



HOYLE CASINO

General Information

Signing In

When you start Hoyle Casino, you are presented with a dialog box for creating a new player. You must create at least one player, and can create as many as you like for yourself, your friends, and your family members. One reason for creating multiple players is that up to four people can play in the Hoyle Casino at one time (referred to as "hotseat" play).

Each player has a bankroll, which starts at a certain amount and changes as you win or lose money in the Casino. Each player also has a credit card. There are various levels of credit cards available. You start with a green credit card and can advance to higher credit cards by winning money in the Casino. Besides being a status symbol, your credit level determines the amount of money you can take as a loan from the Casino (should your luck turn sour and it become necessary for you to borrow money to continue playing).

To create a new player

- 1 If there are already other players listed, click the New button, otherwise continue to step 2.
- 2 Use the horizontal scroll bar to choose an image to represent you in the game.
- 3 Type your name on the credit card.
- 4 You can start with \$5,000 in your bank account, or some other amount less than \$5,000. If you want to start with less than \$5,000, click the Other button, and enter the amount for your initial account.
- 5 Click OK to create the player.
- 6 The Setup Wizard automatically comes up. Use the Setup Wizard to choose various preferences for the player you are creating, such as whether you want to hear sound effects, see animations, use the tutorial option, and many other choices.

To sign in a player created during a previous session

- 1 Find the player in the list of players, using the vertical scroll bar if necessary.
- 2 Click the player's name in the list to highlight it.
- 3 Click OK to enter the Casino as this player.

Notes

You can use the Sign In dialog box to perform other functions:

- 1 You can create multiple players at one time. To do this, fill in the player's name, image, and initial bank. Instead of clicking OK, click the Add button. This will add the player, step you through the Setup Wizard, but then return you to the Sign In dialog box where you can create more players.
- 2 If one of your players is doing very poorly, you may want to reset his or her bank account. To do this, click on the player's name in the list to highlight it. Then click the Reset button. This resets the player's bankroll to \$5,000, and also clears statistical information about the player.
- 3 If you want to remove the record for a given player altogether, click on the player's name in the list to highlight it. Then click the Delete button. This removes Hoyle Casino's record of the player.

See also

The Setup Wizard
Changing players
Tutorial mode
Credit cards and loans
Hotseat play

The Setup Wizard

The Setup Wizard is a sequence of screens that let you choose preferences for the current player. The Setup Wizard comes up automatically when you create a new player. You can return to the Setup Wizard any time by clicking on the Help button in the button bar, and selecting the Setup Wizard item.

To use the Setup Wizard, click through each screen using the Next and Back buttons. When you are done with the Setup Wizard, click the Done button.

The following settings can be changed using the Setup Wizard:

- 1 Characters:** Choose whether Hoyle characters play along with you, and how often they speak.
- 2 Animations and Game Speed:** Choose whether animations are used, and how quickly game play proceeds.
- 3 Tutorials:** Choose to enable or disable tutorial mode on a game-by-game basis.

Many of the options available in the Setup Wizard are also available in the Controls dialog box. Open the Controls dialog box by clicking the Options button in the button bar.

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Changing player settings
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General controls
CD, hard disk, and graphics mode options
Setting game rules and options
The button bar and menus

Getting Around The Casino

There are a number of ways to move around the Hoyle Casino and choose the games you want to play.

The most direct way is to use the Games button in the button bar. Click this button to bring up a list of games and variations. Click on the desired game and variation to enter the given game.

You can also find games by walking around the Casino. Whenever you are in the Casino (but not yet playing a game), move your mouse to point to different areas of the screen. When you point to certain areas, a label appears describing the games played in that area. Click on the area or specific table or machine to move there.

You can also move around the Casino using the map in the lower-right corner of the screen. Move the mouse over the schematic layout of the Casino to see which games are played in the various areas. Click the mouse on an area of the schematic layout to move to that area.

Once you have entered a specific game, you can leave the game using the button bar. You can click on the Exit button to leave the game and return to the main Casino area, or to quit Hoyle Casino altogether. Alternatively, you can use the Games button to jump right into a different game, or into the same game but with different bet limits.

See also

The button bar and menus

The Button Bar and Menus



The Casino button bar is your starting place for accessing all Hoyle Casino games and options. The button bar is located at the bottom of the screen. It offers seven buttons, many of which pop up a menu of further choices.

The Keno button

The leftmost button is the Keno button. Click this button to bring up the Keno dialog box. You can play Keno from anywhere in the Casino. However, to collect any Keno winnings, you must go to the Keno room itself. One way to get to the Keno room is with the Games button, described next.

The Games button

The second button is the Games button. Click this button to bring up a list of the games available in the Hoyle Casino. Move the mouse over the name of the desired game. For some games you must choose the table bet limits from this menu before entering the game. In the case of Poker, you must choose the variation you want to play, then the table bet limits.

Note that many of the games have a Tournament option.

The Actions button

The third button is the Actions button. This button pops up a menu of actions you can take at the current time, depending on the game you are playing and whether it is your turn to bet or play. The actions menu also gives you access to the loans dialog box, and the Fill Screen function.

The Options button

The fourth button is the Options button. It offers four menu items that let you view and modify information about the current players and settings.

Selecting Controls brings up the controls dialog box, from which you can make changes to general settings such as animation, character speech, and many others.

Selecting Players brings up the Players dialog box, from which you can make changes to the players in the current game, including the option to sign in new players.

The next item is available only when you are playing a particular game, and lets you change the settings for that game. For instance, if you are in Blackjack, the item is named Blackjack Setup, and clicking it brings you to the Setup dialog box for Blackjack, where you can change your Blackjack preferences.

Selecting Statistics brings up the Stats dialog box, where you can view statistical results for each player.

The Internet button

The fifth button is the Internet button. Click this button to enter WON.NET to play Casino games over the Internet. (Not currently supported on MacOS)

The Help button

The sixth button is the Help button. Click this button to bring up a menu of items offering help about the current game or about Hoyle Casino in general. This menu is also used to access tutorial mode and the Setup Wizard.

The Exit button

The seventh button is the Exit button. Click this button to leave the current game, or to leave the Hoyle Casino program altogether.

See also

Getting around the Casino
Tournaments
Credit cards and loans
General Controls
Fill Screen
CD, hard disk, and graphics mode options
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Changing Players

When you enter Hoyle Casino, you sign in as a player. You have the option of signing in other players so that two or more people can play Hoyle Casino at the same time in "hotseat" competition (available in Blackjack, Craps, Pai Gow Poker, and Roulette). When you are playing a game, all the signed-in players, plus optional animated characters, are visible (except in Slots, Video Poker, and Keno, which you play without seeing your player on the screen). You can use the Player dialog box to change this set of current players.

Accessing the Players dialog box

You can access the Players dialog box by choosing Players from the Options button on the button bar. The Players dialog box shows all of the players currently signed in, along with any Hoyle characters playing along with you.

Removing and replacing players

- To remove a player from a seat, click the Clear button next to the player.
- To replace a player with a different player, click the Replace button next to the player. Depending on the game you are playing, you have different options. For instance, Blackjack allows you to replace a Hoyle character with a real person (in fact, that person can be one who is already at the table – this is how you let one person play two hands). In Poker, you can only replace one Hoyle character with another.
- When you replace a real person with another real person, the Change Player dialog box appears. This is very much like the Sign In dialog box, and offers the same options for creating, resetting, and deleting players.

The "host"

In the Player dialog box, the player in the upper-left corner is always the real person who signed in first during this Casino session. This player, who is referred to as the "host," is important because all of the game preferences used are those that this player chose. For instance, if the host player has animations turned off, animations will not be shown during the Casino session, even if there are players signed in who chose to turn animations on when they were the host in a previous Casino session.

You can replace the host with another player by clicking the Replace button next to the host in the Players dialog box.

The Players dialog box in Poker

Because the Poker table accommodates up to eight players, the Players dialog box for Poker has two special buttons (purple triangles) for switching between two sets of four players each.

The Players dialog box during a game

You cannot make changes to the players in a game while a hand or round is in progress. For instance, in a Poker or Blackjack game, you need to wait until the current hand is over before changing players.

Changing players directly within a game

In addition to using the Players dialog box, you can make changes to players in some games by clicking directly on the players' nameplates. When you click a player's nameplate, a menu pops up. From this menu, you can choose a different player to replace the one you clicked, or you can choose to clear the player from the game.

See also

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Hoyle player profiles
Credit cards and loans
Viewing bet results and statistics
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CD, hard disk, and graphics mode options
Setting game rules and options

Hotseat Play

Hotseat play means playing with one or more friends or family members seated at the same computer. Hotseat play is available in Blackjack, Craps, Pai Gow Poker, and Roulette. Up to four players can be signed in at the same time.

Steps for setting up hotseat play

- 1 Enter the game you want to play.
- 2 Click on the Options button in the button bar and choose Players.
- 3 Replace Hoyle animated characters or empty seats with real people by clicking the Replace button for the given seat(s).
- 4 Choose Real Person from the list that pops down.
- 5 In the Change Player dialog box, choose the player from the list and click OK. If the person you want to play with is not yet in the list, click the New button, enter the new player's name, and click OK.
- 6 Up to four seats can be filled with real people.

Changing games with multiple players

If you sign in more than one player and then switch to a different game or table, all of the signed-in players move to the new table. However, in some cases not all of the signed-in players can play a given game. For instance, in Poker only one real person can play at a time. If you have more than one person signed in and switch to a Poker game, everybody but the host will be signed out.

Playing multiple hands in Blackjack and Pai Gow Poker

In Blackjack and Pai Gow Poker, you can actually replace a player with a real person who is already sitting at the table. This allows one person to play multiple hands simultaneously, as is allowed at many casinos.

See also

Signing in
Changing player settings
Hoyle player profiles

Hoyle Player Profiles

Hoyle Casino offers an array of wisecracking animated characters for you to play with at the various gaming tables. Using the Setup Wizard, you can choose whether these characters appear in your games, and how often they talk. You can also change the characters playing in a particular game using the Players dialog box.

Anna



Anna is vivacious, independent, fun-loving, and has a great sense of humor. She loves playing casino games and is spontaneous in her reactions during play. Though Anna is generally a careful player, she can be an aggressive bettor when she thinks the odds are in her favor.

Bart



Bartholomew, or "Bart" is a riverboat gambler who fancies himself a professional. With a saying for every occasion, he is quite vocal about winning, losing, or simply playing! Since he is sure he's the best player around, he can be a little foolish at times. Still, he is quite capable of coming out the big winner. Bart is an aggressive bettor and bluffer.

Carlos



Carlos (real name: Carl Eugene Silverman) is of Russian ancestry and was born and raised in the back country of Canada. However, he dreams of being a Latin lover from Spain, and loves to charm women with his accent and compliments. He is polite and self confident (but never overbearing). At times, his normal speaking voice slips out, but he is pretty sure nobody notices. In general, Carlos is an aggressive bettor.

Elayne



Elayne is a native Manhattanite who doesn't see why she should ever leave, except to visit Las Vegas. That mysterious outside world is for people who aren't smart enough to move to New York, and she's not shy about letting you know that. This fast-track advertising exec unwinds from hectic work weeks by taking the red-eye to Vegas on Friday night, and not returning until early Monday morning.

Ethel



Originally from Red Cloud, Nebraska, Ethel raised a family of five children, and now has eight grandchildren. She enjoys the simple things in life, like visiting with family and friends and beating the pants off of them in card games. Sharp as a tack and a crafty veteran of many games, she will provide ample challenge for even the best players.

Jasper



Since he left Jamaica many years ago, Jasper has traveled the world as a bass player for various jazz artists. All that time on the road has made Jasper a world class gambler. Jasper points out, "A good game is like a song, it starts out slow and builds to a strategic crescendo."

Kathryn



Kathryn is a smart player and a fairly aggressive bettor. She uses her good looks and charm to her advantage, often teasing or flirting good-naturedly at the table.

Leo



Leo is a retired businessman from New York, currently residing in Florida. He is polite and smart, although his years are starting to catch up with him. Leo is kind-hearted and pleasant to be around. His age and experience make him a wise gambler, so don't let his occasional absent-mindedness fool you!

Rebecca



Rebecca is a Southern belle who has spent most of her life around horses, enjoying life as a free spirit. Extremely smart and quick, nothing gets by Rebecca. She is as strong and intelligent as she is charming. She may not be a world traveler but she loves to live life to its fullest.

Rick



Rick is a good player and a very aggressive bettor. He is one of those guys who just likes to hang out at the casinos. Once in a while, he will make a very large bet. Rick likes to joke using self-deprecating humor that borders on the inappropriate, but he hasn't actually been thrown out of a casino ... yet.

See also

The Setup Wizard

Changing player settings

Credit Cards and Loans

Each player has a bankroll, which starts at a certain amount and changes as you win or lose money in the Casino. Each player also has a credit card. There are various levels of credit cards available. You start with a green credit card and can advance to higher credit cards by winning money in the Casino.

Besides being a status symbol, your credit level determines the amount of money you can take as a loan from the Casino should your luck turn sour and it become necessary for you to borrow money to continue playing.

If you run out of money during a game, you are presented with the a dialog box offering three options:

- 1** You can reset your player to the initial \$5,000, reverting back to the initial green credit card, and losing any statistical information for your player.
- 2** You can take a loan, the amount of which is based on the credit level you have reached. In this case, you keep your credit card and your statistics, but you have to pay the loan back before being allowed to advance to the next credit level.
- 3** You can just sit out and watch, and deal with your money problems later.

Repaying a loan

Once you have taken a loan, you will need to repay it at some point. You can do this by clicking the Actions button in the button bar and choosing the Loans item.

The fine print

There are some situations in which you will not be offered a loan. You can't get a loan if you already have a loan outstanding, if you are playing in a tournament, or if the Casino decides you already have enough money and don't need to borrow more.

See also

Signing in

Viewing bet results and statistics

Viewing Bet Results and Statistics

As you win or lose money in the various games, Hoyle Casino keeps track of how you are doing. There are two ways you can review your results.

Reviewing bets on the table

In Blackjack, Pai Gow Poker, Roulette, and Craps, you can examine bets that you or other players place on the table by moving the mouse over the chips. (This option is only available if you have enabled it for the given game – see the game's Setup dialog box.) However, when playing in a tournament, you are not able to view bets until all players have finished betting.

Roulette and Craps offer a special function for viewing the bets of a single player on a crowded table. If you click on a player's image with the right mouse button, only bets belonging to that player will be shown on the table while you hold the button down on the player.

Reviewing bets in the current game session

In all games where your player image shows above a nameplate, you can see how you are doing during the current session by clicking and holding on your image with the left mouse button. When you do this, a small window pops up summarizing your current bankroll, how much you wagered in your most recent bet, how much you won or lost in the most recent play, and how much you've won or lost overall in the current session. You can click on any player's image to see these results.

Using the Continue button

Blackjack, Pai Gow Poker, Roulette, and Craps offer another way to view bet results. In the Setup dialog box for each of these games, you can enable the Continue button. This means that after each hand, spin, or roll, the game will pause and let you examine the results on the table. By pointing to the various bets on the table, you can see which bets won or lost. The bets are not cleared until you click the Continue button. (When you do not have the Continue button enabled in these games, there is a short pause after each hand, spin, or roll, and then the table clears automatically.)

Reviewing long-term statistics

You can view statistics for all players in the Stats dialog box by clicking the Options button on the button bar and selecting Statistics. Choose a player from the list on the left. The top-right area shows the player's overall statistics. In the lower-right area, click the popup menu to choose a specific game, and view the player's statistics for that game.

Also on the Stats dialog box is a Winners button. Click this button to see the players who have "beaten the Casino" by winning one billion dollars or more.

See also

- Changing player settings
- Setting game rules and options
- Tournament play

Tutorial Mode

Hoyle Casino features a comprehensive, easy-to-use tutorial mode for most of the games. The tutorial mode, along with the associated practice mode, gives you hints, strategic advice, and other information so that you can learn to play the games like a pro.

When you play a game in tutorial mode, a small bar labeled "Tutorial" appears in the upper-left corner of the screen. When you roll the mouse over this bar, it pops down into a full window, offering a menu of information topics.

Turning tutorial mode on and off

You can enable tutorial mode on a game-by-game basis. Using the Tutorials panel of the Setup Wizard, you can view and modify all of your tutorial settings at once. Alternatively, within a particular game, click on the Help button in the button bar, and select Tutorial Mode to check or uncheck it.

You can also turn off tutorial mode for a specific game simply by clicking the small white box in the upper-right corner of the Tutorial window.

Tutorial topics and when they are available

When you point the mouse over the Tutorial bar in the upper-left corner of the screen, the Tutorial window generally pops down to offer you information. However, when other players are betting or playing, this information is not available. For instance, if you are playing Poker with seven characters, you may need to wait for each of them to bet before you can view tutorial information about your own bet.

The Tutorial window offers several categories of information. To view a particular category, simply drag the mouse over the category title.

The first category in the list varies depending on what you are doing. For instance, in Blackjack, if it is your turn to bet, the first category will be titled "Betting," and when you roll over it a window will pop up giving you information on how to bet. On the other hand, if it is your turn to decide whether to hit or stand, the first category will be titled "Play," and when you roll over it a window will pop up explaining your options for play.

The second category in the list is always titled "Strategy," and it offers strategic advice for your current bet or play. Use this strategic advice to learn to play like a pro.

In the lower half of the Tutorial window are several other topics which offer basic information on performing functions such as making bets and changing players.

The Hint button

At the top of the Tutorial window is the Hint button. (Note: the Hint button is not available in certain situations where Hoyle Casino does not have a specific recommendation.) Click the Hint button to see the play recommended by Hoyle Casino. Clicking the Hint button is the same as selecting the Hint item in the Help menu.

Practice mode

On the Tutorial window is a check box labeled "Practice mode." (Note: practice mode is only available for some of the games.) When this box is checked, Hoyle Casino watches your plays and, when you make a play that is not advisable, automatically pops up the relevant strategic information, and also shows you the hint for the best play. Use this mode to test your knowledge of optimal game strategies. As long as you make the correct decisions, there will be no intervention. But if you take an action that does not align with Hoyle Casino's recommendation, Hoyle Casino will let you know.

See also

The Setup Wizard
Setting game rules and options

General Controls

The Controls dialog box is where you change a number of settings that affect your overall Casino experience.

Access the Controls dialog box by clicking the Options button on the button bar and selecting Controls.

The following settings can be changed using the Controls dialog box:

- 1 General:** Choose whether animations are used, whether sound effects are used, whether background casino noise is played, how quickly the games play. (If your computer is on the slower side, you may want to turn animations off to speed up game play.)
- 2 Lighting:** Choose a brightness that makes the Casino graphics look good on your monitor.
- 3 Characters:** Choose whether Hoyle characters play along with you, and how often they speak.

See also

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Changing player settings
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CD, hard disk, and graphics mode options

CD, Hard Disk, and Graphics Mode Options

Playing without the game CD

With Hoyle Casino, you have the option of playing with or without the game CD inserted in your CD ROM drive. When you play without the game CD, some features of the game are disabled. These include character speech and several of the animations in the various games. If you start Hoyle Casino without the CD inserted, and then decide that you would prefer to play with the CD, you must exit out of Hoyle Casino completely, insert the CD, and then restart the game; inserting the CD in the middle a gaming session has no effect.

Graphics modes: Fill Screen and DrawSprocket

If you have Apple's DrawSprocket installed on your system (MacOS users only), you can take advantage of it by using the Fill Screen item in the Actions menu. When this menu item is checked, Hoyle Casino attempts to use DrawSprocket to display itself in 640x480 resolution with millions of colors. This may be desired by users who normally use a higher screen resolution but want the Hoyle Casino graphics to fill the screen.

See also

General controls

Setting Game Rules and Options

Many of the Casino games offer rule variations that you can set to your preference.

Within a game, click on the Options button of the button bar and select <Game> Setup, where <Game> is the name the game you are playing. For instance, to change the Blackjack setup, select Blackjack Setup.

You can change any game setting at any time, except in tournament play. (However, in some cases your changes will not take effect until the next hand, spin, or roll.)

The options that you can set for each game are as follows.

Blackjack options

You can change the following settings: how many decks are used, the hand total required for doubling down, whether you can surrender, the number of consecutive splits allowed, whether doubling down after a split is allowed, whether multiple splitting of aces is allowed, whether insurance is offered, whether the dealer hits on soft 17, and the percentage of cards that are dealt before the decks are reshuffled. The Blackjack Rules menu can be used to set many of the above settings to a particular style automatically.

You can also set the following preferences: whether the dealer speaks, whether the card count window is shown, whether hand totals are shown on the screen, whether you can see other players' bet amounts by rolling over their bets, whether the Continue button is used, and whether normal or perspective cards are used.

Craps options

You can change the following settings: the maximum free odds allowed, whether max odds are taken automatically when you place any odds bet, whether the large dice are shown, whether the stickman speaks, whether you can roll over a player's bet to see its value, whether the dice roll automatically after all bets are placed, whether you can choose the dice to be rolled, whether the Continue button is used, and whether all bets are working (active) on the come out roll.

Pai Gow Poker options

You can change the following settings: whether Ace-5 is the second-highest Straight, whether perspective cards are used, whether you can roll over a player's bet to see its value, whether your low-hand choice is verified, whether the Continue button is used, whether players can be the banker, and whether the dealer speaks.

Roulette options

You can change the following settings: whether the croupier speaks, whether you can roll over a player's bet to see its value, and whether the Continue button is used.

See also

General controls
CD, hard disk, and graphics mode options
Changing players
The Setup Wizard

Blackjack Tables and Tournaments

There are four types of Blackjack tables in Hoyle Casino, offering varying bet limits.

To choose from the available tables, click the Games button on the button bar, select Blackjack, and choose the table with the desired bet limits. The available limits are:

- **\$5-\$1,000.** Each bet you place must be at least \$5, and no greater than \$1,000.
- **\$10-\$2,000.** Each bet you place must be at least \$10, and no greater than \$2,000.
- **\$25-\$3,000.** Each bet you place must be at least \$25, and no greater than \$3,000.
- **\$100-Unlimited.** Each bet you place must be at least \$100.

Entering a Blackjack tournament

Click the Games button on the button bar, select Blackjack, and choose Tournament. At the start of the tournament, you are asked to choose the number of hands in the tournament, the tournament stakes, and the number of decks used. After the determined number of hands have been played, the player with the highest tournament bankroll is awarded the tournament prize money.

The following rules are used in Blackjack tournaments:

- 1 or 2 decks are used (you choose the number).
- Insurance bets are allowed.
- Late surrender is not allowed.
- The dealer does not hit on soft 17.
- Pairs can be split up to three times.
- Players can double down after splitting.
- Aces can be resplit.
- Players can double down on anything.

Bet limits for Blackjack tournaments:

- The minimum bet is one percent of the tournament level (\$10 for a \$1,000 tournament). The only exception is a \$25 minimum bet for a \$5,000 tournament.
- The maximum bet is the tournament level (\$1,000 for a \$1,000 tournament).

See also

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Setting game rules and options
Tournament play
About Blackjack

Craps tables and tournaments

There are four types of Craps tables in Hoyle Casino, offering varying bet limits.

To choose from the available tables, click the Games button on the button bar, select Craps, and choose the table with the desired bet limits. The available limits are:

- **\$5-\$1,000.** Each bet you place must be at least \$5, and no greater than \$1,000.
- **\$10-\$2,000.** Each bet you place must be at least \$10, and no greater than \$2,000.
- **\$25-\$3,000.** Each bet you place must be at least \$25, and no greater than \$3,000.
- **\$100-Unlimited.** Each bet you place must be at least \$100.

Entering a Craps tournament

Click the Games button on the button bar, select Craps, and choose Tournament. At the start of the tournament, you are asked to choose the tournament stakes. After the determined number of rounds have been played, the player with the highest tournament bankroll is awarded the tournament prize money.

The following rules are used in Craps tournaments:

- Free odds setting is at 2x.

Bet limits for Craps tournaments:

- The minimum bet is one percent of the tournament level (\$10 for a \$1,000 tournament). The only exception is a \$25 minimum bet for a \$5,000 tournament.
- The maximum bet is the tournament level (\$1,000 for a \$1,000 tournament).

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The button bar and menus
Setting game rules and options
Tournament play
About Craps

Pai Gow Poker Tables and Tournaments

There are four types of Pai Gow Poker tables in Hoyle Casino, offering varying bet limits.

To choose from the available tables, click the Games button on the button bar, select Pai Gow Poker, and choose the table with the desired bet limits. The available limits are:

- **\$5-\$1,000.** Each bet you place must be at least \$5, and no greater than \$1,000.
- **\$10-\$2,000.** Each bet you place must be at least \$10, and no greater than \$2,000.
- **\$25-\$3,000.** Each bet you place must be at least \$25, and no greater than \$3,000.
- **\$100-Unlimited.** Each bet you place must be at least \$100.

Entering a Pai Gow Poker tournament

Click the Games button on the button bar, select Pai Gow Poker, and choose Tournament. At the start of the tournament, you are asked to choose the tournament stakes. After the determined number of hands have been played, the player with the highest tournament bankroll is awarded the tournament prize money.

The following rules are used in Pai Gow Poker tournaments:

- A through 5 is the lowest-ranking straight.
- Players cannot be the banker.

Bet limits for Pai Gow Poker tournaments:

- The minimum bet is one percent of the tournament level (\$10 for a \$1,000 tournament). The only exception is a \$25 minimum bet for a \$5,000 tournament.
- The maximum bet is the tournament level (\$1,000 for a \$1,000 tournament).

See also

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About Pai Gow Poker

Poker Tables and Tournaments

There are seven variations of Poker in Hoyle Casino, and each variation is played on tables of varying bet limits.

To choose from the available tables, click the Games button on the button bar, select Poker, click on the type of game you want to play, and then choose the desired bet limits.

The available games are:

Texas Hold'em
Omaha Hold'em
Omaha Hold'em Hi-Lo
Seven Card Stud
Seven Card Stud Hi-Lo
Five Card Draw
Five Card Draw Lowball

The available limits are:

- **\$5-\$10.** Early round bets are \$5. Late round bets are \$10.
- **\$25-\$50.** Early round bets are \$25. Late round bets are \$50.
- **\$250-\$500.** Early round bets are \$250. Late round bets are \$500.
- **\$1,000-\$2,000.** Early round bets are \$1,000. Late round bets are \$2,000.

Entering a Poker tournament

Click the Games button on the button bar, select Poker, click on the type of game you want to play, and then choose Tournament. At the start of the tournament, you are asked to choose the tournament stakes. After the determined number of hands have been played, the player with the highest tournament bankroll is awarded the tournament prize money.

The early/late round bets for Poker tournaments are as follows (all games except Draw):

- **\$1,000 tournament** \$25 early round, \$50 late round
- **\$5,000 tournament** \$100 early round, \$200 late round
- **\$25,000 tournament** \$500 early round, \$1,000 late round
- **\$100,000 tournament** \$2,500 early round, \$5,000 late round
- **\$500,000 tournament** \$10,000 early round, \$20,000 late round

The early/late round bets for Poker tournaments are as follows (Draw games):

- **\$1,000 tournament** \$50 early round, \$100 late round
- **\$5,000 tournament** \$250 early round, \$500 late round
- **\$25,000 tournament** \$1,000 early round, \$2,000 late round
- **\$100,000 tournament** \$5,000 early round, \$10,000 late round
- **\$500,000 tournament** \$20,000 early round, \$40,000 late round

See also

Getting around the Casino
The button bar and menus
Setting game rules and options
Tournament play
About Poker
Betting in Casino Poker games

Roulette Tables and Tournaments

There are four types of Roulette tables in Hoyle Casino, offering varying bet limits.

To choose from the available tables, click the Games button on the button bar, select Roulette, and choose the table with the desired bet limits. The available limits are:

- **\$5-\$1,000.** Each bet you place must be at least \$5, and no greater than \$1,000.
- **\$10-\$2,000.** Each bet you place must be at least \$10, and no greater than \$2,000.
- **\$25-\$3,000.** Each bet you place must be at least \$25, and no greater than \$3,000.
- **\$100-Unlimited.** Each bet you place must be at least \$100.

Entering a Roulette tournament

Click the Games button on the button bar, select Roulette, and choose Tournament. At the start of the tournament, you are asked to choose the tournament stakes. After the determined number of spins have been played, the player with the highest tournament bankroll is awarded the tournament prize money.

Bet limits for Roulette tournaments:

- The minimum bet is one percent of the tournament level (\$10 for a \$1,000 tournament). The only exception is a \$25 minimum bet for a \$5,000 tournament.
- The maximum bet is the tournament level (\$1,000 for a \$1,000 tournament).

See also

Getting around the Casino
The button bar and menus
Setting game rules and options
Tournament play
About Roulette

Tournament Play

Tournaments are available for the following games:

Blackjack
Craps
Pai Gow Poker
Poker
Roulette

There is no tournament play for Video Poker, Slots, or Keno.

Entering a tournament

Click the Games button on the button bar, choose of game, then choose Tournament. At the start of the tournament, you are asked to choose the tournament stakes. For instance, if you choose to play a \$1,000 tournament, each tournament player pays \$1,000 to enter.

A certain number of hands, rolls, or spins are played. At the end of the tournament, the player with the highest tournament bankroll wins the tournament prize money.

If all players, or all players but one, run out of money during a tournament, it ends early.

Note that you can only enter a tournament if you can afford it. For instance, you can't enter a \$25,000 tournament if you have less than \$25,000 in your bankroll.

If two or more players are tied for the highest tournament bankroll at the end of the specified number of hands, rolls, or spins, the tournament continues until the tie is broken.

The game settings are fixed for tournament play. Also, you cannot change players once a tournament has started.

Betting in tournaments

Because tournaments involve competition with other players at the table, in all tournaments except Poker tournaments, you are not allowed to see the amounts each player has bet until all players are finished betting. You will hear the chips go down, but you will not see them until the betting round is finished.

The Keno Dialog Box and The Keno Room

You can play Keno from anywhere in the Casino using the Keno dialog box. If you go to the Keno room, you can play Keno and also watch the big screen as the numbers are selected. If you play outside the Keno room using the Keno dialog box, you need to go to the Keno room to collect any Keno winnings.

To play Keno from anywhere in the Casino

Click the Keno button (leftmost button) on the button bar.

If you win Keno money while outside of the Keno room, the Keno button in the button bar will flash to indicate you have winnings. Go to the Keno room to collect them.

To play Keno in the Keno room

Click the Games button on the button bar, select Keno, then click on Keno Tickets.

Choosing a Slot Machine

Each Slot Machine in the Hoyle Casino has its own unique theme, different credit amounts required for play, and different payouts. They are all multi-coin machines.

For the majority of machines, each coin in play activates a different pay column (pay columns are shown in the lighted panel above the reels). For example, with two coins in play, the second pay column is used.

The Progressive machines use multiple paylines instead of successive pay columns. This means that you can win diagonally in addition to horizontally.

To choose from the available machines, click the Games button on the button bar, select Slots, pick a machine, and then choose the bet level you want.

The following machines are available:

- **Gone Fishin'**. Multi-coin (3 coins max, 3 pay columns).
- **Jurassic**. Multi-coin (3 coins max, 3 pay columns).
- **Safari**. Multi-coin (2 coins max, 2 pay columns).
- **Bug Out**. Multi-coin (3 coins max, 3 pay columns).
- **Shoes**. Multi-coin (3 coins max, 3 pay columns).
- **Cover the Spread**. Multi-coin (3 coins max, 3 pay columns).
- **Sweet Success**. Multi-coin (3 coins max, 3 pay columns).
- **Monsters**. Multi-coin (5 coins max, 5 pay columns).
- **Funny Money**. Multi-coin (3 coins max, 3 pay columns).
- **Flying High**. Multi-coin (3 coins max, 3 pay columns).
- **Alien Invasion**. Multi-coin (5 coins max, 5 pay columns).
- **Progressive**. Multi-coin (3 coins max, 1 pay column). Diagonal paylines.

The following bet levels are available:

- **25¢ machine**. At this machine, you must insert at least 25¢ for each bet.
- **\$1 machine**. At this machine, you must insert at least \$1 for each bet.
- **\$5 machine**. At this machine, you must insert at least \$5 for each bet.
- **\$25 machine**. At this machine, you must insert at least \$25 for each bet.
- **\$100 machine**. At this machine, you must insert at least \$100 for each bet.

Choosing a Video Poker Machine

When you join a Video Poker game, you must choose the game based on the bet level. You must observe the minimum bet amounts during play.

To choose from the available machines, click the Games button on the Casino toolbar, select Video Poker, pick a machine, and then choose the bet level.

The following types of machines are available:

Jacks or Better machines
Joker Poker machines
Deuces Wild machines
10s or Better machines

The following bet levels are available:

- **\$1 machine**. At this machine, you must insert at least \$1 for each bet.
- **\$5 machine**. At this machine, you must insert at least \$5 for each bet.
- **\$25 machine**. At this machine, you must insert at least \$25 for each bet.
- **\$100 machine**. At this machine, you must insert at least \$100 for each bet.

Placing a Bet

In all Hoyle Casino games except Poker and Keno, you make bets by first setting the amount you want to bet and then placing the bet on the table (or inserting the bet into the machine for Slots and Video Poker).

Setting the bet amount

To set the amount you want to bet, use the array of chips in the lower-right corner of the screen. Click on a chip with the left mouse button to add that chip to your bet amount. Click on a chip with the right mouse button to subtract the amount of that chip from your bet amount. Use the eraser to reset your bet amount to \$0. Use the arrows to scroll through the array of chip values.

Placing the bet

When you have set the desired amount, click on the table (or on the coin or bill slots for Video Poker and Slots) to bet that amount. In Blackjack and Pai Gow Poker, click on the circle in front of your player. In Roulette and Craps, click on the area of the table corresponding to the bet you want to make.

Keep in mind that you can only bet within the bet limits for the table you have chosen. For instance, if you are at a \$25 minimum Blackjack table and you attempt to bet \$5, your bet will automatically be increased to \$25 to meet the minimum.

Modifying an existing bet

In Roulette and Craps, you can modify bets even after placing them on the table (this only applies to certain bets in Craps). Click on a bet on the table with the left mouse button to add your current bet amount to it. Click on a bet on the table with the right mouse button to subtract your current bet amount from it.

See also

Credit cards and loans

Tutorial mode



Blackjack

Blackjack is a card game played against a casino dealer. Hoyle Casino allows up to four players at a Blackjack table, with the option for a player to sit in more than one "seat" in order to play multiple hands simultaneously.

Hoyle Casino offers several variations of Blackjack. See the Blackjack Setup dialog box to view and change these options.

Blackjack card values

- Face cards count as 10.
- Aces count as either 1 or 11.
- All other cards count as their numeric value.

How Blackjack is played

- Each player places a bet in front of them on the table.
- Each player, including the dealer, receives two cards. The first two cards are dealt face down for single-deck games, face up for multiple-deck games. In all games, the dealer receives one card face down and one face up.
- The dealer works with each player in turn as the player plays his or her hand. The player counts the total points in his or her hand and decides to hit (take another card) or stand (take no more cards). The object of the game is to collect cards in your hand whose total is as high as possible without going over 21. If you go over 21, you "bust" and lose your bet. If you are dealt Blackjack, and the dealer is not dealt Blackjack, you win immediately (and Blackjack pays 3 to 2). If the dealer is dealt Blackjack and you are not, you lose immediately. Otherwise, you are allowed to hit any number of times to add cards to your hand, trying for a total high enough to beat the dealer's hand, but not so high that you bust.
- In the process of playing, the player may find an opportunity to split or double down. The player may also decide to surrender and save half of his or her original bet. These options may or may not be available, depending on your Blackjack Setup.
- When all players are done playing their hands, the dealer plays his or her hand according to fixed rules. The dealer must draw cards as long as the total is less than 16, and must stand when the total is 17 or more. The one exception to this rule is the optional setting of Dealer Hits On Soft 17. If this option is used, the dealer can use an Ace as 1 (rather than 11) and hit on 17. This option is more favorable for the casino.
- If the dealer busts, all players who did not bust win. Otherwise, players win if they did not bust and their hand total is higher than the dealer's. If a player's hand total is equal to the dealer's, a push, the player does not win or lose.

Playing Blackjack in Hoyle Casino

- It is your turn to bet when your nameplate is highlighted.
- Place your bet.
- When it is your turn to play, choose an action from the dialog box of choices:

Hit

Deals another card to your hand. You can also request a hit by pressing the letter **H** on the keyboard. Alternatively, click with the left mouse button in the middle of the table and hold down the button while dragging the mouse vertically towards yourself.

Stand

Indicates that you do not want any more cards and ends your turn. You can also stand by pressing the letter **S** on the keyboard. Alternatively, click with the left mouse button in the middle of the table and hold down the button while dragging the mouse horizontally (left to right).

Double

Doubles the bet for your hand. One more card is dealt, then you must stand. You can also double down by pressing the letter **D** on the keyboard. Alternatively, click with the right mouse button in the middle of the table and hold down the button while dragging the mouse vertically towards yourself.

Split

Splits the pair of cards in your hand. The original bet amount is then applied to each hand. You can then continue to draw cards to each hand independently. You can also split by pressing the letter **P** on the keyboard. Alternatively, click with the right mouse button in the middle of the table and hold down the button while dragging the mouse horizontally (left to right).

Surrender

When you think your hand will surely lose, surrendering cuts your losses by folding your hand and forfeiting only half of your bet. You cannot surrender after you have hit. You can also surrender by pressing the letter **R** on the keyboard.

- If desired, use the tutorial mode to get advice from Hoyle Casino.

See also

Placing a bet
Special Blackjack plays
Blackjack around the country
Counting cards

Special Blackjack Plays

Doubling down

After receiving your first two cards, if you think you can beat the dealer with only one more card, you can choose to double down, which means doubling your original bet, drawing one more card, then standing.

The types of hands you can double down on vary depending on your Blackjack Setup.

- 11 only.
- 10 and 11.
- 9, 10, and 11.
- Hard hands only.
- Anything.

You can also double down after splitting pairs (if the current rules allow it).

The strategy for doubling down varies depending on whether you hold a hard or a soft hand.

To learn strategies for doubling down, play Blackjack with tutorial mode enabled.

Splitting pairs

If the first two cards dealt to you have the same value, you can split them and play each as a separate hand. Each new hand uses the same bet amount as your original bet. You can split face cards, or a face card and a 10, just as you would any like-pair.

The rules for splitting vary depending on your Blackjack Setup.

- How Many Times (Never, 1, or 3).
- Double Down After Splitting (Yes or No).
- Resplit Aces (Yes or No). When Aces are split, the player receives only one more card per Ace.

To learn strategies for splitting pairs, play Blackjack with tutorial mode enabled.

Surrendering

After receiving your first two cards, if you don't think you have any chance of beating the dealer, you can choose to surrender (depending on your Blackjack Setup). At this point, you turn in your cards and the dealer collects only half of your bet.

To learn strategies for surrendering, play Blackjack with tutorial mode enabled.

Buying insurance

When you buy insurance, you bet on the probability of the dealer having Blackjack. You can only make this bet when the dealer's upcard is an Ace. You bet half of your original bet that the hole card has a rank of 10 and the dealer is holding Blackjack. If the dealer has Blackjack, this bet pays 2 to 1.

If an Ace is the upcard in the dealer's first two cards, the dealer must ask each player if he or she wants to buy insurance. After all insurance bets are made, the dealer checks the hole card.

If the hole card is a 10 or a face card, the dealer shows the Blackjack hand to all players and pays off winning insurance bets. If the hole card does not make Blackjack, the dealer collects losing insurance bets and continues play without showing the hole card.

See also

Blackjack Setup

Counting Cards

Card-counting is used to determine the probability of the deck containing cards that are either favorable or unfavorable. Players that count cards attempt to keep a count of the cards as they are dealt, but they pay more attention to specific ratios of important cards, rather than knowing exactly which cards have been dealt and which are left in the deck. Cards are usually counted in ratio of high cards to low cards.

A tally of card points is often used for evaluating odds. The points are assigned to each card based on the value of the card. Many different card-counting systems can be used for Blackjack. Hoyle Casino uses the following point system:

2, 3, 4, 5, 6	=	+1
7, 8, 9	=	0 (neutral cards)
10, J, Q, K, A	=	-1

Many different strategies for card-counting exist. If you have a card-counting system of your own, you can practice your card-counting while playing Hoyle Casino and use the game's card count totals to validate your strategy.

To view the Card Count window during play

- 1 In Blackjack, click the Options button on the button bar, then choose Blackjack Setup.
- 2 On the Setup tab, check Card Count, then click OK.

Running count vs. true count

Hoyle Casino keeps a running and a true count of cards. The running count is the card point count updated as each card is played or dealt by the dealer. This count reflects the balance of 10-value cards (and Aces) to low cards (2, 3, 4, 5, 6) as they are dealt.

The true count is calculated by dividing the running count by the number of half decks remaining to be dealt. The true count is often a more accurate indicator than the running count because it accounts for the number of decks used in a game.

How to read the count

A higher count (any count with a plus [+] sign) means more low cards than high cards have been dealt, so the deck is loaded with high cards, which is more favorable to the player. A deck rich in high cards favors the player, because the player has a better chance of drawing Blackjack and the dealer has a better chance of busting.

A lower count (any count with a minus [-] sign) means that more high cards than low cards have been dealt, so the deck is more favorable to the dealer. The dealer will bust less often with a lower count.

A neutral count is neither favorable nor unfavorable.

Using the count when betting

You can use the true count to determine how much to raise or lower your bet. Use the following table as a guideline for betting based on the true count. Multiply the unit number by the amount of your minimum bet.

If the true count is...	Bet this amount
Any negative number (minus sign)	1 unit
0	1 unit
+1	2 units
+2 to +3	3 units
+4	4 units
+5	6 units
+6	6 units
+7	8 units
+8	10 units
+9 and above	12 units (or maximum bet limit)

Counting Aces

Hoyle Casino tracks the Ace count of the deck and indicates whether the deck is Ace-rich, Ace-poor, or neutral. The running count and true count include Aces in the high-card count, however, it is also useful to keep track of the number of Aces left in the deck. A high card-rich deck that is also Ace-poor yields few Blackjacks.

Because a deck holds four Aces, normal distribution is two Aces per half deck. If one Ace or zero Aces are dealt in a half deck (on average), the remaining half deck is Ace-rich. If two or more Aces are dealt in a half-deck (on average), the deck is Ace-poor. When the true count is positive and the deck is Ace-rich, you may want to add an extra unit to your bet. Conversely, if the deck is Ace-poor, you may want to subtract a unit from the bet.

A true count example

A true card count is often a more accurate indicator of whether cards are favorable or unfavorable than a running count because it accounts for the number of decks used in a game. The following example describes how the true count can be more accurate.

A single deck of cards is used for this example. The low cards to be counted are 3s, 4s, 5s, and 6s. The high cards to be counted are 10s and face cards. The deck starts with sixteen (16) 10-value cards and sixteen low cards.

In a game with two players (and the dealer of course), at the end of the first round of play, assume the running count is +2. If we are counting 3s, 4s, 5s, and 6s as a group, this count indicates that there are two more high cards than low cards in the deck.

Eight cards were dealt, which means that four low cards and two 10-value cards were played. The deck now holds 14 high cards and 12 low cards. The running count (+2) indicates a favorable count, but the deck still holds a high number of low cards.

Now assume 30 cards have been dealt and the running count is still +2. The deck now holds 10 high cards and eight low cards. Though the running count is the same, the deck is actually much more favorable to the player than when only eight cards had been dealt.

The true count is determined by dividing the running count by the number of half decks (26 cards) remaining to be dealt. After eight cards have been dealt, almost two half decks remain. The running count divided by 2 equals +1. The running count after eight cards is +2; the true count is +1. The true count is already slightly more accurate in weighing the higher number of low cards remaining in the deck.

After thirty cards have been dealt, the running count (+2) is divided by 0.5 (half of a half deck). The running count after thirty cards is +2; the true count is now +4. In this game, where the running count stays at +2, as more cards are dealt from the deck the true count shifts in favor of the player.

See also

Blackjack Setup

Blackjack Around The Country

Las Vegas Strip rules

- Four decks are used.
- Insurance bets are allowed.
- Late surrender is allowed.
- The dealer must stand on soft 17.
- Pairs can be split up to three times.
- Players can double down after splitting.
- Aces cannot be resplit.
- Players can double down on anything.

Downtown Vegas rules

- A single deck is used.
- Insurance bets are allowed.
- Late surrender is not allowed.
- The dealer must hit on soft 17.
- Pairs can be split up to three times.
- Players cannot double down after splitting.
- Aces cannot be resplit.
- Players can double down on anything.

Reno rules

- A single deck is used.
- Insurance bets are allowed.
- Late surrender is not allowed.
- The dealer must hit on soft 17.
- Pairs can be split up to three times.
- Players cannot double down after splitting.
- Aces cannot be resplit.
- Players can only double down on 10 and 11.

Atlantic City rules

- Six decks are used.
- Insurance bets are allowed.
- Late surrender is not allowed.
- The dealer must stand on soft 17.
- Pairs can be split only once.
- Players can double down after splitting.
- Aces cannot be resplit.
- Players can double down on anything.





Craps

Craps is the most popular dice game in the United States. It's a fast and exciting game with lots of action. In terms of intricacy of rules, betting options, and payout ratios, it is unparalleled among casino games. Many Craps bets offer very favorable odds to the player, and if you bet wisely, you can keep the house's advantage to a very small percentage (about 0.6% in the best cases). Among the best bets are Pass and Come, especially when you take advantage of the associated free odds bets.

How Craps is played

Craps is played by making bets against the casino. Players stand around a large, sunken table. The table is covered with various locations onto which you can throw chips to place different types of bets. One person, the shooter (who may or may not be betting), rolls two dice. The result of the roll determines which bets win or lose. For many types of bets, it can take multiple rolls to determine whether the bet wins or loses.

The game is played in turns. At the start of a turn a shooter is chosen. The goal of the shooter is to pass.

There are two types of rolls, each involving the possibility of passing or not passing:

- **The initial roll (the come out roll):** The first roll of the shooter's turn is called the come out roll.
 - If the shooter rolls dice that total 7 or 11 (a natural) on this roll, the shooter passes, various bets are paid out, and the turn ends.
 - If the shooter rolls dice that total 2, 3, or 12 on the come out roll (called crapping out), the shooter does not pass, various bets are paid out, and the turn ends.
 - If the shooter does not roll a natural or craps on the come out roll, the total rolled becomes point number. A disk labeled "ON" is placed on the point number on the table, to remind players what the point number is. It then becomes the shooter's goal to roll the point number again before rolling dice totally 7.
- **Subsequent rolls:** If the shooter does not roll a natural or craps on the come out roll, he or she continues to roll until either the initial point number is rolled again, or a 7 is rolled.
 - If the shooter rolls the point number, the shooter passes, various bets are paid out, and the turn ends.
 - If the shooter rolls 7, the shooter does not pass, various bets are paid out, and the turn ends.
 - For any other roll, various bets are paid out, and the shooter continues to roll, trying again for the point number.

After the shooter passes or does not pass, a new turn begins, possibly with a different shooter. Traditionally, the same person can continue to be the shooter as long as he or she continues to pass. Otherwise the next person clockwise around the table has the option to shoot.

Types of Craps bets

There is a vast array of bets that you can make in Craps, but they fall into a few general categories.

- **Pass Line and Don't Pass bets:** Betting on the Pass Line simply means betting that the shooter will pass on his or her current turn. On the contrary, betting on the Don't Pass Bar means betting that the shooter will not pass on his or her current turn (one important exception is that if the shooter rolls a 12 on the come out roll, you do not win with a Don't Pass bet). Betting the Pass Line makes you a "right" bettor, because you are betting with the shooter. Betting Don't Pass make you a "wrong" or "contrarian" bettor, because you are betting against the shooter.

Free odds: Suppose you place a Pass Line or Don't Pass bet and a point number is established on the come out roll. You now have the option of "backing up" your Pass Line or Don't Pass bets with free odds bet. These bets are situated just behind your original bet. The maximum amount of your free odds bets varies depending on your Craps Setup.

- **Come and Don't Come bets:** These bets are very much like Pass Line and Don't Pass bets. Conceptually, they are like starting a Pass Line or Don't Pass bet after the shooter has already established a point number on the come out roll.

To understand these bets, consider an example. Suppose you place a Pass Line bet and the shooter rolls a 9 on the come out roll. As explained above, your Pass Line bet will win if the shooter can roll another 9 before rolling a 7 on subsequent rolls. But now, after the initial 9 was rolled, supposed you place a Come bet by putting chips in the box marked COME. The Come bet is like starting a Pass Line bet in the middle of the shooter's turn. Specifically, on the roll after you place the Come bet, if the shooter rolls a 7 or 11, the Come bet wins; if on this roll the shooter rolls a 2, 3, or 12, the Come bet loses. If the shooter rolls any other number, let's say it's a 5, the Come bet moves to the corresponding numbered box at the top of the table. In this case, you are now betting that the shooter will roll another 5 before rolling a 7. Now your Pass Line bet (hoping for a 9) and your Come number bet (hoping for a 5) are both active.

Don't Come bets are just the opposite of Come bets, betting that the shooter won't Come. Here the very top row of boxes is used to hold the Don't Come numbers. (Again, there is the exception that if the shooter rolls a 12 on the initial roll after placing your Don't Come bet, you do not win.)

Free odds: Free odds can be placed on Come numbers and Don't Come numbers, just as they can on Pass Line and Don't Pass bets.

- **Place bets:** Here you place a bet on one of the numbers at the top of the table. You are simply betting that that number will be rolled before a 7.

Buy bets. Buy bets are variations of Place bets. They are positioned in the upper-third portion of the Place numbers boxes and are indicated with a "B". When you buy a bet, you pay a non-refundable 5% of the bet value to the casino immediately. This may sound bad, but the payout for a Buy bet is at true odds – better than a normal Place bet.

- **Don't Place bets:** Here you place a bet on one of the numbers at the top of the table, and are simply betting that that number will be rolled before a 7.

Lay bets. Lay bets are variations of Don't Place bets. They are positioned in the upper-third portion of the Don't Place numbers boxes and are indicated with an "L". When you lay a bet, you pay a non-refundable 5% of the bet value to the casino immediately. This may sound bad, but the payout for a Lay bet is at true odds – better than a normal Don't Place bet.

- **One roll bets:** There are a number of places on the table where you can bet that the next roll (whether it's a come out roll or not) will have certain values. These include:
- The bets in the area marked ONE ROLL BETS. Among these are betting on a 7, on a craps (2, 3, or 12), on a roll of 2, a roll of 3, a roll of 11, or a roll of 12. Placing a bet on the area marked HORN BET is equivalent to placing one fourth of the bet on each of the adjacent number bets.
- The bet areas marked C and E are simply another way to bet on a craps or an 11.
- Placing a bet in the box marked FIELD is betting that the next roll will be one of the numbers in the box.
- **Big 6 and Big 8:** Here you bet that a 6 or 8 will be rolled before a 7 is rolled.
- **Hardways:** In the box marked HARDWAYS you can bet that a certain number will be rolled as a double before a 7 is rolled, or before that number is rolled as a non-double. For instance, a Hardway bet on double 3s wins when double 3s are rolled, but loses when a 7 or any other 6 is rolled, such as a 5/1 or 4/2 combination.

When Craps bets can be placed and removed

Pass Line	Place any time, cannot be removed
Pass Line Odds come out roll, remove any time	Place behind established Pass Line bet any time except on
Don't Pass	Place on come out roll only, remove any time
Don't Pass Odds come out roll, remove any time	Place behind established Don't Pass bet any time except on
Come	Place any time except come out roll, cannot be removed
Come Number Odds on come out roll, remove any time	Place behind established Come number bet any time except
Don't Come	Place any time except come out roll, cannot be removed
Don't Come Number Odds except on come out roll, remove any time	Place behind established Don't Come number bet any time
Place 6 or 8	Place any time except come out roll, remove any time
Place 5 or 9	Place any time except come out roll, remove any time
Place 4 or 10	Place any time except come out roll, remove any time
Don't Place 6 or 8	Place any time except come out roll, remove any time
Don't Place 5 or 9	Place any time except come out roll, remove any time
Don't Place 4 or 10	Place any time except come out roll, remove any time
Any Craps	Place any time
Two	Place any time
Three	Place any time
Any Seven	Place any time
Eleven	Place any time
Twelve	Place any time
Hard 4 or 10	Place any time, remove any time
Hard 6 or 8	Place any time, remove any time
Big 6 or Big 8	Place any time, remove any time
The Field	Place any time

The numbers for the Buy and Lay bets take into account the 5% cost of making the bet.

Buy 4 or 10	Place any time except come out roll, remove any time
Buy 5 or 9	Place any time except come out roll, remove any time
Buy 6 or 8	Place any time except come out roll, remove any time
Lay 4 or 10	Place any time except come out roll, remove any time
Lay 5 or 9	Place any time except come out roll, remove any time
Lay 6 or 8	Place any time except come out roll, remove any time

Odds and payouts for the various Craps bets

Note that the free odds bets are the only bets where the house has no advantage.

Pass Line	Payoff: 1 to 1	House advantage: 1.4%
Pass Line Odds	Payoff: 1 to 1	House advantage: 0%
Don't Pass	Payoff: 1 to 1	House advantage: 1.4%
Don't Pass Odds	Payoff: 1 to 1	House advantage: 0%
Come	Payoff: 1 to 1	House advantage: 1.4%
Come Odds	Payoff: 1 to 1	House advantage: 0%
Don't Come	Payoff: 1 to 1	House advantage: 1.4%
Don't Come Odds	Payoff: 1 to 1	House advantage: 0%
Place 6 or 8	Payoff: 7 to 6	House advantage: 1.5%
Place 5 or 9	Payoff: 7 to 5	House advantage: 4.0%
Place 4 or 10	Payoff: 9 to 5	House advantage: 6.6%
Don't Place 6 or 8	Payoff: 4 to 5	House advantage: 1.8%
Don't Place 5 or 9	Payoff: 5 to 8	House advantage: 2.5%
Don't Place 4 or 10	Payoff: 5 to 11	House advantage: 3.0%
Any Craps	Payoff: 7 to 1	House advantage: 11.1%
Two	Payoff: 30 to 1	House advantage: 13.9%
Three	Payoff: 15 to 1	House advantage: 11.1%
Any Seven	Payoff: 4 to 1	House advantage: 16.6%
Eleven	Payoff: 15 to 1	House advantage: 11.1%
Twelve	Payoff: 30 to 1	House advantage: 13.9%
Hard 4 or 10	Payoff: 7 to 1	House advantage: 11.1%
Hard 6 or 8	Payoff: 9 to 1	House advantage: 9.0%
Big 6 or Big 8	Payoff: 1 to 1	House advantage: 9.0%
The Field	Payoff: 1 to 1 or 2 to 1	House advantage: 2.8%

The numbers for the Buy and Lay bets take into account the 5% cost of making the bet.

Buy 4 or 10	Payoff: 2 to 1	House advantage: 4.7%
Buy 5 or 9	Payoff: 3 to 2	House advantage: 4.7%
Buy 6 or 8	Payoff: 5 to 4	House advantage: 4.7%
Lay 4 or 10	Payoff: 2 to 1	House advantage: 2.4%
Lay 5 or 9	Payoff: 2 to 3	House advantage: 3.2%
Lay 6 or 8	Payoff: 4 to 5	House advantage: 4.0%

How To Place a Bet

To place a bet

Chips appear in the bottom right corner of the screen. To view all values of chips available, click the left or right arrow symbols. To clear your bet, click the eraser.

1 Click your cursor on the chip with the value you want to add to the bet.

- To add money to the bet, click the left mouse button. To multiply the bet amount, continue to click the left button.
- To subtract money from the bet, click the right mouse button. To continue subtracting money from the bet, continue to click the right button.

2 When you are satisfied with the amount of your bet, click your cursor (left mouse button) at the exact spot on the Craps layout where you want to add to the bet. You can place multiple bets on the layout.

To place a Free-odds bet on a Pass or Don't Pass bet (after the come-out roll), click on the area behind your original Pass Line bet (just outside the layout line), or on top or just to the right of your original Don't Pass bet.

To place a Free-odds bet on a Come or Don't Come bet, click on top of your original Come or Don't Come bet chips (after they have been moved to the Place Number of the point).

3 You may want to use different chips on different parts of the layout. Repeat step 1 to change the chip value before placing another chip on the layout.

4 When you are satisfied with the placement of your bet(s), click Done.

See also

Placing a bet

The Craps Layout

Pass (Line) bet

When you bet on the Pass Line, you are betting with the dice (or the shooter) to win with a natural (first throw), or to make the point before sevening out. When you bet with the dice, it is referred to as right betting. You can place a Pass Line bet on the Come Out roll, and before or after a point is established, but you cannot remove the bet after placing it, then rolling the dice.

You can make a free odds bet on the Pass bet after the point has been established on the Come Out roll. You place a free odds Pass Line bet on the area behind your original Pass Line bet (just outside the layout line).

Free odds bets on Pass Line bets

This wager is made on an original Pass Line bet. You place a free odds Pass Line bet on the area behind your original Pass Line bet (just outside the layout line).

You can make free odds bets after the point has been established (on the Come Out roll). The bet can equal the amount you originally bet on the Pass Line, or can be as high as the current free odds setting (the amount of the original bet multiplied by those odds).

Don't Pass (Bar) bet, Free odds bets on Don't Pass bets

Don't Pass. When you bet Don't Pass, you bet against the dice (wrong betting). To collect this bet, the shooter must roll a 2 or 3 on the first roll (12 is barred by the house to prevent your advantage over the casino), or seven out before rolling the point. By barring the 12, the casino gains a 1.4% advantage over a Don't Pass bettor. You can only place a Don't Pass bet on the Come Out roll.

Free odds bets on Don't Pass bets. This wager is made on an original Don't Pass bet. You place a free odds Don't Pass bet just to the right of the original Don't Pass bet. You can make free odds bets after the point has been established (on the Come Out roll). The bet equals the amount of the payoff for the original Don't Pass bet, or can be as high as the current free odds setting (the amount of the original bet payoff multiplied by those odds).

Come bet

When you bet Come, you bet with the dice (or the shooter) to win with a natural (first throw), or to make the point before sevening out. When you bet with the dice, it is referred to as right betting.

You can only place a Come bet when a point has been established. When the point is established, the Come bet chips are moved onto the lower portion of the Place Numbers box with that number.

Don't Come bet

When you make a Don't Come bet, you bet against the dice (wrong betting). To collect this bet, the shooter must roll Craps (a 2 or 3 on the first roll; 12 is barred by the house to prevent your advantage over the casino), or seven out before rolling the point.

You can only place a Don't Come bet when a point has been established. When the point is established, the Don't Come bet is moved above the Place Number of the point, in the rectangles the farthest above the Place Numbers boxes, at the top of the layout.

Come bets, Free odds on Come bets, Buy bets

Come bets. After you make a Come bet and a point is established, the Come bet is moved to the middle portion of the Place Number box of the point.

Free odds bet on a Come bet. This wager is made on an original Come bet. You can make this wager after a point is established and the Come bet has been moved to the middle portion of a Place Number box. You place a free odds Come bet just to the lower-right of the Come bet chips. The bet can equal the amount of the original Come bet, or can be as high as the current free odds setting (the amount of the original bet multiplied by those odds). Unlike the original Come bet, this bet is off on a Come Out roll and is returned to you if the original bet is won or lost on a Come Out roll.

Buy bets. Buy bets are placed in the upper-third portion of the Place Numbers boxes. (These bets are indicated by an "B" in a blue circle.) Buying a bet is similar to making a Place Numbers bet; you bet that the number will be made before a 7. But this bet is made slightly differently and the casino's advantage is different as well. You must pay the casino 5% of the amount of the bet you place. The house commission is taken directly from your bankroll and is not reimbursed if you remove the bet. These bets pay off at true odds. You cannot make a Buy bet on a Come Out roll. After you place a Buy bet, it is valid (working) on all rolls except subsequent Come Out rolls.

Don't Come, Free odds bets on Don't Come bets, Lay bets

Don't Come bets. After you make a Don't Come bet and a point is established, the Don't Come bets are moved to the middle portion of the rectangles above the Place Numbers, at the top of the layout.

Free odds bet on a Don't Come bet. This wager is made on an original Don't Come bet. You can make this wager after a point is established and the Don't Come bet is been moved to the middle portion of the rectangles the farthest above the Place Numbers, at the top of the layout. You place a free odds Don't Come bet just to the lower-right of the original Don't Come bet chips. The bet can equal the amount of the payoff for the original Don't Come bet, or can be as high as the current free odds setting (the amount of the original bet payoff multiplied by those odds).

Lay bets. Lay bets are placed in the upper-third portion of the rectangles the farthest above the Place Numbers boxes, at the top of the layout. (These bets are indicated by an "L" in a red circle.) When you make a Lay bet, you make a bet against a number (like making a Don't Place Numbers bet). For example, if you think the next roll will be a 7, you could make lay bets against all numbers instead of making a Don't Come bet. To make this bet, you must pay a 5% commission to the house based on the payoff. The house commission is taken directly from your bankroll and is not reimbursed if you remove the bet. Lay bets pay off at true odds. You cannot make a Lay bet on a Come Out roll. After you place a Lay bet, it is always working.

Place Numbers bets

With this bet, you bet that a particular number will appear before a seven. You can make a place bet after the Come Out roll. You can place a bet on each or every place number. You can remove, reduce or add to a place bet at any time prior to the next roll. Place bets are valid (working) on all rolls except the Come Out roll.

These bets are placed in the rectangles just below the Place Numbers boxes.

Payoffs for place bets

Number	House Payoff	True Odds	House Advantage
4 and 10	9-5	2-1	6.67%
5 and 9	7-5	3-2	4.0%
6 and 8	7-6	6-5	1.52%

Don't Place Numbers bet

With this bet, you bet the shooter will roll a seven before rolling a particular number. You can make a Don't Place bet after the Come Out roll. You can place a bet on each or every place number. You can remove, reduce or add to a place bet at any time prior to the next roll. Don't Place bets are valid (working) on all rolls except the Come Out roll.

These bets are placed in the rectangles just above the Place Numbers boxes.

Field bets

A field bet is a bet on the number 2, 3, 4, 9, 10, 11, or 12 being rolled, regardless of what the point is. (This bet is always working, even on the Come Out roll.) The next roll of the dice immediately determines whether this bet wins or loses.

- 3, 4, 9, 10, and 11 pay at even money.
- 2 and 12 pay 2 to 1.
- If a 5, 6, 7, or 8 is rolled, the bet is lost.

These bets have higher odds and are less favorable to players. The house has a 5.5% advantage on these wagers.

Big 6 or Big 8

For Big 6 or Big 8, the shooter must roll a 6 or 8 before the sevens out. This bet is always working and can be placed at any time. It pays at even money.

This is not a good bet to take. The house has a 9.09% advantage on this wager.

Any Seven

This proposition (or center) bet clearly favors the house and should be avoided. Center bets are always working. In most cases, the next roll determines the outcome of the bet (except for hardway bets). More experienced Craps players avoid these bets; all of their odds greatly favor the house.

Any Seven is a terrible bet to take. The house advantage is 16.67%.

The house pays 4 to 1 (the true odds are 36-6 or 5-1).

Any Craps

This proposition (or center) bet clearly favors the house and should be avoided. Center bets are always working. In most cases, the next roll determines the outcome of the bet (except for hardway bets). More experienced Craps players avoid these bets; all of their odds greatly favor the house.

Any Craps is a terrible bet to take. The house advantage is 11.1%.

The house pays 7 to 1 (the true odds are 8-1).

2 or 12

This proposition (or center) bet clearly favors the house and should be avoided. Center bets are always working. In most cases, the next roll determines the outcome of the bet (except for hardway bets). More experienced Craps players avoid these bets; all of their odds greatly favor the house.

2 or 12 is a terrible bet to take. The house advantage is 13.89%.

The house pays 30 to 1 (the true odds are 35-1).

3 or 11

This proposition (or center) bet clearly favors the house and should be avoided. Center bets are always working. In most cases, the next roll determines the outcome of the bet (except for hardway bets). More experienced Craps players avoid these bets; all of their odds greatly favor the house.

3 or 11 is a terrible bet to take. The house advantage is 11.1%.

The house pays 15 to 1 (the true odds are 17-1).

Hard 4 and 10

A hardway roll is a number made with a matching pair, or doubles. These bets continue until the same number comes up easy, a 7 is rolled, or the shooter rolls a hard 4 or 10 (and collects this bet).

The Hard 4 and the Hard 10 are terrible bets to take. The house advantage is 11.1%.

The house pays 7 to 1 (though the true odds are 8-1).

Hard 6 or 8

A hardway roll is a number made with a matching pair, or doubles. These bets continue until the same number comes up easy, a 7 is rolled, or the shooter rolls a hard 6 or 8 (and collects this bet).

The Hard 6 and the Hard 8 are terrible bets to take. The house advantage is 9.09%.

The house pays 9 to 1 (though the true odds are 10-1).

Horn Bet

The Horn Bet is a four way bet combining the 2, 3, 11, and 12 Center bets. It requires four chips to make this bet (or multiples of four). The next roll determines the outcome of the bet.

The Horn bet merely enhances the number of bets that favor the house. The house advantage is 12.5%.

The casino pays the winning bet and subtracts the other chips from the payoff.

C&E Bets

Placing a bet on a C is equivalent to placing the bet on the ANY CRAPS section of the ONE ROLL BETS box.

Placing a bet on an E is equivalent to placing the bet on the 11 (5 plus 6) section of the ONE ROLL BETS box.



Keno

Keno is a type of lottery similar to state lotteries common throughout North America. These games have a long tradition of success (at least from the perspective of the lotteries' sponsors). Keno is no exception. Lotteries are unique in that, unlike many forms of gambling, they are not only state-sanctioned but they are often state-sponsored. It is likely that arguments over the propriety of state-run "gambling" have been going on for millennia. Augustus Caesar held the first recorded public lottery; his purpose was to raise funds to beautify the city of Rome.

As played in American casinos, Keno is the direct descendant of the Chinese Lottery. Keno uses a transparent plastic globe called the *cage* that contains small air-blown balls. This device is used to generate the random, winning numbers in Keno.

Keno play

You play Keno by filling out a Keno ticket and then turning it in. The games occur at different intervals, depending on the time that you set in the Keno Setup dialog box.

Each Keno ticket has 80 numbers, corresponding to the 80 numbers printed on balls contained in the Keno cage, from which the winning numbers are derived.

When you turn in a ticket, you are registered for the next game. When the game begins, the numbered balls are spit from the Keno cage into the goose, an outlet that takes the balls one at a time. The number on each ball is flashed on a brightly lit screen located in the Keno lounge. The numbers remain lit until the game is completed (that is, when 20 numbers are drawn).

You win if you picked a sufficient number of correct numbers, based on the payoff chart provided for the bet you made.

The ticket

In addition to showing the 80 numbers you can bet on, the tickets contain boxes for other information including:

- Name
- The number of games (bets)
- Price per game
- The total amount of money you're betting (this equals the number of games you're playing times the amount of each bet).

You fill out the tickets by clicking on the numbers you are picking to win. In Hoyle Casino, you can pick 1-15 numbers or 20 numbers.

Ticket registration

In Hoyle Casino, you can submit your Keno ticket at any time from any room by clicking on the Keno button on the button bar.

When you submit your ticket in the Keno lounge, you also hand in your bet. You can view your Keno tickets in the Keno lounge. This ticket shows all the numbers you marked off, the game number, and the number of games for which your ticket is valid. The time your game takes place is also provided during ticket registration. This button brings up a dialog box in which you can create and submit tickets.

Winning

You must go to the Keno room to get credit for any winning tickets. (Note: If you are playing in a casino, it is very important to head for the Keno counter if you win something. If a subsequent game begins before you've presented your winning ticket, you will forfeit all winnings, whether this happens to be \$1 or \$50,000. Heed this warning and make sure you cash out a winning ticket!)

Replaying a ticket

For your convenience, the casino also allows you to replay your tickets. You may want to do this if you have a fondness for the numbers you picked, if it was a winning ticket, or if you have a premonition, etc. The best reason (in our opinion) to replay your tickets is to avoid filling out a new card and going through the process of selecting new numbers.

To use a duplicate ticket, all you need to do is click Duplicate on the ticket form, and it's treated just like an original. You can keep handing in your duplicates for as long as you want.

To replay Keno ticket

- 1 Click the Duplicate button on the Keno ticket form.
- 2 Click the Submit button on the Keno ticket form.

How to play Keno

When you are in the Hoyle Casino, you can play your Keno tickets from any game room, or you can go to the Keno game room to watch the numbers as they are picked.

To play Keno from anywhere in the Casino

Click the Keno Tickets button on the button bar.

To play Keno in the Keno room

Click the Games button on the button bar, then choose Keno from the popup menu.

To fill out a Keno ticket

- 1 Click the Keno button on the button bar.
- 2 Click each number that you want. A black X appears on each of your selections. You can pick between 1 and 15 numbers or exactly 20 numbers.
- 3 Click Submit to turn in your card.

To play additional tickets, click New for each ticket that you want to play and repeat steps 2 and 3.

You can then wait for the clock to tick down until the drawing starts, or you can click the Quick Play button to play the card immediately along with any other submitted cards.

To play the same numbers in a different drawing, click Duplicate.

To close the Keno setup window, click OK.

To change your Keno game setup

- 1 Click the Keno button on the Casino button bar.
- 2 Click the time interval list box or the betting options list box to change the current game settings.
- 3 Click OK to accept the settings.

Keno betting options

Most bets in Keno are designated by the number(s) you pick. For example, a "one-spot straight ticket" is a bet on a single number. A "two-spot straight ticket" is a bet on two numbers. The amount of money you can bet in Keno depends on the type of bet you're making. These bets usually range from \$1-20 for straight tickets.

The most common bet is a *five-spot straight ticket* at a price of \$1, in which five numbers are picked. For this bet to win, three of the numbers you pick must come up on the balls. This particular bet pays even money if you pick three numbers right. If you pick four winning balls, you are paid off at 9 to 1. If, in this example, you guess all five balls right you've hit the jackpot, paying 800 to 1.

As another example, the payoffs for a common \$2 bet (in this case, a 10 spot straight ticket) are shown here:

Catch:	Win:
10	50,000
9	8,000
8	2,000
7	260
6	40
5	4

In addition to straight bets, other types of bets are available. These include specials, the edge, top/bottom, and left/right bets.

- The specials bets include four-, five-, and six-spot specials. When you bet on 4 to 6 numbers, a Specials checkbox appears in the Spots box on the Keno ticket. Click on the checkbox to change your ticket to a specials bet. Specials bets are more expensive to place, but pay at better odds than a standard four- to six-spot straight ticket.
- The edge bet selects all the numbers around the edge of the Keno ticket as winning numbers.
- The top/bottom bet is a bet that a high number of winning numbers will occur in the top or bottom half of the Keno ticket. No spots are marked on the ticket. Instead, you are betting that there will be many more numbers picked on either the top or bottom halves of the ticket. The greater the imbalance between top and bottom, the higher the payoff.
- The left/right bet is a bet that a high number of winning numbers will occur in the left or right half of the Keno ticket. No spots are marked on the ticket. Instead, you are betting that there will be many more numbers picked on either the left or right halves of the ticket. The greater the imbalance between left and right, the higher the payoff.





Pai Gow Poker

Pai Gow Poker is an Americanized version of an ancient Chinese dominoes game, pai Gow (literal translation, "To make nine"). You can easily distinguish pai Gow from Pai Gow Poker. The former is played on Chinese dominoes, while the latter is played with cards. If you find pai Gow in a casino, you may also find that Asians are playing it. This is because the numbers printed on the dominoes are in Chinese, which gives would-be gamblers a good reason to shy away from pai Gow in its original form.

Pai Gow Poker is a game that provides great winning opportunities, and its pace is slower than Blackjack. Therefore, the game gives players an opportunity to relax a little while they play. The casino's usual advantage over a player is about 2.5 percent.

How to play Pai Gow Poker

In Pai Gow Poker, each player receives seven cards and **sets** or arranges the seven cards into a five-card and a two-card hand.

The only stipulation for setting hands is that the five-card hand (high hand) must outrank the two-card hand (low hand). To win a bet, you must win both the five-card and the two-card hands.

The deck used in Pai Gow Poker is a standard 52-card deck with the addition of one Joker. The Joker is not a traditional wild card; it can only be used as an Ace or as a card that completes a Straight or a Flush.

One player is designated the **banker**. The house dealer is the default banker, but any player can actually be the banker. Players' hands are compared against the banker to see who wins a given hand.

How play proceeds

Before play begins, each player places their bet on the table in front of them. The dealer then deals seven hands consisting of seven cards each face down to the banker and to each player. Dealing starts at a randomly selected seat and cards are dealt to every position regardless of whether a player is present there or not.

Each player in turn sets his hand to form one five-card hand (the high hand) and one two-card hand (the low hand). Likewise, the banker also sets his or her hand.

To select your hand

- Click the two cards for your low hand, then click OK to proceed.

Player's hands are compared against the banker's hand to see who is the winner. In order to win a bet, the banker or player must win both the five-card and the two-card hand. If one hand is won and one is lost, this is a **push** and no money is exchanged. The banker wins tie hands, which are called **copies**.

A 5 percent commission is paid to the casino for any winning bets by the player regardless of whether he or she is the banker (5 percent of net winnings).

Hand rankings (Pai Gow Poker)

The hand rankings in Pai Gow Poker, ranked from highest to lowest, are almost identical to Poker. One exception is that an A-2-3-4-5 is considered the second highest Straight (or Straight Flush), ranking just behind the A-K-Q-J-10, and just ahead of the K-Q-J-10-9 (this is an optional rule in Hoyle Casino).

Five Aces

Four Aces plus the Joker form Five Aces. This is the highest-ranking hand in Pai Gow Poker.

Straight Flush

Five cards in sequence in the same suit are called a Straight Flush. If two Straight Flushes compete, the hand with the highest-ranking cards in the Flush sequence wins. The highest-ranking Straight Flush is called a Royal Flush (A-K-Q-J-10).

Four of a Kind

Any four cards of the same rank form Four of a Kind. If two players have Four of a Kind, the hand with the four higher cards wins.

Full House

Three of a Kind and a Pair form a Full House. The Full House with Three of a Kind with highest-ranking cards wins against another Full House with a lower-ranking Three of a Kind hand.

Flush

A hand of any five cards all of the same suit is called a Flush. A Flush with the highest-ranking cards beats another Flush hand. If the highest cards from each players hand tie, the next highest-ranking cards determine the winner, and so on.

Straight

A hand of any five cards in sequence, but not of the same suit is a Straight. The Straight with the highest-ranking cards at the head of the sequence is the winner against another Straight hand. The A-2-3-4-5, as the highest hand in Pai Gow Poker, is the the only exception.

Three of a Kind

Three cards of the same rank, such as three 8s, form Three of a Kind. The highest-ranking three cards wins against another Three of a Kind hand. Three Aces are the highest; three 2s the lowest. Three of a Kind beats Two Pair or any lower hand.

Two Pair

Two cards of the same rank, and two matching cards of any other rank form Two Pair. The hand with the highest-ranking Pair wins against another hand of Two Pair. If the highest-ranking Pair ties, the hand with the second highest-ranking Pair wins.

One Pair

Any two cards of the same rank form One Pair. The hand with the highest-ranking Pair wins against another hand of a Pair. If both hands have the same Pair, the highest-ranking unmatched card in the hand determines the winner.

High Card

A hand with no matched cards is called High Card. With two competing High Card hands, the hand with the highest-ranking card wins. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on.

How to place a bet (Pai Gow Poker)

At the beginning of each hand, you must place a bet. The bet you make must meet the minimum bet requirement, but not exceed the maximum bet limit.

For all Hoyle Casino games (except Poker and Keno), chips appear in the bottom right corner of the screen. To view all values of chips available, click the left and right arrow symbols. To clear your bet, click the eraser.

To place a bet

- 1** Click your cursor on the chip with the value you want to add to the bet.
 - To add money to the bet, click the left mouse button. To multiply the bet amount, continue to click the left button.
 - To subtract money from the bet, click the right mouse button. To continue subtracting money from the bet, continue to click the right button.
 - To erase the bet, click on the eraser.
- 2** When you are satisfied with the amount of your bet, click the bet circle in front of your seat to place your bet.

Play begins immediately after you place your bet.





Poker

Poker is a popular game throughout the world. It combines principles of card games known hundreds of years ago in Europe and probably long before that in Asia, but in its present form it is of distinctly American origin. There are many variations of Poker, but they all follow the same basic principles and differ mostly in details. A person who has learned these principles can play without difficulty in any game.

Poker is a game of betting which player holds the best hand. In most cases, the best hand contains the five highest-ranking cards, but what is considered the best hand can vary in some types of Poker. In a High/Low Poker game, two players have the opportunity to win and split the pot. The player with the highest-ranking hand and the player with the lowest-ranking hand both win.

All bets made by all players go in a pile of chips in the center of the table, called the pot. No player can compete for the pot unless he or she is willing to meet the highest bet made by another player. Because of this rule, players are able to bluff and win the pot.

The object of the game is to win the pot. A player can win the pot in one of two ways:

- After all bets are in, all players that are still in show their hands. The player with the best hand wins.
- If, during betting, a player makes a bet that no other players are willing to meet, that player wins the pot without showing his or her cards.

All cards of the 52 card deck are used. The cards are dealt one at a time, clockwise motion (number of cards varies with game). Aces are high, but Aces rank low in the sequence A-2-3-4-5.

There are actually many variations of Poker with slightly different rules. For the specific details on each of the Poker games in the Hoyle Casino, see that game's description.

- Texas Hold'em
- Omaha Hold'em
- Omaha Hold'em Hi-Lo
- Seven Card Stud
- Seven Card Stud Hi-Lo
- Five Card Draw
- Five Card Draw Lowball

Hoyle Casino offers different Hold'em, Stud, and Draw tables, based on lower and upper bet amounts. The lower and upper bet amounts you make at each betting interval will vary depending on the game you are playing and the rules for the betting interval at that point in the game. If you want to join a table with higher stakes, be sure you have enough cash to stay in the game.

Ranks of Poker Hands

Before you play a game of Poker, you should learn the ranks of hands that you can win with. The following combinations of cards rank the same in every form of Poker. They are listed in order from highest to lowest value.

Aces rank high in all hands except the Straight (or Straight Flush), or in a low hand (High/Low games). In a Straight, the Ace can rank either high or low, depending on the card sequence. The Ace is high in the sequence A-K-Q-J-10. Aces rank low in the sequence 5-4-3-2-A. You cannot use the Ace to wrap a lower sequence with a higher sequence, such as 3-2-A-K-Q.

Note In a High/Low Poker game, two players have the opportunity to win and split the pot. The player with the highest-ranking hand and the player with the lowest-ranking hand win.

Straight Flush

Five cards in sequence in the same suit. If two Straight Flushes compete, the hand with the highest-ranking cards in the Flush sequence wins.

- A-K-Q-J-10 (Royal Flush) beats K-Q-J-10-9.
- 6-5-4-3-2 beats 5-4-3-2-A.

The Royal Flush is the highest standard hand and beats all other hands.

Four of a Kind

Any four cards of the same rank. If two players have Four of a Kind, the hand with the four higher cards wins. Four of a Kind beats a Full House or any lower hand.

Full House

Three of a Kind and One Pair. The Full House with Three of a Kind with highest-ranking cards wins against another Full House with a lower-ranking Three of a Kind hand. Full House beats a Flush or any lower hand.

Flush

A hand of any five cards all of the same suit. A Flush with the highest-ranking cards beats another Flush hand. If the highest cards from each player's hand tie, the next-highest-ranking cards determine the winner, and so on. A Flush beats a Straight or any lower hand.

Straight

A hand of any five cards in sequence, but not of the same suit. The Straight with the highest-ranking cards at the head of the sequence is the winner against another Straight hand. The highest possible Straight is A-K-Q-J-10. The lowest possible Straight is 5-4-3-2-A. A Straight beats Three of a Kind or any lower hand.

Three of a Kind

Three cards of the same rank, such as three 8s. The highest-ranking three cards wins against another Three of a Kind hand. Three Aces are the highest; three 2s the lowest. Three of a Kind beats Two Pair or any lower hand.

Two Pair

Two cards of the same rank, and two matching cards of any other rank. The hand with the highest-ranking Pair wins against another hand of Two Pair. If the highest-ranking Pair ties, the hand with the second highest-ranking Pair wins. If the all Pairs in both hands tie, the hand with the highest-ranking fifth card wins. Two Pair beats any hand with One Pair, or no pair (High Card).

One Pair

Any two cards of the same rank. The hand with the highest-ranking pair wins against another hand of One Pair. If both hands have the same Pair, the highest-ranking unmatched card in the hand determines the winner. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on. One Pair beats any hand with no Pair (High Card).

High Card

A hand with no matched cards. With two competing High Card hands, the hand with the highest-ranking card wins. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on.

How play proceeds

In Poker, turns (opportunities to check, call, raise, fold, show, and so on) pass from player to player in clockwise rotation. The cards are dealt this way as well.

The number of cards dealt to the player or to the board, the time that cards are dealt, and betting intervals varies with the type of Poker game. For details, see:

Texas Hold'em

Omaha Hold'em

Omaha Hold'em Hi-Lo

Seven Card Stud

Seven Card Stud Hi-Lo

Five Card Draw

Five Card Draw Lowball

How betting works in Poker

Betting takes place during periods of the game called betting intervals. The number of intervals varies depending on the game.

During each betting interval, a player has the first right or obligation to bet (open). In the first betting interval of the game, the player to the immediate left of the dealer opens. The responsibility for the first opening bet changes to a new player with each hand.

- In **Texas Hold'em, Omaha Hold'em, Five Card Draw, and Five Card Draw Lowball** games, the dealer button indicates which player must open in each betting interval of the game. The player to the left of the dealer button always begins the betting.
- In **Seven Card Stud** games, the player with the lowest-ranking card showing must open in the first betting interval. If there is a tie in card rank, the player closest to the left of the dealer opens. In subsequent betting intervals, the player with the highest-ranking card showing must open. Again, if there is a tie in card rank, the player closest to the left of the dealer opens.
- In **Seven Card Stud Hi-Lo** games, the player with the highest-ranking card showing must open in the first betting interval. If there is a tie in card rank, the player closest to the left of the dealer opens. In subsequent betting intervals, the player with the lowest-ranking card showing must open. Again, if there is a tie in card rank, the player closest to the left of the dealer opens.

In all Hoyle Casino Poker games, the first betting interval begins with a mandatory bet called a blind. In Hold'em games, two blinds are required: the small blind (blind open) and the big blind (blind raise).

- **Small blind (or blind open).** Half of the first betting amount (the lower bet amount for the table).
- **Big blind (or blind raise).** A raise to bring the pot to the level of the first betting amount. This blind is usually the same amount as the small blind, except for cases where the small blind is smaller because the player is all-in.

You can stay in the hand by doing one of three things:

- **Call.** Match the current highest bet in the pot. This is referred to as "staying in" the hand.
- **Raise.** Match the current highest bet in the pot, then add more money to the pot to become the highest bet in the pot. Each player must at least match (call) this bet to stay in.

Note In all betting intervals, if more than two players are betting, there is a limit of three raises amongst all players (not counting the blind raise in the first betting interval of a Hold'em game, or the first partial raise after a blind bet in a Stud game).

- **Check.** In all of the Poker games in Hoyle Casino, you are permitted to check if no player before you has opened with a bet. When you check, you stay in the hand without having to call or raise. Each player after you can also check until one of the players makes an actual bet.

You can also drop out of the pot by folding. When you fold, you turn in your hand and lose any chips you have added to the pot for that hand. You can fold at any time.

Betting continues until all bets are equalized. Bets are considered equalized when the turn comes around to the player who in his or her turn made the highest bet, and when every other player either called the bet or folded.

Hoyle Casino Poker uses table stakes for betting, which means that a player does not have to meet a bet for an amount which is larger than all the chips or money that player has on the table. A player in this situation is all-in, and can put all of his or her money in the main pot (even if it does not cover the bet) and stay in the hand. This player no longer participates in the betting.

If more than two players are still in a hand in which one player is all-in, bets made after that point are added to a side pot, which is only available to the players who have paid in the required bets. If the player who is all-in wins the main pot (which he or she contributed to), the best hand of the other players wins the side pot.

Texas Hold'em

In Texas Hold'em, seven cards are available to each player. Players' hands consist of two cards dealt face down to each player and five cards dealt face up to the board, which are shared by all players in the game. Players can construct their final hands using any five cards from the *two* cards in their own hands and the *five* cards from the board. A player wins by having the highest-ranking hand of five cards.

Each hand can start with eight players or fewer. Opening betting rotates clockwise with each new hand using a dealer button and blinds. The blind bets are mandatory bets made by the first two players to the left of the dealer button. The last player to bet usually has the advantage. Because the dealer button moves to each player, each player has the chance to benefit from this advantage. For details on blinds and the betting process, see How betting works in Poker.

How play proceeds

Play begins with each player receiving two cards face down, followed by the first betting interval. The player immediately to the left of the dealer button must open the betting. The first bet is called a blind open (or small blind) and is equal to half of the lower bet amount for the table. The second bet is called a blind raise (or big blind) and raises the pot to be equal to the lower bet amount. The player to the left of the blind open is responsible for the blind raise. The player to the left of the blind raise must call the mandatory bet amount, raise an amount equal to the size of the bet, or fold. Betting then passes around to each player as it would normally. If all players either call or fold, the player who made the blind raise then has the option of checking or raising.

In all betting intervals, if more than two players are betting, there is a limit of three raises amongst all players (not counting the blind raise in the first betting interval).

The Flop

The next three cards dealt face up to the board are called the Flop. The dealer turns all three cards over at the same time, for all players to use in their hands. The second betting interval begins with the first player to the left of the dealer button. This player can check, fold, or open with a bet. The lower bet amount is required at the Flop.

Each player then has the option to check, call, raise, or fold. The betting continues as long as players keep raising their bets. Betting stops when all players have called (the betting has equalized).

The Turn

The fourth card dealt face up to the board is called the Turn. A third betting interval ensues, again starting with the player to the left of the dealer button and ending with all bets equalized. The upper bet amount is now in force.

The River

The fifth and final card dealt face up to the board is called the River or Fifth Street. The final betting interval takes place, starting with the player to the left of the dealer button and ending with all bets equalized. The upper bet amount is still in force.

The Showdown

When betting is complete, all players who are still in show their hands. The player with the highest-ranking five cards wins the pot. If hands tie, the pot is split between the winners.

Summary of the deal:

- Two cards dealt to each player (face down), first betting interval.
- Third, fourth, and fifth cards dealt to the board (face up), second betting interval.
- Sixth card dealt to the board (face up), third betting interval.
- Seventh and final card dealt to the board (face up), final betting interval.

See also

How betting works in Poker

Omaha Hold'em

Omaha Hold'em is a variation of Texas Hold'em, but nine cards are available to each player instead of seven. Players' hands consist of four cards dealt face down to each player and five cards dealt face up to the board, which are shared by all players in the game. Players must construct their final hands using *two* cards from their own hands and *three* cards from the board. A player wins by having the highest-ranking hand of five cards.

Each hand can start with eight players or fewer. Opening betting rotates clockwise with each new hand using a dealer button and blinds. The blind bets are mandatory bets made by the first two players to the left of the dealer button. The last player to bet usually has the advantage. Because the dealer button moves to each player, each player has the chance to benefit from this advantage. For details on blinds and the betting process, see How betting works in Poker.

How play proceeds

Play begins with each player receiving four cards face down, followed by the first betting interval. The player immediately to the left of the dealer button must open the betting. The first bet is called a blind open (or small blind) and is equal to half of the lower bet amount for the table. The second bet is called a blind raise (or big blind) and raises the pot to be equal to the lower bet amount. The player to the left of the blind open is responsible for the blind raise. The player to the left of the blind raise must call the mandatory bet amount, raise an amount equal to the size of the bet, or fold. Betting then passes around to each player as it would normally. After all players either call or fold, the player who made the blind raise then has the option of checking or raising.

In all betting intervals, if more than two players are betting, there is a limit of three raises amongst all players (not counting the blind raise in the first betting interval).

The Flop

The next three cards dealt face up to the board are called the Flop. The dealer turns all three cards over at the same time, for all players to use in their hands. The second betting interval begins with the first player to the left of the dealer button. This player can check, fold, or open with a bet. The lower bet amount is required at the Flop.

Each player then has the option to check, call, raise, or fold. The betting continues as long as players keep raising their bets. Betting stops when all players have called (the betting has equalized).

The Turn

The fourth card dealt face up to the board is called the Turn. A third betting interval ensues, again starting with the player to the left of the dealer button and ending with all bets equalized. The upper bet amount is now in force.

The River

The fifth and final card dealt face up to the board is called the River or Fifth Street. The final betting interval takes place, starting with the player to the left of the dealer button and ending with all bets equalized. The upper bet amount is still in force.

The Showdown

When betting is complete, all players who are still in show their hands. The player with the highest-ranking five cards wins the pot. If hands tie, the pot is split between the winners.

Summary of the deal:

- Four cards dealt to each player (face down), first betting interval.
- Fifth, sixth, and seventh cards dealt to the board (face up), second betting interval.
- Eighth card dealt to the board (face up), third interval.
- Ninth and final card dealt to the board (face up), final betting interval.

See also

How betting works in Poker

Omaha Hold'em Hi-Lo

Omaha Hold'em is a variation of Texas Hold'em, but nine cards are available to each player instead of seven. In a High/Low Poker game, more than one player has the opportunity to win and split the pot. Players' hands consist of four cards dealt face down to each player and five cards dealt face up to the board, which are shared by all players in the game. Players must construct their final hands using *two* cards from their own hands and *three* cards from the board. A player wins by having the highest-ranking or lowest-ranking hand of five cards (or both). In the same hand, the low hand and high hand can use different sets of cards.

This form of Omaha Hold'em is also known as "Eights or Better". To qualify as a low hand in Omaha Hi-Lo, the hand must be an 8-High (8 as the High Card in an unmatched hand) or better (such as 7-High). In low hands, Straights and Flushes are ignored, and Aces count as low cards. The best low hand possible is 5-4-3-2-A, though it is also a Straight. It is possible for no player to have a low hand. At least three different cards of 8 or less must be on the board for a low hand to be possible.

Each hand can start with eight players or fewer. Opening betting rotates clockwise with each new hand using a dealer button and blinds. The blind bets are mandatory bets made by the first two players to the left of the dealer button. The last player to bet usually has the advantage. Because the dealer button moves to each player, each player has the chance to benefit from this advantage. For details on blinds and the betting process, see How betting works in Poker.

How play proceeds

Play begins with each player receiving four cards face down, followed by the first betting interval. The player immediately to the left of the dealer button must open the betting. The first bet is called a blind open (or small blind) and is equal to half of the lower bet amount for the table. The second bet is called a blind raise (or big blind) and raises the pot to be equal to the lower bet amount. The player to the left of the blind open is responsible for the blind raise. The player to the left of the blind raise must call the mandatory bet amount, raise an amount equal to the size of the bet, or fold. Betting then passes around to each player as it would normally. After all players either call or fold, the player who made the blind raise then has the option of checking or raising.

In all betting intervals, if more than two players are betting, there is a limit of three raises amongst all players (not counting the blind raise in the first betting interval).

The Flop

The next three cards dealt face up to the board are called the Flop. The dealer turns all three cards over at the same time, for all players to use in their hands. The second betting interval begins with the first player to the left of the dealer button. This player can check, fold, or open with a bet. The lower bet amount is required at the Flop.

Each player then has the option to check, call, raise, or fold. The betting continues as long as players keep raising their bets. Betting stops when all players have called (the betting has equalized).

The Turn

The fourth card dealt face up to the board is called the Turn. A third betting interval ensues, again starting with the player to the left of the dealer button and ending with all bets equalized. The upper bet amount is now in force.

The River

The fifth and final card dealt face up to the board is called the River or Fifth Street. The final betting interval takes place, starting with the player to the left of the dealer button and ending with all bets equalized. The upper bet amount is still in force.

The Showdown

When betting is complete, all players who are still in show their hands. The players with the highest- and lowest-ranking five cards (two from player's hand, three from the board) split the pot. If no player has a low hand, the highest-ranking hand wins the pot. If there is a tie between high hands or low hands, the high or low portion of the pot is then split between those hands.

For example:

Pot = \$100

Player 1 wins high and gets \$50.

Player 2 ties low and gets \$25.

Player 3 ties low and gets \$25.

Summary of the deal:

- Four cards dealt to each player (face down), first betting interval.
- Fifth, sixth, and seventh cards dealt to the board (face up), second betting interval.
- Eighth card dealt to the board (face up), third betting interval.
- Ninth and final card dealt to the board (face up), final betting interval.

See also

How betting works in Poker

Seven Card Stud

Players' hands consist of seven cards dealt to each player. The first two are dealt face down. The third, fourth, fifth and sixth cards are dealt face up. The final (seventh) card is dealt face down. A player wins by having the highest-ranking hand of five cards.

Each hand can start with seven players or fewer. If eight players are sitting at the table, one has to sit out for the hand.

How play proceeds

Play begins with each player adding his or her ante to the pot. The ante for Seven Card Stud at the Hoyle Casino is 40 percent of the lower bet amount. Each player receives two cards face down and one card face up, followed by the first betting interval.

The player with the lowest-ranking card showing must open the betting. (If there is a tie in low card rank, the player closest to the left of the dealer opens.) This is called the blind open. The blind open bet is half the amount of the lower bet amount for the table. Each player then has the option to call, raise, or fold.

The first raise increases the size of the bet to the size of the lower bet amount for the game. The betting continues as long as players keep raising their bets (up to three raises, not counting an opening partial raise). If only two players are in the hand, the number of raises is unlimited. Betting stops when all players have called (the betting has equalized).

On the next three rounds of dealing, each active player receives a face-up card, then another betting interval takes place. Cards are dealt face up until the player has four face-up cards (and two face down). The betting intervals at this stage of the game begin with the player who has the highest-ranking cards showing. This player can check, fold, or open with a bet. Each player then has the option to check, call, raise, or fold. The betting continues as long as players keep raising their bets. Betting stops when all players have called (the betting has equalized).

During the first and second betting intervals, the lower bet amount for the table is in force for bets. On the third, fourth, and final betting intervals, betting must open and continue at the higher bet amount for the table.

Finally, the last card is dealt to each player (seventh card, face down). The highest hand showing starts the betting. When betting is complete, all players who are still in show their hands (the showdown). The players with the highest-ranking five cards split the pot. If hands tie, the pot is split.

Summary of the deal:

- Three cards dealt to each player (two down, one up), first betting interval.
- Fourth card dealt to each player face up, second interval.
- Fifth card dealt to each player face up, third interval.
- Sixth card dealt to each player face up, fourth interval.
- Seventh card dealt to each player face down, final betting interval.

See also

How betting works in Poker

Seven Card Stud Hi-Lo

In a High/Low Poker game, more than one player has the opportunity to win and split the pot. Players' hands consist of seven cards dealt to each player. The first two are dealt face down. The third, fourth, fifth and sixth cards are dealt face up. The final (seventh) card is dealt face down. A player wins by having the highest-ranking or lowest-ranking hand of five cards (or both). In the same hand, the low hand and high hand can use different sets of cards.

Each hand can start with seven players or fewer. If eight players are sitting at the table, one has to sit out for the hand.

How play proceeds

Play begins with each player adding his or her ante to the pot. The ante for Seven Card Stud at the Hoyle Casino is 40 percent of the lower bet amount. Each player receives two cards face down and one card face up, followed by the first betting interval.

The player with the highest-ranking card showing must open the betting. (If there is a tie in High Card rank, the player closest to the left of the dealer opens.) This is called the blind open. The blind open bet is half the amount of the lower bet amount for the table. Each player then has the option to call, raise, or fold.

The first raise increases the size of the bet to the size of the lower bet amount for the game. The betting continues as long as players keep raising their bets (up to three raises, not counting an opening partial raise). If only two players are in the hand, the number of raises is unlimited. Betting stops when all players have called (the betting has equalized).

On the next three rounds of dealing, each active player receives a face-up card, then another betting interval takes place. Cards are dealt face up until the player has four face-up cards (and two face down). The betting intervals at this stage of the game begin with the player who has the lowest-ranking cards showing. This player can check, fold, or open with a bet. Each player then has the option to check, call, raise, or fold. The betting continues as long as players keep raising their bets. Betting stops when all players have called (the betting has equalized).

During the first and second betting intervals, the lower bet amount for the table is in force for bets. On the third, fourth, and final betting intervals, betting must open and continue at the higher bet amount for the table.

Finally, the last card is dealt to each player (seventh card, face down). The lowest hand showing starts the betting. When betting is complete, all players who are still in show their hands (the showdown). The players with the highest- and lowest-ranking five cards split the pot. If there is a tie between high hands or low hands, the high or low portion of the pot is then split between those hands.

For example:

Pot = \$100

Player 1 wins high and gets \$50.

Player 2 ties low and gets \$25.

Player 3 ties low and gets \$25.

Summary of the deal:

- Three cards dealt to each player (two down, one up), first betting interval.
- Fourth card dealt to each player face up, second interval.
- Fifth card dealt to each player face up, third interval.
- Sixth card dealt to each player face up, fourth interval.
- Seventh card dealt to each player face down, final betting interval.

See also

How betting works in Poker

Five Card Draw

Hands consist of five cards dealt to each player, all face down. From these five cards, the player can choose to discard several cards (three cards maximum) and draw the same number of cards to replace them. A player wins by having the highest-ranking hand of five cards.

Each hand can start with eight players or fewer.

How play proceeds

Play begins with a blind open and blind raise from the players to the immediate left of the dealer. The betting continues clockwise as long as players keep raising their bets (up to three raises, not counting the blind raise). If only two players are in the hand, the number of raises is unlimited. Betting stops when all players have called (the betting has equalized).

The dealer then deals replacement cards to make each player's hand total five cards. The second (and final) betting interval takes place.

A second betting interval follows.

After the second betting interval, all players who are still in show their cards. The player with the highest-ranking hand of five cards wins. If hands tie, the pot is split.

See also

How betting works

Five Card Draw Lowball

Players' hands consist of five cards dealt to each player, all face down. From these five cards, the player can choose to discard several cards (three card maximum) and draw the same number of cards to replace them. A player wins by having the lowest-ranking hand of five cards (5-4-3-2-A is the lowest hand possible).

Each hand can start with eight players or fewer.

How play proceeds

Play begins with a blind open and blind raise are required from the players to the immediate left of the dealer button. The betting continues clockwise as long as players keep raising their bets (up to three raises, not counting the blind raise). If only two players are in the hand, the number of raises is unlimited. Betting stops when all players have called (the betting has equalized).

The dealer then deals replacement cards to make each players' hand total five cards.

A second betting interval follows.

After the second betting interval, all players who are still in show their cards. The player with the lowest-ranking hand of five cards wins. If hands tie, the pot is split.

See also

How betting works in Poker

Making Your Play (Poker)

The Poker Betting dialog box provides you with the following information and actions:

Control/Option	Description
Call <i>X</i>	Meets the current highest bet during a betting interval.
Raise <i>X</i>	Raises the pot by increasing the amount of the preceding bets. The amount which you can or must raise (such as the blind raise) during a betting interval varies with each type of Poker game. See that game's description for details.
Check	During a round of betting (betting interval), allows a player to stay in the hand without betting. This option is only available if no one has opened with a bet during that betting interval.
Open <i>X</i>	Places the first bet in a betting interval. The circumstances in which you can or must open (such as the blind open), and the bet amount you can open with vary with each type of Poker game. See that game's description for details.
Fold	Drops out of the current hand. In folding, you turn in your hand and forfeit any chips that you previously bet.

See also

About Poker
How play proceeds
How betting works in Poker
Ranks of Poker hands
Texas Hold'em
Omaha Hold'em
Omaha Hold'em Hi-Lo
Seven Card Stud
Seven Card Stud Hi - Lo
Five Card Draw
Five Card Draw Lowball

Check

During a round of betting (betting interval), checking allows a player to stay in the hand without betting. This option is only available if no one has opened with a bet during that betting interval.

You check during play by:

- Clicking Check in the Betting dialog box.
- Pressing the letter **C** on the keyboard.
- Choosing Check from the Actions menu.

See also

About Poker
How betting works in Poker
How play proceeds

Open

Places the first bet in a betting interval.

The circumstances in which you can or must open (such as a blind open), and the bet amount you can open with vary with each type of Poker game. See that game's description for details.

You open during play by:

- Clicking Open in the Betting dialog box.
- Pressing the letter **O** on the keyboard.
- Choosing Open from the Actions menu.

See also

About Poker

How betting works in Poker

How play proceeds

Call

Meets the current highest bet during a betting interval.

You call during play by:

- Clicking Call in the Betting dialog box.
- Pressing the letter **C** on the keyboard.
- Choosing Call from the Actions menu.

See also

About Poker

How betting works in Poker

How play proceeds

Raise

Raises the pot by increasing the amount of the preceding bets.

The amount which you can or must raise (such as the blind raise) during a betting interval varies with each type of Poker game. See that game's description for details.

You raise during play by:

- Clicking Raise in the Betting dialog box.
- Pressing the letter **R** on the keyboard.
- Choosing Raise from the Actions menu.

See also

About Poker

How betting works in Poker

How play proceeds

Fold

Drops out of the current hand. In folding, you turn in your hand and forfeit any chips that you previously bet.

You fold during play by:

- Clicking Fold in the Betting dialog box.
- Pressing the letter **F** on the keyboard.
- Choosing Fold from the Actions menu.

See also

[About Poker](#)

[How betting works in Poker](#)

[How play proceeds](#)





Roulette

Roulette was developed around the turn of the century and is one of the most popular gambling games in the world. It is played in virtually every gambling house in North and South America and in Europe, where it is even more popular.

The game uses a special wheel, a betting layout, and chips. The wheel is divided into 38 (American) or 37 (European) sections, each of which has walls to hold a small ball where it lands after the wheel is spun. The sections are numbered from 1 to 36, (half red and half black, half odd and half even) plus a green section marked 0. European wheels have only the 0 green section. American wheels have an additional green section marked 00. The addition of the 00 section greatly increases the odds in favor of the house. For this reason, Roulette is not as popular in United States casinos as it is in Europe.

When Atlantic City rules are used in Roulette: For any even-money bets, if the ball lands on 0 or 00, half of the amount of any even-money bet is returned to you. If Nevada rules are in force, you lose the entire even-money bet on 0 or 00.

Numbers 1-18 are considered the lows; numbers 19-36 are the highs.

Roulette is a banking game: all bets are placed against the house.

How play proceeds

Players make bets by placing chips in various locations on the table. After all bets are placed, the croupier spins the wheel in one direction and tosses the small ball in the opposite direction. The ball then comes to rest on one number – the winning number for the spin. The bank pays or collects from each bettor. Bets can then be placed again for the next spin.

Players often choose the bets they like to make and stick with them for a series of spins. Use Place Last Bets in the Actions menu to do this.

A history of the most recent numbers appears above the Roulette table.

Roulette bet types

Inside bets

Straight-up bets

- Pay 35 to 1. Place a chip on any single number.

Split bets

- Pay 17 to 1. Place a chip in between any two adjacent numbers.

Quad (Corner) bets

- Pay 8 to 1. Place a chip between any four number groupings (for example 11-12-14-15), and you get all four numbers in that group.

Street (Trio or Three number) bets

- Pay 11 to 1. Place a chip on the horizontal line across the top of the layout on any of the twelve columns of three numbers. You get all the numbers in that street.

Quint bet

- Pays 6 to 1. The only possible five number grouping in the Roulette layout is 0-00-1-2-3. Place the chip on the upper horizontal line between the 00 and 3. This bet favors the house by more than 7 percent.

Double Street (Six number) bets

- Pay 5 to 1. Place a chip in between streets that are side by side to get all six numbers in the double streets.

Outside bets

Black, Red, Odd, Even, 1-18, 19-36

- Pay 1 to 1.

Dozen bets: 1st 12, 2nd 12, 3rd 12

- Pay 2 to 1.

Column bets

- Pay 2 to 1. Place a chip in a box at the end of one of three columns.

See also

Placing a bet



Slot machines

The Slot machines in Hoyle Casino are three-reel machines with varying numbers of symbols (or stops) on each reel.

Slots odds

The house advantage for Slot machines is generally about 16 to 20 percent. These odds are not very good compared to the odds for most other casino games. However, sometimes you can find a machine with better odds. You will find that some of the Hoyle Casino Slots are looser than others. There are even rumors of a few machines that sometimes go on fritz and end up putting the odds in your favor.

Going for a jackpot

Each reel has at least one jackpot symbol, and to win a jackpot you must get each reel to stop on this jackpot symbol.

For a 20 stop, three-reel machine with one jackpot symbol per reel, the odds of lining up all three jackpot symbols are 20 x 20 x 20, or 8000 to 1. Some machines have more than one jackpot symbol per reel, which improves the odds of hitting a jackpot, but the payout for a jackpot on these machines will usually be lower.

Progressive slots

A Progressive Slot machine is a machine with a variable jackpot. The jackpot increases every time a coin is deposited into the machine.

You can read the amount of the current jackpot in the digital readout at the top of the machine.

Using the Slot machines

To play a Slot machine

1. Clicking the chip denominations for the amount that you want to insert into the machine
2. Insert your money by clicking the coin or bill slot.
3. Bet the amount you want for the current spin by clicking Bet One, Bet Max, or Play Max.
4. Spin the reels by clicking the arm, clicking the Spin button, pressing **S** on the keyboard, or choosing Spin from the Actions menu.

If you win, you accumulate credits. You can then bet your credit (instead of inserting more coins) for the next spin. You can bet from one coin up to the maximum number of coins available by clicking the Bet One or Bet Max buttons.

To collect your credits, click Cash Out.

Summary of Slots buttons

Bet One

Bets one coin from credit to play a single row. On a multi-coin machine, use this option to specify the exact number of coin plays you want, without making a maximum coin bet. You can only use this option if you have credits on the machine.

You can bet one coin from credit during play by:

- Clicking Bet One (when it is lit).
- Pressing the letter **B** on the keyboard.
- Choosing Bet One from the Actions menu.

Bet Max

Bets the maximum number of coins from credit to play all available rows (and bets) on a multi-coin machine. You can only use this option if you have enough credits on the machine.

You can make a maximum coin bet during play by:

- Clicking Bet Max (when it is lit).
- Pressing the letter **M** on the keyboard.
- Choosing Bet Max from the Actions menu.

Play Max

Bets the maximum number of coins from credit to play all available rows (and bets) on a multi-coin machine and automatically starts the spin for play. You can only use this option if you have enough credits on the machine.

You can play the maximum bet by:

- Clicking Play Max (when it is lit).
- Pressing the letter **P** on the keyboard.
- Choosing Play Max from the Actions menu.

Spin

Spins the reels to play.

You can spin by:

- Clicking the arm on the Slot machine.
- Clicking Spin (when it is lit).
- Pressing the letter **S** on the keyboard.
- Choosing Spin from the Actions menu.

Cash Out

Pays out all credits and coins bet in the machine. When you cash out, the coins fall out the bottom of the machine.

You can cash out by:

- Clicking Cash Out (when it is lit).
- Pressing the letter **C** on the keyboard.
- Choosing Cash Out from the Actions menu.

See also

Placing a bet





Video Poker

One of the most recent additions to the casino milieu is Video Poker, a man-against-machine electronic version of the traditional favorite, Poker. A new generation of gamblers is comfortable with the technology of electronic or computerized games, and enjoys this form of entertainment.

Some people enjoy the solitude that Video Poker provides. It can be easier to concentrate on winning without distractions that inevitably occur where a human dealer and other human players are involved. In Video Poker, you don't have to think about bluffing, betting, and whether you're giving out too much information; you just think about the cards, and play. You also don't have to wait for shuffling and dealing. The machine makes these things happen instantaneously. Many compulsive Video Poker enthusiasts are blazingly fast players, but this is a matter of choice. You can set your own pace in this game.

The alternative explanation for the game's great popularity is that some Video Poker machines offer an opportunity to win money from the casino. A few machines pay out a 102 percent return on your money if you adhere to an optimal strategy. Now those are worthwhile odds!

See also

Placing a bet
Jacks or Better machines
Joker Poker machines
Deuces Wild machines
10s or Better machines

Jacks or Better machines

The Jacks or Better machines pay out 98 percent to 100 percent at the top end. Expect an even game when playing the Jacks or Better machines, with not as many extremes of winning and losing streaks as you get with the Jokers and Deuces Wild machines.

• Easy Money. Payoff: 100%.

This machine is called a 9/6 Jacks or Better machine. The 9/6 refers to the payoff for the Full House (9 to 1) and the Flush (6 to 1).

• Jacks Back. Payoff: 95.5%.

This machine is called a 6/5 Jacks or Better machine. The 6/5 means the Full House pays 6 to 1 and the Flush pays 5 to 1.

• Crowdad. Payoff: below 93%.

This machine pays out big credits for Four of a Kinds formed with face cards and Aces, but the overall payoff is low (below 93 percent).

Joker Poker machines

A few Joker Poker machines offer returns as high as 102 percent, and so are very popular. Because the inclusion of a wild card means that bigger hands (in the traditional sense) will be more frequent, the minimum hand required to win a Joker Poker machine is a Pair of Kings or Two Pair. The Four of a Kind tends to be the make-or-break hand in Joker Poker (unless you hit the jackpot). Whether or not you achieve this hand will often determine whether you have a winning or losing session in Joker Poker.

- **Joker Poker. Payoff: 98.5%.**

This is a Kings-or-better machine that offers a very high return. It includes a Joker and only requires Kings to score.

- **Joker's Wild. Payoff: below 92%.**

This is a Two-Pair-or-better machine that offers a very low return on your investment (below 92 percent).

Deuces Wild machines

Some Deuces Wild machines offer great potential for winning money. Like the Joker Poker machines, a few of these machines offer returns up to 102 percent. Naturally, with four wild cards the minimum winning hand is going to change; expect Deuces Wild machines to display Three of a Kind as a minimum hand. Expect a roller coaster ride of great winning streaks sandwiched between losing streaks.

When playing Deuces Wild machines, make sure you never discard your 2s; it's easy to forget how valuable they are.

- **Wild Country. Payoff: below 94%.**
- **Born 2 Be Wild. Payoff: below 95%.**
- **Wild Thing. Payoff: below 96%.**
- **Wild Party. Payoff: 99%.**

In addition to the four Deuces, a wild Joker is also included with Wild Party. This game has a very high return rate (99 percent).

10s or Better machines

Some of the earliest Video Poker machines are 10s or Better machines. It's usually difficult to find a 10s or Better machine that offers a high return, although it's possible to find some wheat among the chaff. A few machines may offer close to a 100 percent return, but most are in the 90-95 percent range.

- **A-10 Shun. Payoff: 99.1%.**

You can expect the payoffs for a 10s or Better machine to be lower than the Jacks or Better machine. This is natural, since a lower hand (a Pair of 10s) brings a win in the 10s or Better machines.

- **Hang 10. Payoff: below 95%.**

This machine offers nice payoffs for the Full House and Straight, but low payoffs for Two Pair.

How to play Video Poker

To play a Video Poker machine, insert your coin or bill into the machine. The payoff scale for the machine is shown in the lighted panel above the buttons, and tells you how many coins (credits) you receive for all possible winning hands. Typically, the winning hands in Video Poker are the same type of hands you will find in a traditional Poker game, such as a Straight Flush or Four of a Kind (see the section on Poker for more information about winning hands).

You can bet anywhere from one to five credits at a time. You have two options in betting:

- Click the Bet One button once for each credit you wish to bet.
- Click the Bet Max button to bet five credits.

When you bet five credits, the machine automatically deals you five cards. When you bet less than five credits, you must click the Deal button to receive your first five cards.

Five cards appear on the screen after you click the Deal button. At this point you must choose the cards you want to keep. You are allowed one re-deal, and can draw anywhere from zero to five new cards. Each card must be individually selected if you wish to keep it. You can keep a card by selecting it, at which point the word Held shows up on the screen above the card. Cards marked by the word Held will not be replaced when you draw new cards. You can easily change your mind about keeping a card by selecting it a second time. Make sure the Held notation disappears when you do so.

If you have a pat hand (five good cards), you can click the Hold All button to quickly mark each card with Hold. Conversely, the Discard All button unmarks each card.

When you're ready to draw new cards, click the Deal button. The cards not marked by the word Held will be replaced, resulting in your final hand.

If you win, you then accumulate credits. To collect your credit(s), click the Cash Out button.

See also

Placing a bet

Deal

Hold 1

Hold 2

Hold 3

Hold 4

Hold 5

Hold All

Discard All

Bet One

Bet Max

Cash Out

Deal

Starts game play by dealing the first set of cards. Also deals the next set of cards after the discard.

You start or continue the deal by:

- Clicking Deal.
- Pressing the letter **D** on the keyboard.
- Choosing Deal from the Actions menu.

See also

How to play Video Poker

Hold 1

Holds the first card (on the far left) for your current hand.

You hold the first card by:

- Clicking on the first card.
- Pressing the number **1** on the keyboard.
- Choosing Hold 1 from the Actions menu.

See also

How to play Video Poker

Hold 2

Holds the second card (second from the left) for your current hand.

You hold the second card by:

- Clicking on the second card.
- Pressing the number **2** on the keyboard.
- Choosing Hold 2 from the Actions menu.

See also

How to play Video Poker

Hold 3

Holds the third card (third from the left) for your current hand.

You hold the third card by:

- Clicking on the third card.
- Pressing the number **3** on the keyboard.
- Choosing Hold 3 from the Actions menu.

See also

How to play Video Poker

Hold 4

Holds the fourth card (fourth from the left) for your current hand.

You hold the fourth card by:

- Clicking on the fourth card.
- Pressing the number **4** on the keyboard.
- Choosing Hold 4 from the Actions menu.

See also

How to play Video Poker

Hold 5

Holds the fifth card (fifth from the left) for your current hand.

You hold the fifth card by:

- Clicking on the fifth card.
- Pressing the number **5** on the keyboard.
- Choosing Hold 5 from the Actions menu.

See also

How to play Video Poker

Hold All

Holds all the cards for your current hand.

You hold all cards by:

- Clicking Hold All (when it is lit).
- Pressing the letter **A** on the keyboard.
- Choosing Hold All from the Actions menu.

See also

How to play Video Poker

Discard All

Discards all the cards for your current hand.

You discard all cards by:

- Clicking Discard All.
- Pressing the letter **R** on the keyboard.
- Choosing Discard All from the Actions menu.

See also

How to play Video Poker

Bet One

Bets one credit. Use this option to specify the exact number of credits, without making a maximum bet. To quickly make the maximum bet, click Bet Max. You can only use this option if you have credits on the machine.

You can bet one from credit during play by:

- Clicking Bet One (when it is lit).
- Pressing the letter **B** on the keyboard.
- Choosing Bet One from the Actions menu.

See also

How to play Video Poker

Bet Max

Bets the maximum number of credits. To specify the exact number of credits, without making a maximum bet, click Bet One for each play. You can only use this option if you have enough credits on the machine.

You can make a maximum coin bet during play by:

- Clicking Bet Max (when it is lit).
- Pressing the letter **M** on the keyboard.
- Choosing Max Bet from the Actions menu.

See also

How to play Video Poker

Cash Out

Pays out all credits bet for the Video Poker machine. The credits include any winnings on the machine to that point.

You can cash out during play by:

- Clicking Cash Out (when it is lit).
- Pressing the letter **C** on the keyboard.
- Choosing Cash Out from the Actions menu.

See also

How to play Video Poker





Glossary

all-in

In Poker, a situation where player has no more chips to continue betting with, but is allowed to stay in the hand. The player can put all of his or her money in the main pot (even if it does not cover the bet) to stay in the hand. This player no longer participates in the betting.

In Poker games that use table stakes, a player does not have to meet a bet for an amount which is larger than all the chips or money that player has on the table.

If more than two players are still in a hand in which one player is all-in, bets made after that point are added to a side pot, which is only available to the players who have paid in the required bets. If the player who is all-in wins the main pot (which he or she contributed to), the best hand of the other players wins the side pot.

ante

In Poker, a mandatory bet that is made before cards are dealt in a game. All players must make this bet to play the hand. Seven Card Stud is the only Poker game in Hoyle Casino that requires an ante (40 percent of the lower bet amount).

betting interval (betting round)

The period in a Poker game in which the player bets to stay in the hand (or folds). Betting intervals take place before the player can receive additional cards. The number of intervals in a hand and the rules that govern the bets for the interval, vary with the type of game.

blank

In Poker, a card that does not add anything to the hand.

blind

In Poker, a mandatory bet that begins the first betting interval of each hand in a Poker game. In Hold'em games, two blinds are required, the small blind (blind open) and the big blind (blind raise). In Seven Card Stud, only the blind open is required.

- Small blind (or blind open). A mandatory bet posted by the player immediately left of the dealer button. This bet is half of the first betting amount (the lower bet amount for the table).
- Big blind (or blind raise). A mandatory bet posted by the player two places to the left of the dealer button. This bet raises the pot to the level of the first betting amount. This blind is usually the same amount as the small blind, except for cases where the small blind is smaller because the player is all-in.

blind open (small blind)

In Poker, a mandatory bet posted by the player immediately left of the dealer button. This bet is half of the first betting amount (the lower bet amount for the table).

blind raise (big blind)

In Poker, a mandatory bet posted by the player two places to the left of the dealer button. This bet raises the pot to the level of the first betting amount. This blind is usually the same amount as the small blind, except for cases where the small blind is smaller because the player is all-in.

bluff

In Poker, an attempt to make other players in the hand think that you have a stronger hand than what you are actually holding. Players often bluff by betting the upper bet amounts for the table, and an attempt to influence other players into folding. The less players left in a hand, the better your chances for drawing the cards you need to strengthen your hand.

board

In Poker, the cards that are shared by all players in a Hold'em game. The cards are always turned face up.

button

See dealer button.

call

In Poker, to match the current highest bet in the pot. This is referred to as "staying in" the hand.

check

In Poker, to stay in the hand without having to call or raise. (This could be considered making a bet of "nothing".) You are permitted to check if no player before you has opened with a bet. Each player after you can also check until one of the players makes an actual bet.

dealer button

In Poker, a round plastic disc (green in Hoyle Casino Poker games) that is moved clockwise around the Poker table to indicate the current dealer position in dealing the cards.

A player's position relative to the dealer button effects how he or she might want to bet in a hand. When the dealer button moves to you, or just to the left of you (your player at the table), you have a greater advantage during betting intervals because you are the last to bet.\

Fifth street

In Hold'em games, the fifth (last) card dealt to the board. Also called the end or the river.

Flop

In Hold'em Poker games, the first set of three cards dealt to the board, which is shared by all players. The flop cards are turned face up at the same time.

Flush

In Poker, a hand of any five cards all of the same suit. A flush with the highest-ranking cards beats another flush hand. If the highest cards from each players hand tie, the next highest-ranking cards determine the winner, and so on. A flush beats a Straight or any lower hand.

Fold

In Poker, to turn in your hand and lose any chips you have added to the pot for that hand.

Four of a Kind

In Poker, any four cards of the same rank. If two players have Four of a Kind, the hand with the four higher cards wins. Four of a kind beats a Full House or any lower hand.

Fourth street

Term in Hold'em games for the fourth card dealt to the board. Also called the turn.

Full House

In Poker, Three of a Kind and a Pair. The Full House with Three of a Kind with highest-ranking cards wins against another Full House with a lower-ranking Three of a Kind hand. Full house beats a flush or any lower hand.

High Card

In Poker, a hand with no matched cards. With two competing High Card hands, the hand with the highest-ranking card wins. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on.

One Pair

In Poker, any two cards of the same rank. The hand with the highest-ranking Pair wins against another hand of a Pair. If both hands have the same Pair, the highest-ranking unmatched card in the hand determines the winner. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on. One Pair beats any hand with no Pair (High Card).

open

In Poker, places the first bet in a betting interval.

Pot

In Poker, the pile of chips in the center of the table where all players place their bets.

raise

In Poker, to match the current highest bet in the pot, then add more money to the pot to become the highest bet in the pot. Each player must at least match (call) this bet to stay in.

River

In Hold'em games, the fifth (last) card dealt to the board. Also called the end or fifth street.

Showdown

In Hold'em games, the time in the play when betting is complete and all players show their hands and contest the pot.

Straight

In Poker, a hand of any five cards in sequence, but not of the same suit. The Straight with the highest-ranking cards at the head of the sequence is the winner against another Straight hand. The highest possible Straight is A-K-Q-J-10. The lowest possible Straight is 5-4-3-2-A. A Straight beats Three of a Kind or any lower hand.

Straight Flush

In Poker, five cards in sequence in the same suit. If two Straight flushes compete, the hand with the highest-ranking cards in the flush sequence wins.

- A-K-Q-J-10 (Royal flush) beats K-Q-J-10-9.
- 6-5-4-3-2 beats 5-4-3-2-A.

The royal flush is the highest standard hand and beats all other hands.

Street (fourth, fifth)

Fourth street

Term in Hold'em games for the fourth card dealt to the board. Also called the turn.

Fifth street

Term in Hold'em games for the fifth (last) card dealt to the board. Also called the river or the end.

table stakes

In Poker, a rule where players do not have to meet a bet for an amount which is larger than all the chips or money that player has on the table.

Three of a kind

In Poker, three cards of the same rank, such as three 8s. The highest-ranking three cards wins against another Three of a Kind hand. Three aces are the highest; three 2s the lowest. Three of a kind beats Two Pair or any lower hand.

Turn

In Hold'em games, the fourth card dealt to the board. Also called fourth street.

Two Pair

In Poker, two cards of the same rank, and two matching cards of any other rank. The hand with the highest-ranking Pair wins against another hand of Two Pair. If the highest-ranking Pair ties, the hand with the second highest-ranking Pair wins. If all the Pairs in both hands tie, the hand with the highest-ranking fifth card wins. Two Pair beats any hand with one Pair, or no Pair (High Card).

Craps Terms

Back Line

In Craps, another term for the Don't Pass Line.

behind the line

In Craps, a free odds bet made behind the Pass Line after a point is made for the Come Out roll.

Big 6 and Big 8

In Craps, a bet that the shooter will roll 6 or 8 before a 7.

boxcars

In Craps, slang for rolling 12.

cold dice

In Craps, dice rolls that consistently don't pass.

Come bet

In Craps, a bet made with the shooter that the dice will pass. This bet is made after a Come Out roll.

Come box

In Craps, the area on the layout where Come bets are placed.

Come Out roll

In Craps, the first roll of the dice before a point is made.

Craps

A roll of 2, 3, or 12.

Craps out

To throw Craps (2, 3, or 12) on a Come Out roll.

Craps layout

The table, imprinted on felt surface with spaces for different types of bets.

Don't Come bet

In Craps, a bet made against the shooter that the dice will not pass. This bet is made after a Come Out roll.

Don't Come box

In Craps, the area on the layout where Don't Come bets are placed.

Don't Pass bet

In Craps, a bet made against the shooter that the dice will not pass. This bet is made on the Come Out roll.

Don't Pass Line (Bar)

In Craps, the area on the layout where Don't Pass bets are placed.

Easy, easy way

In Craps, rolling 4, 6, 8, or 10, in any combination except doubles.

Field bet

In Craps, a bet on an exact point being rolled for 2, 3, 4, 9, 10, 11, or 12.

Free odds

In Craps, an odds bet made on Come / Don't Come or Pass / Don't Pass bets. The house has no advantage over the player with free odds bets.

The bet can equal the original bet, or can be as high as the current free odds setting (the amount of the original bet multiplied by those odds).

Hardway bet, hardway

In Craps, rolling 4, 6, 8, or 10, in an even pair (doubles: 2-2, 3-3, 4-4, 5-5), before rolling 4, 6, 8, or 10 the easy way or sevens out.

House odds (vs. true odds)

In Craps, some bets pay off at house odds rather than true odds. For example, a bet on Any Seven has true odds of 5-1, but the house pays 4 to 1. The house does this to increase its advantage over the player.

Lay bet

In Craps, a place bet against a number (by a wrong bettor). To make this bet, you must pay a 5 percent commission to the house based on the payoff. The house commission is taken directly from your bankroll and is not reimbursed if you remove the bet.

layout (Craps)

See Craps layout.

limit (bet limit)

In Craps, the maximum bet than can be placed on the layout, or on a particular bet.

Line bet

In Craps, another name for a Pass Line or Don't Pass bet.

miss, miss out

In Craps, a roll where the shooter sevens out.

numbers

See place numbers.

odds bet

See free odds.

off

In Craps, a call by player that a bet will not be working on the next roll of the dice. Also signifies that certain bets are not working this roll, (such as place numbers on a Come Out roll).

one roll bets

In Craps, bets where the outcome is determined by the next dice throw.

Pass

In Craps, a winning decision for the dice (or shooter).

passing

In Craps, a term that the dealer uses to indicate that the dice are winning for the Pass line bettors.

Pass Line bet

In Craps, a wager with the shooter that the dice will win or pass.

payoff

In Craps, the collection of a winning bet.

Place Numbers, place bets

In Craps, a bet on the numbers 4, 5, 6, 8, 9 and 10 in the Place Numbers area of the layout (the rectangles just below the Place Numbers boxes).

Don't Place Numbers, place bets

In Craps, a bet against the numbers 4, 5, 6, 8, 9 and 10 in the Don't Place Numbers area of the layout (the rectangles just above the Place Numbers boxes).

point

In Craps, the number 4, 5, 6, 8, 9, or 10 when rolled on a Come Out roll.

proposition bets

In Craps, bets made in the center layout. These bets include:

- Any Seven
- Any Craps
- 2 or 12
- 3 or 11
- Hard 4 and 10
- Hard 6 and 8

right bettor (right betting)

In Craps, a player who bets with the shooter that the dice will pass or win.

roll

In Craps, a single throw of the dice. The roll can also refer to the entire series of throws up to when the shooter sevens out (also referred to as the shoot).

Seven out, Sevens out

In Craps, rolling a 7 after a point has been established. Sevens out ends the roll.

shooter

In Craps, the player who rolls or throws the dice. The shooter's throws determine all payoffs and losses at the table.

snake eyes

In Craps, slang for rolling a 2 (double ones).

true odds (vs. house odds)

In Craps, some bets pay off at house odds rather than true odds. For example, a bet on Any Seven has true odds of 5-1, but the house pays 4 to 1. The house does this to increase its advantage over the player.

working

In Craps, a term used by the dealer to indicate that bets are on.

wrong bettor (wrong betting)

In Craps, a player who bets that the shooter (or the dice) will not pass or win.

Roulette terms

Column bets

In Roulette, a bet that pays 2 to 1. These bets are placed on the layout in the areas marked "2 to 1" at the end of one of three columns.

Combination bets

In Roulette, bets that are placed on the lines between different bet areas on the layout.

Double street bet (Six number)

In Roulette, a bet that pays 5 to 1. These bets are placed on the outside line, overlapping the line between adjacent streets.

Dozens bet

In Roulette, a bet that pays 2 to 1. These bets are placed on the layout in the areas marked 1st 12 (1-12), 2nd 12 (13-24), or 3rd 12 (25-36).

Inside bet (or Straight up bet)

In Roulette, a bet that pays 35 to 1. These bets are placed on the layout on any single number.

layout (Roulette)

See Roulette layout.

Outside bet

In Roulette, a bet that pays at even money. These bets are placed on the layout in the areas marked Odd or Even, Black or Red, High or Low.

Quad bet (Corner)

In Roulette, a bet that pays 8 to 1. These bets are placed on the intersection of the lines between any four number groupings (for example 11-12-14-15).

Quint bet

In Roulette, a bet that pays 6 to 1. The only possible five number grouping in the Roulette layout is 00-1-2-3. These bets are placed on the upper horizontal line between the 00 and 3. This bet favors the house over 7 percent.

Roulette layout

In Roulette, the table, imprinted on felt surface with spaces for different types of bets.

Split bet

In Roulette, a bet that pays 17 to 1. These bets are placed on the layout on lines between any two adjacent numbers.

Straight bet

In Roulette, a bet that is placed inside the designated bet area on the layout.

Street bet (Trio)

In Roulette, a bet that pays 11 to 1. These bets are placed on the horizontal line across the top of the layout on any of the twelve columns of three numbers. You get all the numbers in that street.

wheel

In Roulette, the wheel is spun to determine winning numbers.

The Roulette wheel is divided into 38 (in America) or 37 (Europe) sections, each of which has walls to hold a small ball where it lands after the wheel is spun. The sections are numbered from 1 to 36, (half red and half black, half odd and half even) plus a green section marked 0. European wheels have only the 0 green section. American wheels have an additional green section marked 00. The addition of the 00 section greatly increases the odds in favor of the house. For this reason, Roulette is not as popular in United States gambling houses as it is in Europe.

Slots terms

arm

In Slots, the lever that you pull to spin the reels.

one-armed bandit

In Slots, slang for Slot machine.

reel

In Slots, the spinning area on the machine where the symbols are located. Hoyle Casino Slot machines each have three reels.

slot

In Slots, the area on the machine where you insert the coin.

stop

In Slots, the point where the reels stop spinning and the resulting symbols are evaluated for pay out.

symbol

In Slots, each picture that appears on the reels of the Slot machine. Each machine assigns different values for pay out based on the combinations of symbols and how they align when the reels stop spinning.

Blackjack terms

anchor

In Blackjack, the player that sits to the dealer's immediate right and is the last player to finish with play before the dealer. (Also referred to as third base.)

Blackjack

Blackjack, also known as a natural, is a winning hand made of an Ace and a face card or a Ten, dealt on the first two cards. This hand wins the bet immediately (unless the dealer also has Blackjack and it's a push with a value of 2, 3, 4, 5, or 6.

counting cards

In Blackjack, keeping track of groups of cards to determine whether the cards remaining in the deck are favorable or unfavorable to a player's hand. (Also see point count.)

double down

In Blackjack, doubling a bet on the first two cards. The player then receives only one more card and must stand.

down-card

In Blackjack, the card in the first two cards of the dealer hand that is dealt face down. (Also referred to as the hole card.)

draw

The player's decision to request an additional card. (Also referred to as a hit in Blackjack.)

early surrender

In Blackjack, the player's decision to discard the first two cards of a hand and surrender half the bet, before the dealer checks for Blackjack. The early surrender situation occurs only when the dealer's up-card is an Ace or a Ten-value card. (Also see late surrender.)

Note You can only use late surrender in Hoyle Casino Blackjack.

first base

In Blackjack, the player that sits to the dealer's immediate left and is the first player to start play in a round.

hard hand

In Blackjack, any hand without an Ace, or with an Ace that is counted as 1.

High Card-rich

In Blackjack, the condition where the cards remaining in a deck contain more High Cards (10, J, Q, K, A) than cards of lower values. A High Card-rich deck is more favorable to the player and less favorable to the dealer.

hit (draw)

In Blackjack, the player's decision to take another card. A player indicates wanting a hit by pointing at the cards.

insurance

In Blackjack, a bet allowed to players when the dealer's hand shows an Ace. The player can bet half of the original bet that the hole card has a rank of 10 and the dealer is holding Blackjack. If the dealer has Blackjack, the insurance bet pays off at 2 to 1.

late surrender

In Blackjack, the player's decision to discard the first two cards of a hand and surrender half the bet, after the dealer's hand is revealed not to have a Blackjack.

Note This is the only type of surrender allowed in Hoyle Blackjack.

low card-rich

In Blackjack, the condition where the cards remaining in a deck contain more low cards (2, 3, 4, 5, 6) than cards of higher values. A low card-rich deck is more favorable to the dealer and less favorable to the player.

pat card

In Blackjack, a dealer up-card of 7, 8, 9, 10, Jack, Queen, King, or Ace. When showing a pat card, the dealer is more likely to draw a winning hand.

point count

In Blackjack, a running tally of card points used for evaluating odds. The points are assigned to each card based on the value of the card. In Hoyle Blackjack, points are assigned as follows:

2, 3, 4, 5, 6	=	+1
7, 8, 9	=	0
10, J, Q, K, A	=	-1

push

In Blackjack, a tie between the dealer's and player's hand. In this case, no money is gained or lost by either the dealer or the player.

rank count

In Blackjack, the total number of cards of a certain rank that have been played and counted.

resplit

In Blackjack, for a hand where a pair of cards have been split: if the next card dealt has the same value and the casino rules allow more than one split per hand, the hand can be split again.

running card count

In Blackjack, the card point count is updated as each card is played or dealt by the dealer. This count reflects the balance of High Cards (10, J Q, K, A) to low cards (2, 3, 4, 5, 6). (Also see true card count.)

soft hand

In Blackjack, a hand with an Ace counted as 11, that does not break 21.

split (splitting pairs, splitting a hand)

In Blackjack, playing two cards of the same value, usually a pair, as two separate hands. The initial bet amount is applied to each hand.

stand (stick)

In Blackjack, the player's decision not to draw any additional cards to a hand. A player indicates wanting to stand by waving a hand over the cards.

stiff

In Blackjack, a hand between 12 and 16, where drawing another card can result in the hand going over 21 (bust).

Twenty-one

In Blackjack, another common name for the game of Blackjack.

General Casino Terms

bankroll

The money a player is willing to risk in a game.

At the Hoyle Casino, each new human player begins with a bankroll of \$5,000.

bet

The amount of money a player wagers in a Casino game. The bet must fall between the minimum (lower) and maximum (upper) limits for the table.

bet unit (standard bet amount, unit)

A player's minimum bet amount or standard bet size.

In Blackjack:

One rule you can use for determining how much to bet is to base your bet on the card count. Bet more when the deck appears to be favorable, and less when deck is unfavorable. For example, if your standard bet amount is \$5 and the true card count is +5, you should consider betting six times your standard bet unit ($\$5 \times 6 = \30). For details, see "Using the count when betting" in Counting cards (strategy).

chip (check)

A token used for making bets.

dealer

The casino employee who runs the table.

For Blackjack:

The dealer must follow a well-defined set of rules for play. In most games, the dealer must draw cards as long as his or her total is less than 16 and must stand when the total is 17 or more. (The exception to this rule occurs when the dealer is allowed to hit on soft 17.)

even money

Payoff of a bet that is equal to the original bet amount.

In Roulette, even-money bets are placed on the layout in the areas marked Odd or Even, Black or Red, High or Low.

face cards

Jacks, Queens, and Kings. Face cards are 10-value cards.

flat bet

A bet of the same amount on each hand played.

High Card

A card ranking 10, J, Q, K, or A.

In Blackjack, a High Card is assigned a point value of -1 in the card count.

hole card

In Poker:

The cards in the player's hands that are dealt face down. These cards are not shown until the end of the hand when the hands are contested.

In Blackjack:

The card in the dealer's hand that is dealt face down. This card is not shown until all of the player's hands have been played.

low card**In Poker:**

2, 3, 4, 5, 6, and Aces when in a low Straight.

In Blackjack:

A card (2, 3, 4, 5, 6) that is assigned a point value of +1 in the card count.

natural**In Craps:**

7 or 11 rolled on the Come Out roll.

In Blackjack:

A natural, also known as Blackjack, is a winning hand made of an Ace and a face card or a Ten, dealt on the first two cards. This hand wins the bet immediately (unless the dealer also has Blackjack and it's a push is reached. The dealer stops play and shuffles the deck.

stop-loss

A betting strategy where a player stops playing at the point where he or she has lost a predetermined amount (such as 20 percent of his or her total bankroll).

stop-win

A betting strategy where a player stops playing at the point where he or she has won a predetermined amount (such as 20 percent of his or her total bankroll).

system (strategy)

A strategy or optimized method of playing that uses specific guidelines for deciding how to bet and play during a Casino game.

In Blackjack:

The strategy a player uses for deciding when to hit, stand, split, double down, buy insurance, or surrender. A card counting system is also considered part of a player's strategy.

unit (bet unit, standard bet amount)

A player's minimum bet amount or standard bet size.

In Blackjack:

One rule you can use for determining how much to bet is to base your bet unit on the card count. Bet more when the deck appears to be favorable, and less when deck is unfavorable.

For example, if your standard bet amount is \$5 and the true card count is +5, you should consider betting six times your standard bet unit ($\$5 \times 6 = \30). For details, see "Using the count when betting" in Counting cards (strategy).

upcard

The card(s) in the dealer or player hand(s) that is dealt face up.