

FRONT PORCH
CLASSICS®

PLAYERS
2-20

AGES
18+

4 in 1 CASINO

Roulette ♦ Blackjack ♥ Craps ♦ Poker

53324

INSTRUCTIONS



CONTENTS:

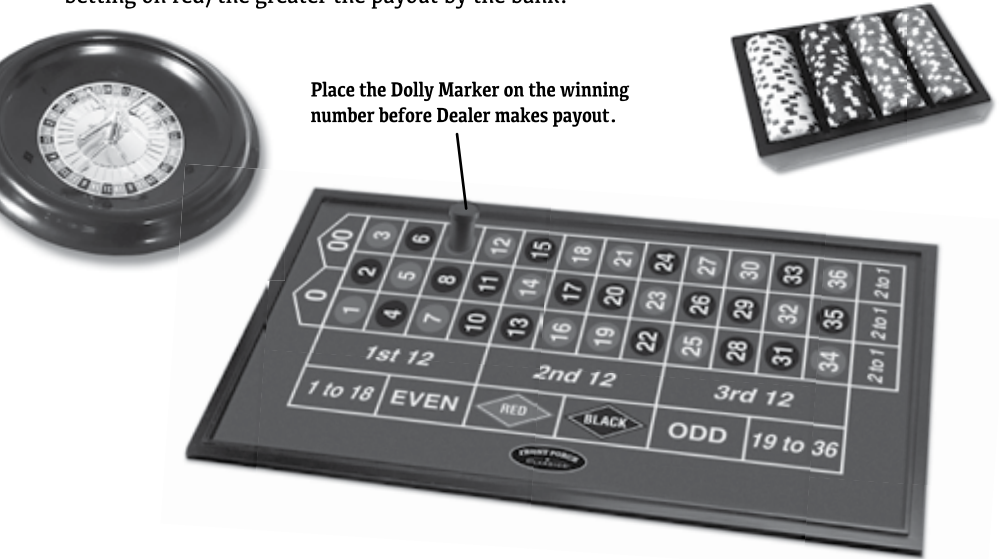
- Durable Wood Craps Table
- Roulette/Blackjack Felt Table
- Casino Quality Playing Cards
- Roulette Rake
- Heavyweight Casino Chips With A Chips Rack
- Two Red Craps Dice
- Craps Marker Puck
- Roulette Wheel and metal ball
- Roulette Dolly Marker
- Comprehensive Instructions

SETUP - ALL GAMES:

- Decide the value for each chip color.
(for example; white=1, red=5, green=10, black=25)
- Distribute some chips to each player. For the House payout games
(roulette, craps, blackjack) leave some chips in the rack for payout.

ROULETTE - BASIC PLAY

- The dealer spins the ball clockwise on the outer edge of the wheel, while spinning the wheel counter-clockwise. The ball eventually falls into one of the numbered spaces. The object for the player is to guess what number the ball will land in.
- Before each spin, players have the opportunity to place bets around the roulette table. Players can bet on individual numbers or virtually any combination of numbers.
- The bank pays out based on the odds. The harder to win (i.e., betting on one number vs. betting on red) the greater the payout by the bank.



BET	WINNING SPACES	PAYOUT
0	0	35 to 1
00	00	35 to 1
Straight up	Any single number	35 to 1
Row	0, 00	17 to 1
Split	Any two adjoining numbers vertical or horizontal	17 to 1
Street	Any three numbers horizontal (1, 2, 3 or 4, 5, 6, etc)	11 to 1
Comer	Any four adjoining numbers in a block (1, 2, 4, 5 or 17, 18, 20, 21, etc)	8 to 1
Top line or Basket	0,00, 1, 2, 3	6 to 1
Six Line	Any six numbers from two horizontal rows (1, 2, 3, 4, 5, 6 or 28, 29, 30, 31, 32, 33, etc)	5 to 1
1st column	1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34	2 to 1
2nd column	2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35	2 to 1
3rd column	3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36	2 to 1

BET	WINNING SPACES	PAYOUT
1st dozen	1 through 12	2 to 1
2nd dozen	13 through 24	2 to 1
3rd dozen	25 through 36	2 to 1
Odd	1, 3, 5, ..., 35	1 to 1
Even	2, 4, 6, ..., 36	1 to 1
Red	1, 3, 5, 7, 9, 12	1 to 1
	14, 16, 18, 19, 21, 23	
	25, 27, 30, 32, 34, 36	
Black	2, 4, 6, 8, 10, 11	1 to 1
	13, 15, 17, 20, 22, 24	
	26, 28, 29, 31, 33, 35	
1 to 18	1, 2, 3, ..., 18	1 to 1
19 to 36	19, 20, 21, ..., 36	1 to 1

BLACKJACK - BASIC PLAY

Object: Beat the dealer by 1) not busting (go over 21) AND 2) outscoring the dealer or have the dealer bust.

- The value of a hand is the sum of the point values of the individual cards. Except, a "blackjack" is the highest hand, consisting of an ace and any 10-point card, and it outranks all other 21-point hands.
- After the players have bet, the dealer will give two cards to each player and two cards to himself. One of the dealer cards is dealt face up. The facedown card is called the "hole card."
- Blackjack insurance: If the dealer's face-up card is an Ace, a player can make a side bet and "take insurance" before the dealer looks at his hole card. The player has the option to put down an amount equal to half of the original bet. If the dealer has a face card in the hole, thus Blackjack, the player wins the side bet and is paid 2 to 1. If the dealer does not have Blackjack the player loses the side bet, but the original bet is still in play.
- The player to the dealer's left goes first. The following are the choices available to the player:
 - Stand: Player stands pat with his cards. His turn is over.
 - Hit: Player draws another card (and more if he wishes). If this card causes the player's total points to exceed 21 (known as "breaking" or "busting") then he loses.
 - Double: Player doubles his bet and gets one, and only one, more card.
 - Split: If the player has a pair, or any two 10-point cards, then he may double his bet and separate his cards into two individual hands.
- After each player has had his turn, the dealer will turn over his hole card. If the dealer has 16 or less, then he must draw another card. 17 or more, but not busting, the dealer must stand.
- If the dealer goes over 21 points, then any player who didn't already bust will win.
- If the dealer does not bust, then the higher point total between each player and dealer will win. If the dealer and player end with the same point value (21 or less), then it is a "push" (player keeps his bet; dealer does not pay out).
- Payouts for winning players is 1 to 1, meaning the dealer give the player an amount equal to his original bet. The exception to this is when a player has Blackjack, then the dealer pays out 3 to 2 of the original bet.



CRAPS - BASIC PLAY

In Casinos around the world, the loudest cheers, and loudest groans, undoubtedly come from the Craps table. While only one person rolls the dice at a time, the Shooter, everyone can place bets on the “success” or “failure” of the Shooter. Betting on each roll of the dice, combined with an almost endless array of betting combinations, makes Craps the most exciting Casino game on the strip.

General Play - Players take turns rolling two dice. The player that is rolling the dice is called the Shooter. The Shooter **MUST** bet on either the Pass Line or the Don't Pass Line. Any player who is not the Shooter, can place a variety of bets before EACH roll of the dice.

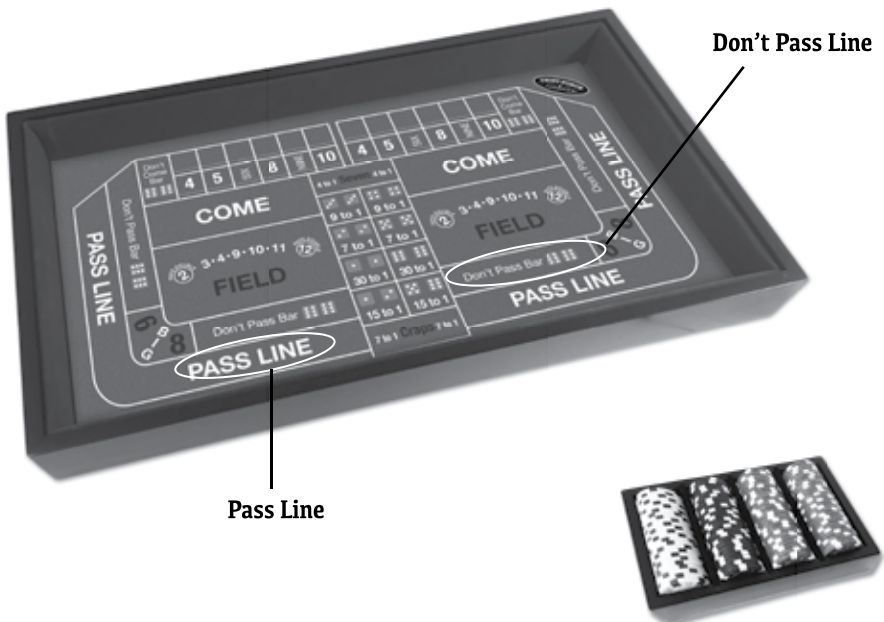
The game is played in rounds consisting of two phases: 1) Come Out; 2) Point.

1. Come Out – To start a round, the Shooter makes a “Come Out” roll. If the Come Out roll is a 2, 3, or 12, then the round ends. The Shooter is said to “crap out” and players lose their Pass Line bets.

If the Come Out roll is a 7 or 11, this results in a win for Pass Line bets. The Shooter continues to make Come Out rolls until he “craps out” or rolls 4, 5, 6, 8, 9, or 10. This number becomes the Point and in turn the Point phase begins.

2. Point – During this phase, if the Shooter rolls a Point number then it's a win for the Pass Line bets. If the Shooter rolls a seven, it's a loss for the Pass Line bets and the round is over. Once the Point number is established (4, 5, 6, 8, 9, or 10) the White Marker Puck is placed on that number (“ON” facing up)

Once the Shooter “craps out” or loses the Point, then the player to the left is invited to be the next Shooter. The invited player can decline to be the Shooter opting to just bet with someone else as the Shooter.



BASIC CRAPS WAGERING

Pass Line

The fundamental bet in craps is the Pass Line bet, which is a bet for the Shooter to win (see Come Out and Point)

As noted in the Wagering Table below, the Pass Line bet pays even money (1 to 1).

Once a Pass Line bet is made, it cannot be turned "Off", taken down or reduced unless it wins or loses. A player may increase any corresponding odds (up to the table limit) behind the Pass Line at any time after a point is established. Players may only bet the Pass Line on the Come Out roll when no Point has been established.

Don't Pass Line

A Don't Pass bet is a bet for the Shooter to lose (see Come Out and Point) and is almost the opposite of the Pass Line bet.

The Don't Pass bet pays even money.

After a Point is established, a player may take down or reduce a Don't Pass bet and any corresponding odds at any time. Once taken down or reduced, however, the Don't Pass bet may not be restored or increased.

Come Bet

After a Point has been established by the Shooter, a Come bet can be made. A Come bet is like starting an entirely new Pass Line bet, unique to that player making the bet. Like the Pass Line each player may only make one Come bet per roll, this does not exclude a player from betting odds on an already established Come Point. A player making a Come bet will bet on the first point number that "comes" from the Shooter's next roll, regardless of the table's round. If a 7 or 11 is rolled on the first round, it wins. If a 2, 3, or 12 is rolled, it loses. If instead the roll is 4,

BET	PAYOUT
Pass Line/Come Bet	1 to 1
Don't Pass/Don't Come Bet	1 to 1
Numbers 4 or 10	2 to 1
Numbers 5 or 9	3 to 2
Numbers 6 or 8	6 to 5
Numbers 4 or 10	1 to 2
Numbers 5 or 9	2 to 3
Numbers 6 or 8	5 to 6
Field Bets	
3, 4, 9, 10, 11	1 to 1
2, 12	2 to 1
Place Bets	
Numbers 4 or 10	9 to 5
Numbers 5 or 9	7 to 5
Numbers 6 or 8	7 to 6

BET	PAYOUT
Hard Way	
6 or 8	9 to 1
4 or 10	7 to 1
Single Roll Bets	
Any 7	4 to 1
Any craps	7 to 1
2 Snake Eyes	30 to 1
12 Boxcars	30 to 1
3 Ace Deuce	15 to 1
11 Yo	15 to 1
Horn Bet (3 or 11)	3.75 to 1
Horn Bet (2 or 12)	7.5 to 1
Big 6	1 to 1
Big 8	1 to 1
Hi Lo (2 or 12)	15 to 1

point number that "comes" from the Shooter's next roll, regardless of the table's round. If a 7 or 11 is rolled on the first round, it wins. If a 2, 3, or 12 is rolled, it loses. If instead the roll is 4, 5, 6, 8, 9, or 10, the Come bet will be moved by the Dealer onto a box representing the number the Shooter threw. This number becomes the "come-bet point" and the betting player can take odds, just like a Pass Line bet.

The odds taken behind a Come bet can be turned "Off" (not working), removed or reduced any time before the bet loses.

The dealer will place the odds on top of the Come bet, but slightly off center in order to differentiate between the original bet and the odds. The second round wins if the Shooter rolls the Come bet point again before a 7. Winning Come bets are paid the same as winning pass line bets: even money for the original bet and true odds for the odds bet. If, instead, the 7 is rolled before the Come bet point, the Come bet (and any odds bet) loses.

Because of the Come bet, if the Shooter makes his point, a player can find themselves in the situation where they still have a Come bet (possibly with odds on it) and the next roll is a Come Out roll. In this situation, odds bets on the come wagers are usually presumed to be not working for the Come-Out roll. That means that if the Shooter rolls a 7 on the Come-Out roll, any players with active come bets waiting for a Come bet point lose their initial wager but will have their odds bets returned to them.

If the Come bet point is rolled on the Come Out roll, the odds do not win but the Come bet does and the odds bet is returned (along with the Come bet and its payoff). The player can tell the dealer that they want their odds working, such that if the Shooter rolls a number that matches the Come point, the odds bet will win along with the Come bet, and if a 7 is rolled, both lose.

Many players will use a Come bet as "insurance" against sevens out: if the Shooter rolls a 7, the come bet pays 1 to 1, off-setting the loss of the Pass Line bet. The risk in this strategy is the situation where the Shooter does not hit a 7 for several rolls, leading to multiple Come bets that will be lost if the Shooter eventually 7's out.

Don't Come bet

In the same way that a Come bet is similar to a Pass Line bet, a Don't Come bet is similar to a Don't Pass bet. Like the Come, the Don't Come can only be bet after a Point has already been established as it is the same as a Don't Pass line bet when no Point is established. A Don't Come bet is played in two rounds. If a 2 or 3 is rolled in the first round, it wins. If a 7 or 11 is rolled, it loses. If a 12 is rolled, it is a push. If, instead, the roll is 4, 5, 6, 8, 9, or 10, the Don't Come bet will be moved by the base dealer onto a box representing the number the Shooter threw. The second round wins if the Shooter rolls a 7 before the Don't Come Point. Like the Don't Pass each player may only make one Don't Come bet per roll, this does not exclude a player from laying odds on an already established Don't Come Point.

Winning Don't Come Bets are paid the same as winning Don't Pass bets: even money for the original bet and true odds for the odds lay. Unlike Come bets, the odds laid behind Points established by Don't Come bets are always working including ComeOut rolls unless the player specifies otherwise.

There are many other, exciting ways to wager in Craps such as Field Bets, Place Bets, Hard Ways, and Single Roll Bets. For additional Craps wagering and strategy tips, including instructional video, go to www.ugames.com/instructions.asp.

POKER - BASIC PLAY

The player who has the highest Poker Hand rank among players still in a game is the winner of that game, and gets to take all the chips in the center pot.

Poker hand rank order (from Highest to Lowest)

- Five of a kind (if playing with wild cards, this is possible)
- Straight Flush – If there are no wild cards, this is the highest type of poker hand: five cards of the same suit in sequence (i.e. Q – J – 10 – 9 – 8).
- Four of a kind – Four cards of the same rank – such as four jacks
- Full House – 3 of one rank; 2 of another rank
- Flush – all 5 cards of the same suit
- Straight
- Three of a Kind
- Two Pairs
- One Pair
- High Card

TEXAS HOLD'EM

General Play – Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards (all face-up) are turned simultaneously (called the flop) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

Playing Rounds

Opening Deal – Each player is dealt two cards face down, which are known as hole cards or pocket cards.

First round of betting – Starting with the player to the left of the big blind (3rd player to the left of the dealer), each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

The Flop – The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the flop, while all the community cards are collectively called the board.

Second round of betting – Starting with the player to the left of the dealer, each player can check (no raise of the bet) or bet. Once a bet has been made, each player can raise, call, or fold.

The Turn – The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the turn card, or fourth street.

Third round of betting – It follows the same format as the second round, but the size of the bets has usually doubled in limit games.

The River – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the river card, or fifth street.

Final round of betting – It follows the same format as the second and third rounds.

The Showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest

FIVE CARD DRAW POKER

General Play - Each player receives all five cards, face down, then bets, then can discard any number of cards for new cards from the deck. Then a final round of betting occurs. The best five-card poker hand wins the pot.

Playing Rounds

Opening Deal – Each player is dealt five cards, all face down, before any betting.

First round of betting – After all players have looked at their cards, the player to the dealer's left starts the betting.

Subsequent Deal – Each player who has not folded has the option to discard as many cards as he chooses, face down, out of play. The dealer then deals the same number of cards discarded, face down, to that player.

Final Betting – After all players have had the opportunity to discard, and receive new cards, a final round of betting occurs. The first player to the dealer's left, that has not folded, starts the final round of betting.

The best five-card poker hand wins the pot.

SEVEN CARD STUD

General Play – Seven Card Stud is played with two down cards and one up card dealt before the first betting round, followed by three more up cards (with a betting round after each card) and one more down card. After the last down card is dealt, there is a final round of betting. The best five-card poker hand wins the pot.

Playing Rounds

Opening Deal – Each player is dealt two cards face down and one up card before any betting.

First round of betting - The betting starts with a forced bet by the lowest up card by suit. On subsequent betting rounds, the high hand showing initiates the action. (A tie is broken by position, with the player who received cards first acting first.)

Subsequent Deal and Betting – Each player gets one additional card, face up, then another round of betting occurs. The hand showing will start the betting round. One more card (this is the 5th total card) is dealt face up, then betting occurs. This is repeated for the 6th card.

Final Deal – The final, and seventh card, is dealt face down to all players that are still in the game. Final betting is started once again by the highest hand that is showing.

The best five-card poker hand wins the pot.

For additional poker games, go to www.ugames.com/instructions.asp

Look For Our Entire Line Of Games And Puzzles At:

