dealer will mark the winning number with a marker. The dealer will then collect all losing bets, pay all winning bets, and then the next round of betting will begin.

HOW *to* PLAY

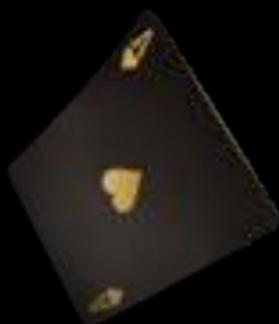
PAI GOW

POKER

HOUSE WAY

Hand	House Way	Example
No Pair	The highest card is placed in the high hand, and the second and third highest cards will be placed as the low hand.	K♠Q♣ A♦10♣9♥6♠3♦
One Pair	The pair will be placed in the high hand, and the next two highest cards will be placed as the low hand.	K♠9♣ 10♦10♣8♥5♠3♦
Two Pair	Always split two pair and place the lowest pair as the low hand.	9♦9♣ K♠K♣10♥5♠2♦
	If the hand contains an ace or joker, the two pair will be placed in the high hand and the ace or joker in the low hand.	A♠8♣ J♦J♣6♦6♠3♥
	* Exception- If the high pair is Jacks or higher and the low pair is 7's or higher, the pair will always split.	8♠8♣ J♦J♥A♣10♥6♥
	* Always split Aces and any other pair.	4♠4♣ A♦A♣Q♠J♦10♥
Three Pair	The highest pair will be placed in the low hand.	K♠K♣ 8♦8♣5♥5♠3♦
Three-of-a-Kind	3 of a kind will always be kept together in the high hand unless they are aces in which case one ace will be placed in the low hand.	A♠10♥ A♦A♣9♣3♦2♠ K♥8♠ 10♦10♣10♠5♦3♣
Straight, Flush or Straight Flush . . . with no pair	Put two highest cards in the low hand; leave any complete hand in the high hand.	K♠Q♣ J♦10♣9♥8♠7♦
Straight, Flush or Straight Flush . . . with one pair	The Pair will be placed in the low hand if a Straight, Flush or Straight Flush can be preserved in the high hand.	8♠8♣ 7♣6♠5♠4♦3♥
Straight, Flush or Straight Flush . . . with two pair	Play according to Two Pair Strategy.	K♠K♣ A♦A♣Q♥J♠10♦

Hand	House Way	Example
Straight, Flush or Straight Flush . . . with three of a kind	Put a pair in the low hand; leave any complete hand in the high hand.	9♦9♣ J♦10♣9♥8♠7♦
Full House	The full house will always be split and the pair will be placed in the low hand.	Q♣Q♠ 5♥5♣5♦K♦J♥
Full House... three of a kind	The highest three of a kind will be played as a pair in the low hand.	A♦A♣ 3♣3♦3♥A♠J♠
Full House...if the hand contains an extra pair	The highest of the pair will be placed in the low hand.	7♦7♣ 3♣3♦3♥2♠2♦
Full House Exception	If the pair is 2's and the hand contains an ace and a king, the ace/king will be placed in the low hand and the full house will be kept together in the high hand.	A♥K♠ 2♦2♣7♦7♥7♠
Four of a kind . . . 2's through 6's	Never split and play in the high hand	3♣3♠ 2♥2♣2♦2♠4♦
Four of a kind . . . 7's through 10's	Will split unless an ace can be placed in the low hand and the four of a kind can be placed in the high hand.	A♥K♠ 7♦7♥7♠7♣6♣ and 10♣10♦ 10♦10♠5♥4♠2♣
Four of a kind . . . Jack's through Aces	Will always split	Q♦Q♥ Q♠Q♣9♣8♠3♦
Four of a kind . . . Four of a kind with a pair or a three of a kind	The pair will be placed in the low hand unless they are aces, which will be split.	7♥7♠ 10♣10♦10♥10♠7♣ A♦A♥ A♠A♣10♣10♥Q♣
Four of a kind . . . exception	A pair of kings will be played as the low hand if the high hand contains four aces.	K♦K♣ A♦A♥A♠A♣2♣
Five Aces	Five aces will always be split and the two aces will be placed in the low hand	A♠Joker A♥A♣A♦4♣4♦
Five Aces exception	A pair of kings will be played as the low hand if the high hand contains five aces.	K♦K♣ A♦A♥A♣A♠Joker



— HOW *to* PLAY —

SAN MANUEL

CRAPS

INTRODUCTION

Craps is one of the most popular casino games in the world. Playing Craps is a fast-moving, fun, and exhilarating experience. At first glance, Craps may seem difficult to play with all of the different betting options; However, understanding the basic rules of play should simplify things considerably.

The game of San Manuel Craps is played with 13 decks of cards using the Aces thru sixes. Two cards will be drawn out of a shoe and the total of the two cards will be announced.

The object in Craps is to predict the outcome of the total of the cards drawn. You may make the following bets:

Pass Line

An even money bet. If the cards drawn add up to 7 or 11, you win. A 2, 3, or 12 loses the bet. Any other number is the "point" and if the point is drawn again, you win, but lose on 7.

Don't Pass Line

Just the reverse of the PASS LINE, except that if 12 is drawn first, it's a standoff; nobody wins.

Come Bet

Basically the same as the PASS LINE, except that you must bet after the point has been established.

Don't Come

The reverse of the COME BET, except that a first draw of 2 or 3 wins, and 12 is a standoff.

Odds

Once you have a "point" or a "come-out point," you may take the ODDS and win if the point or the come point is made before a 7. Payoffs for ODDS are: Two to one for 10s or 4s, three to two for 5s or 9s, six to five for 8s or 6s. When betting DON'T PASS or DON'T COME, you lay the odds as outlined. You get paid one to two for the 4 or 10, two to three for the 5 or 9, five to six for the 6 or 8. The ODDS are placed behind your bet on the PASS LINE. On DON'T PASS bets, your ODDS bet is placed to the side of your bet and offsets the chips toward the dealer.

Place Bets

You may take a PLACE BET any time on numbers 4, 5, 6, 8, 9, or 10. If your number comes up before 7, you win. Payoff - Nine to five on 4s or 10s, seven to five on 5s or 9s, seven to six on 8s or 6s.

Field

You're betting that 2, 3, 4, 9, 10, 11 or 12 will be drawn before the 5, 6, 7 or 8 is drawn. The 2 and 12 pay double. This is also a one draw bet.

Proposition Bets

Include all the bets made in the center of the table in front of the stick man. The "stick man" will ask that these bets are made before every draw. The 2 and 12 pay thirty for one, 3 and 11 pay

fifteen for one. These are one-draw bets. That is, the bet loses if the draw is not a 2, 3, 11, or 12. You can also be what is called a HORN bet or a HORN HIGH BET. A HORN bet is a combination of all four numbers, 2, 3, 11, or 12. A HORN HIGH BET is a wager that has an extra amount on one of the four numbers. For example, a \$5 HORN HIGH TWELVE means that a dollar each is upon three of the numbers with \$2 on the twelve. Proposition bets also include HARD WAY BETS, ANY CRAPS, and bets on the 11.

Hard Way Bets

You win if the number comes up exactly as on the table, lose if the number comes up any other way, or if a 7 is drawn. For example, if you have \$1 on the hard 4, the dice must roll two 2s for you to win. If the draw is a 1 and a 3 (easy 4) or a 7, the bet loses. You may remove a hard way bet at any time. Hard ways are off on the come-out unless otherwise specified.

Any Craps

You can make this bet on any draw. If a 2, 3, or 12 is drawn, you win. You are paid seven times the amount of your bet. If any other number is drawn, you lose.

Additional Betting Rules

- ◆ You may take some of your bets off the table and remove them from play while the game is underway, BUT ONLY BEFORE THE NEXT CARDS ARE DRAWN.
- ◆ Bets you can remove are the ODDS behind your Pass Line bet, and the ODDS on top of your COME BETS on the numbers.
- ◆ You cannot remove a PASS LINE or a COME BET that is on a number at any time.
- ◆ You can remove all of a DON'T PASS or DON'T COME bet.
- ◆ You can also remove any PLACE bet on a number.
- ◆ If you have questions regarding turning bets off, or removing bets from the table, ask your dealer.



— HOW *to* PLAY —

ULTIMATE

TEXAS HOLD'EM

OBJECT

Ultimate Texas Hold'em features heads-up play against the dealer and an optional bonus bet. This game gives you several advantages:

- ◆ The earlier you bet, the more you can bet
- ◆ You don't have to fold until you see all the community cards
- ◆ The Trips bonus pays odds if your final five-card hand is a three-of-a-kind or better

GETTING STARTED

- ◆ Make equal bets in the Ante and Blind circles
- ◆ You may also make the optional Trips bonus bet
- ◆ You will then receive two cards

BET BIG. . . OR SMALL. . . OR NOT AT ALL

- ◆ When you get your two hole cards, you can either check or bet 3x-4x your Ante. The dealer then reveals the three-card flop
- ◆ If you haven't already made a Play bet, you have a choice: check or bet 2x your Ante. The dealer then reveals the final two community cards
- ◆ If you haven't already made a Play bet, you have a choice: fold or bet 1x your Ante

WINNING & LOSING

- ◆ The dealer then reveals their two hole cards and announces their hand
- ◆ If your hand beats the dealer's, your Play and Ante bets win even money
- ◆ If the dealer's hand beats your hand, your Play, Ante and Blind wagers lose
- ◆ If you tie, those bets push
- ◆ The Blind pays if your winning hand is at least a Straight (see table for odds)
- ◆ If you beat the dealer with less than a Straight, the Blind bet pushes

DEALER QUALIFYING

- ◆ The dealer needs a pair to qualify
- ◆ When the dealer doesn't qualify, they return your Ante
- ◆ All other bets receive action

HAND RANKINGS

- ◆ Royal Flush
- ◆ Straight Flush
- ◆ Four-of-a-Kind
- ◆ Full House
- ◆ Flush
- ◆ Straight
- ◆ Three-of-a-Kind



OPTIONAL PROGRESSIVE WAGER

The Progressive Jackpot Wager is an optional \$5.00 side bet that must be made prior to the delivery of any cards. Hand is based on player's 2 hole cards and the first 3 community cards (Flop) to make a 5-card poker hand. To begin each round, players must make their regular game's wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up to indicate the wager has been accepted. 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.

PROGRESSIVE PAY TABLE*

HAND	PAYS	ENVY
Royal Flush	100%	\$5,000.00
Straight Flush	10%	\$1,500.00
Four-of-a-Kind	\$1,500.00	
Full House	\$250.00	
Flush	\$200.00	
Straight	\$150.00	
Three-of-a-Kind	\$45.00	

*Original wager is not returned





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