

HOW TO PLAY

Table Games
&
Slot Machines



YOUR GAMING DESTINATION

City of Dreams Mediterranean and Cyprus Casinos welcome visitors from around the world offering a fantastic gaming experience to Europe's newest and most exciting gaming destination, with the unique Melco Resorts & Entertainment style.

Experience world-class casino gaming with an incredible rewards program, topped off with exceptional culinary delights and outstanding customer service. Our dedicated staff ensures that each guest experiences luxury, style and comfort during each visit, augmenting our status as the island's premier entertainment destination.

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We support Responsible Gaming, so guests can fully enjoy their gaming experience with our well-trained team members. We strive to deliver the highest standards of customer service in a safe and welcoming environment.

CITY OF DREAMS MEDITERRANEAN

Table Games & Slot Machines

C2 NICOSIA

Table Games & Slot Machines

C2 AYIA NAPA

Slot Machines

C2 PAPHOS

Slot Machines

STAY IN CONTROL

Set your limits and game responsibly

GAMING PRODUCTS

- *AMERICAN ROULETTE*
 - *BLACKJACK*
 - *COD 3*
 - *COD STUD POKER*
- *MINI PUNTO BANCO / BACCARAT*
 - *RUSSIAN POKER*
- *COD TEXAS HOLD'EM*
 - *TEXAS HOLD'EM*
 - *OMAHA*
- *POKER TOURNAMENTS*
 - *SIC BO*
 - *CASINO CLASH*
- *ELECTRONIC GAMING MACHINES TOURNAMENTS*
 - *SLOT MACHINES*

AMERICAN ROULETTE

The game is played with a wheel containing 37 compartments numbered from 1-36 and a zero. The numbers from 1-36 are divided up equally and coloured either red or black. A ball is spun and will land in one of the numbered compartments. The object of the game is to predict which numbered compartment the ball will fall into by placing a wager on the appropriate number on the layout. Wagers may also be placed to predict a sequence of numbers.

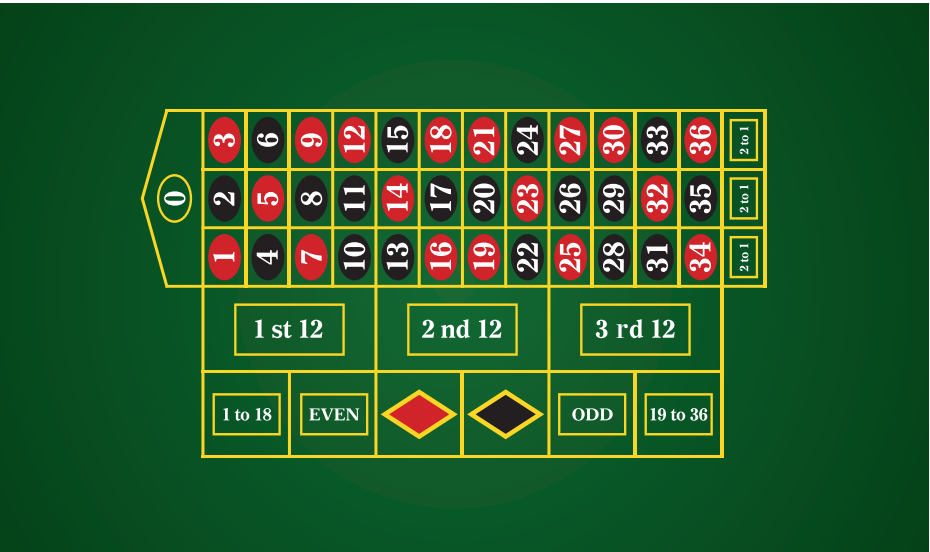
The highest odds are given for predicting the number outright ("straight up") and the odds diminish depending on the range of numbers in the sequence, line or block. Players are not limited in the number or ranges of bets they may place on the same "spin" provided their bets do not exceed the table limits.

It is also possible to wager on whether the number will be red or black, odd or even, low or high (often called the "outside / even chance bets"). Each of these consists of eighteen numbers and pays even money.

Dozens covering twelve numbers - 1st dozen numbers from 1 to 12 - 2nd dozen, numbers from 13 to 24 - 3rd dozen, numbers from 25 to 36. Odds payable for the dozens are 2 to 1.

Columns covering 12 numbers - odds payable 2 to 1.

When Zero is spun, all outside chances, Dozen and Column wagers lose.



Odds Payable	
Straight Up (one specific number) aka "En Plein"	35 to 1
Split (one of two numbers) aka "A Cheval"	17 to 1
Street (one of three specific numbers) aka "En Transversale"	11 to 1
Corner (one of four specific numbers) aka "En Carre"	8 to 1
First Four (one of numbers 0,1,2,3) aka "Quatre Premiers"	8 to 1
Six Line (one of six specific numbers) aka "Sixaine"	5 to 1
Column (one of 12 specific numbers in a row) "Sur une Colonne"	2 to 1
Dozen (one of 12 specific numbers) "Douzaine"	2 to 1
Red or Black (one of 18 specific numbers) "Rouge ou Noir"	1 to 1
Odd or Even (one of 18 specific numbers) "Impair or pair"	1 to 1
Low or High (one of the 18 specific numbers) "Manque ou Passe"	1 to 1

Double Zero Wheel

The "Double Zero" roulette game is played with a wheel containing 38 compartments numbered from 1-36, and a "0" & "00". In addition to the payable odds described for the single zero wheel, the following wagers and their respective odds will be included:

First Five (one of numbers 0,00,1,2,3) aka "Cinq Premiers"	6 to 1
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Additionally, the "Voisins du Zero" wager will be available in two formats. The regular 9-piece wager played the same as on the single zero wheel (0/2/3 x2, 4/7 x1, 12/15 x1, 18/21 x1, 19/22 x1, 25/29 x2, and 32/35 x 1) and the 10-piece wager which consists of the same numbers as the 9-piece wager, with an additional chip on "00" (00 x 1, 0/2/3 x2, 4/7 x1, 12/15 x1, 18/21 x1, 19/22 x1, 25/29 x2, and 32/35 x 1).

American Roulette House Edge	
Single Zero	2.70%
Double Zero	5.26%

ROULETTE XTRA

Roulette Xtra combines the traditional game of Roulette with a thrilling random multiplier bet. With Roulette Xtra, players can win striking payouts of up to 500 to 1 of their original stake. Roulette Xtra follows the same rules as traditional roulette with players predicting the winning number by placing their bets. Standard bets such as inside, outside, and call bets may still be played as usual.

Once the ball is spun and “No More Bets” is called, the game randomly selects four (4) Roulette Xtra numbers along with random multiplier amounts ranging between 50 to 1 and 500 to 1. The multipliers are allocated to each Roulette Xtra number and displayed on the winning number display. The winning Roulette Xtra number and combinations are determined by the result of where the ball lands on the roulette wheel.

Players place their bets as normal Roulette. If the winning number does not match one of the 4 random Roulette Xtra numbers, the straight up bet will be paid 30 to 1. If the winning number matches one of the 4 random Roulette Xtra numbers, the multiplier will be applied, and the dealer will pay out according to the multiplier shown on the winning number display.

Roulette Xtra House Edge	
Single Zero	4.53%
Double Zero	7.34%

ROULETTE OF DREAMS

Think 35 to 1 is the limit? Think again! Roulette of Dreams welcomes you to the high-energy era of Roulette where the odds are constantly shifting and the payouts are as unpredictable and exciting as the spin itself. Designed for the player who isn't looking for “standard” but chasing the Big One, this game features dynamic multipliers with a massive win potential of up to 100 to 1. The game follows the core mechanics of traditional roulette, with players predicting the winning number by placing their wagers on the layout. Standard wagers, including all inside, outside, and traditional bets, can still be played exactly as usual.

Once the ball is set in motion and “No More Bets” is called, the game introduces a fun Random Number Generator (RNG) layer to determine a dynamic multiplier value for that specific round. This multiplier is instantly revealed on the winning number display screen and applies globally to all straight-up wagers on the table for the current spin.

Players place their wagers just like normal Roulette. Once the ball comes to rest in the winning pocket, the dealer will settle all standard inside and outside bets according to traditional payouts. If a winning straight-up number is hit, your win is supercharged by the active multiplier shown on the display, which fluctuates every single round from 17 to 1 to a massive 100 to 1.

Roulette of Dreams House Edge	
Single Zero	4.19%

BLACKJACK

The game is played with four, six or eight decks of cards, unless otherwise specified.

The aim is to achieve a score closer to 21 than the Dealer, without going over. Each Player is dealt two cards. The Dealer is dealt one card face up.

All players will be asked if they want to surrender and lose 50% of their initial bet before the next cards are dealt. Then, each Player will be asked, in turn, to make their decision as to whether to receive further cards ("draw") to improve their score, or otherwise "stand" on their existing total. There is no limit to the number of further cards that can be drawn, provided the score does not exceed 21.

An Ace counts as either 1 or 11, depending on whether it would cause the hand to exceed 21 ("bust"). All picture cards count as a score of 10. Suits are not relevant to the regular game.

An initial two-card total of 21 is called a "Blackjack" and consists of a card with a face value of 10 and an Ace.

If the Dealer receives the same score as the Player, the hand will be tied, and the Player's bet returned. A score of 21 would be beaten by a two-card Blackjack.

However, the Dealer and the Player will tie if both have a Blackjack. It is permitted for more than one Player and up to a total of 2 Players to play the same hand ("playing behind") but the Player playing in the first position will make any decisions on whether to draw, split, double, or stand. At management's discretion, three (3) may be permitted per box as an exception to the rule.

The table maximum is per box.

Players may bet on up to 3 boxes, unless otherwise specified by Management. The Dealer is not permitted to draw further cards to their hand on a score of 17 but must do so on anything up to a score of 16.

A Player may double their bet on any first two cards (except when they are dealt a Blackjack hand) and receive only one further card, totaling exactly three cards.

Splitting Pairs

If a Player's first two cards are a pair of the same value, they may elect to split them into two hands. Each hand must have a wager equivalent to the original bet and each hand will then be dealt with in turn. The original hand may split to form a maximum of three hands only if further cards of the same face value are dealt to either hand. A pair of Aces that are split will only receive one further card each, and the total will count as 21 and not as a Blackjack if a 10 is then dealt.

Insurance

If the Player is dealt a Blackjack, and the Dealer’s first card is an Ace, they may request to be paid even money or may otherwise take their chances against the Dealer’s hand. If the Dealer achieves a Blackjack, the Player’s hand will tie.

Where the Dealer’s first card is an Ace, the Players may opt to place an insurance wager of up to half of their original stake. If the Dealer is then dealt a Blackjack, the insurance wager will be paid at 2 to 1 and all other wagers will lose with the exception of the Blackjack which will be a standoff.

Soft 17

An Ace dealt to the Dealer’s hand may count as 1 or 11. However, where the “soft 17” rule is applied, when the Dealer’s hand is dealt an Ace, further cards will be drawn until a total of 17 is reached. For example, a 6 and an Ace on the Dealer’s hand will equal 17. Dealer may not draw any further cards on a soft 17.

Odds Payable

Name	Description	Odd
Blackjack	The two cards dealt in the Initial Deal to a Player’s hand comprise an Ace and any card having a face value of 10.	3 to 2
	All other winning wagers.	1 to 1
Insurance	A wager that may be placed in addition to a Player’s original Blackjack wager, when the Dealer’s first card is an Ace and which wins when the Dealer’s second card has a value of 10. The amount must be less and up to half of the Player’s original Blackjack wagers per box.	2 to 1

Blackjack House Edge	
4 Decks	0.51%
6 Decks	0.54%

Associated Side Bets

There is a wide range of side bets on Blackjack and these are therefore listed separately. All side bets can be placed only in conjunction with an original wager made by the same player.

“COD 21+” and “Pair-Fect Pairs” are optional side bets placed at the same time as the opening wagers in the basic game of Blackjack. Reconciled prior to acting on the Blackjack hand, it does not affect basic strategy in the game of Blackjack.

For “COD 21+”, players must make a three-card combination by utilizing the player’s first two cards and the Dealer’s up-card to create a three-card poker hand. If the three cards do not form one of the hands listed in the “COD 21+” payable, the wager will lose.

“Pair-Fect Pairs” is where the initial two cards of a Player’s hand are of an identical ranking. Example: Jack and Queen (J/Q) do not qualify as a Pair, but Jack and Jack (J/J) do qualify as a Pair. If the player’s initial two-cards do not form one of the hands listed in the “Pair-Fect Pairs” payable, the wager will lose.

Odds Payable

Pair-Fect Pairs Paytable	
Suited Three of a Kind	50 to 1
Suited Pair	30 to 1
Prime Pair	10 to 1
Any Pair	5 to 1

COD 21+ Paytable	
Suited 7-7-7	200 to 1
Suited 6-7-8	100 to 1
Unsuited 7-7-7	50 to 1
Unsuited 6-7-8	30 to 1
Suited Total of 21	10 to 1
Unsuited Total of 21	3 to 1
Total of 20	2 to 1
Total of 19	2 to 1

6 Decks

Suited Three of a Kind (w/ dealer's first card)	50 to 1	Frequency: 1 in 4,820
Suited Pair	30 to 1	Frequency: 1 in 62
Prime Pair	10 to 1	Frequency: 1 in 51
Any Pair	5 to 1	Frequency: 1 in 25

4 Decks

Suited Three of a Kind (w/ dealer's first card)	50 to 1	Frequency: 1 in 7,106
Suited Pair	30 to 1	Frequency: 1 in 69
Prime Pair	10 to 1	Frequency: 1 in 51
Any Pair	5 to 1	Frequency: 1 in 25

House Edge on Pair-Fect Pairs & COD 21+ (6 decks)

Pair-Fect Pairs	5.37%
COD 21+	5.3%

Double Down Madness

Double Down Madness combines the traditional game of Blackjack with a thrilling, continuous betting progression. Players can significantly enhance their payouts by doubling their wagers card after card. The core objective remains the same as traditional blackjack: beat the dealer's hand total without exceeding 21. Standard options such as hitting and standing may still be played as usual.

Players receive only one initial face-up card (the dealer also receives one face-up card). Players can hit or double down multiple times in a single round until they choose to stand or bust. Players cannot split, surrender, or take even money.

The Betting Progression: Each consecutive double down wager must match the total accumulated value of all wagers currently in play for that hand (effectively doubling your total layout each time).

Example: If the initial wager is €20, the first double is €20 (Total €40), the second double is €40 (Total €80), and so on.

If the player's initial card is an Ace, they can only receive one additional card, regardless of whether they choose to hit or double down.

If players double down and achieve a blackjack, they receive a complete blackjack payout for both the main wager and the double down wagers. Player blackjacks are paid out immediately and are exempt from the Push 22 rule. Players cannot hit or double down further after hitting a blackjack.

Insurance is offered if the dealer’s initial card is an Ace. If the dealer hits a blackjack with their second card at the end of the round, all remaining player wagers lose, except for player hands that also have a blackjack, which result in a push.

If the dealer draws a final point total of 22, all active player main wagers and double-down wagers result in a push (unless the player has already busted).

Double Down Madness House Edge	
6 Decks	1.47%

Push 22 Side Bet

Protect your hand against a late dealer draw! A wager placed on the optional Push 22 side bet wins if the dealer hits a final point total of 22.

Pays 11 to 1

Wins even if the player’s hand busted earlier in the round.

If the dealer finishes with any total other than 22, the side bet loses.

Push 22 House Edge	
6 Decks	12.89%

COD 3

The game is played with one deck of cards. Ace is high but may be used as a value of 1 within a Straight or Straight Flush (see below), being Ace, 2, 3.

Players may make an initial wager, comprising of the following:

1. An “Ante” wager - being that the Player’s hand will have a higher poker ranking than the Dealer’s.
2. A “COD Pair+” wager - is an optional side wager, betting that the Player’s hand will achieve a particular hand ranking, irrespective of whether it beats the Dealer’s hand. The “COD Pair+” wager may only be placed in conjunction with an Ante wager.
3. A “COD Vivid” wager - is an optional side wager which can qualify for a bonus payment if the Player is holding an eligible hand. The “COD Vivid” wager may only be placed in conjunction with an Ante wager.

Each Player and the Dealer are dealt three cards face down. After viewing their cards, the Players must either bet or fold.

A Player who has made an Ante wager and wishes to continue in the game must make a further wager, called the “Play” wager, of an equal amount to their Ante bet. Otherwise, fold and their Ante bet loses.

Players who placed a "COD Pair+" wager will be paid, provided their hand contains at least a pair (see Pay table below).

Players who placed a "COD Vivid" wager will be paid, provided their hand contains at least one of the following:

1. Where the Player's and Dealer's cards are of the same colour.
2. Where the Player's cards are of the same colour.

"Ante Bonuses" are paid on all straights or better irrespective of whether or not the Dealer has a hand with a higher poker value than the Player.

Hands Are Ranked In Descending Order As Follows:

STRAIGHT FLUSH: Three cards of consecutive values of the same suit (e.g. 4♥, 5♥, 6♥).

THREE OF A KIND: Three cards of the same value (e.g. Q♠, Q♥, Q♣).

STRAIGHT: Three cards of consecutive values but not the same suit (e.g. 4♦, 5♠, 6♥)

FLUSH: Three cards of the same suit but not consecutive values (e.g. 4♠, 7♠, 9♠)

PAIR: Two cards of the same value (e.g. 7♣, 7♥, 9♦)

HIGH CARD: The highest single card in a hand that has none of the above rankings. The Dealer must have a hand with at least "Queen High" to qualify against the Player's hand.

If the Dealer DOES NOT qualify:

- i. All "Play" wagers are pushed ("standoff") and are returned to the Players.
- ii. All "Ante Bonuses" wagers win on hands with a "Straight" or better (see odds below).
- iii. All "Ante" wagers win and are paid odds of 1 to 1.
- iv. All "COD Pair+" wagers win or lose, according to the "COD Pair+" odds table (see odds below).
- v. All "COD Vivid" wagers win or lose, according to the "COD Vivid" odds table (see odds below).

If the Dealer DOES qualify:

- i. All "Play" wagers win or lose, depending on whether they have a higher ranking than the Dealer's hand in the above table.
- ii. All "Ante Bonuses" wagers win on hands with a "Straight" or better (see odds below).
- iii. All "Ante" wagers win or lose (see odds below).
- iv. All "COD Pair+" wagers win or lose, according to the "COD Pair+" odds table (see odds below).
- v. All "COD Vivid" wagers win or lose, according to the "COD Vivid" odds table (see odds below).

A tied hand is a standoff on the "Play" and "Ante". However, the "COD Vivid" and "COD Pair+" are always paid where the hand meets the required ranking.

If the Dealer qualifies and has a higher hand ranking than the Player, the "Ante" and "Play" wagers will both lose.

Odds Payable

If the Player's hand beats the Dealer's qualifying hand, their Ante and Play wagers will win and be paid at odds of 1 to 1.

Ante Bonus Odds

A Player who has made both an Ante and a Play wager will win an Ante Bonus for the Ante wager if their hand contains one of the following:

Ante Bonus	
Straight Flush	5 to 1
Three of a kind	4 to 1
Straight	1 to 1

COD Pair+ Odds	
Straight Flush	35 to 1
Three of a Kind	33 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

COD Vivid Odds	
Player's and Dealer's cards same colour	4 to 1
Player's cards same colour	3 to 1

House Edge Details

Hand	House Edge	Hit Frequency
COD Vivid	3.60%	1 IN 4 HANDS
COD Pair+	2.70%	1 IN 35 HANDS
Ante & Play	2.00%	1 IN 2 HANDS (Approx.)

COD STUD POKER

The game is played with one deck of cards. Ace is high but may be used as a value of 1 as part of a Straight or Straight Flush (being Ace, 2, 3, 4, 5).

Players must place an opening wager, called the "Ante". All Players and the Dealer will be dealt five cards face down, except for the Dealer's last card which will be dealt face up.

Players who wish to remain in the game must place a further wager called the "Bet", which must be twice the amount of their original Ante wager. If they do not wish to make a "Bet", they must "Fold" and will lose their Ante wager.

Hands are ranked in the following descending order:

- ROYAL FLUSH: Ace, King, Queen, Jack and 10 of the same suit (e.g. A♥K♥Q♥J♥10♥).
- STRAIGHT FLUSH: Five cards of consecutive values and of the same suit (e.g. 5♣,6♣,7♣,8♣,9♣).
- FOUR OF A KIND: Four cards of the same value (e.g. 8♥,8♣,8♦,8♠,5♥).
- FULL HOUSE: Three cards of the same value, together with two more of the same value, but different to the first (e.g. 2♥,2♠,2♦,A♠,A♥).
- FLUSH: Five cards of the same suit but not consecutive (e.g. 4♦,2♦,9♦,J♦,3♦).
- STRAIGHT: Five cards of consecutive values but not of the same suit (e.g. 9♠,10♥,J♦,Q♣,K♠).
- THREE OF A KIND: Three cards of the same value (e.g. 4♣,4♦,4♠,9♥,10♣).
- TWO PAIRS: Two cards of the same value with two more of the same value, different to the first (e.g. 6♣,6♠,3♥,3♠,Q♦).
- ONE PAIR: Two cards of the same face card value (e.g. 5♣,5♦,K♠,Q♣,A♥).
- ACE KING: is the lowest ranked qualifying hand for the house to open (e.g. A♥,K♦,8♥,7♣,2♠).

The Dealer must "qualify" with Ace / King or better in their hand in order to play against the Player's hand.

If the Dealer's hand DOES NOT qualify, the "Ante" wager will be paid odds of 1 to 1 and the "Bet" wager will be returned to the Player. If the Dealer's hand DOES qualify, it will be compared against the Player's hand. If the Player's hand is of a lower ranking, both their Ante and Bet wagers will lose.

If the Player's hand is of a higher ranking than the Dealer's qualifying hand, the Ante wager will be paid 1 to 1 and the Bet wager will be paid in accordance with the odds below. If the Dealer's and Player's hands are tied, both the Ante and Bet wagers will be declared a stand-off and returned to the Player.

Odds Payable

Odds paid if the Player's hand beats the Dealer's qualifying hand:

Bet	Payout
Royal Flush	100 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair or Ace/King	1 to 1 (even money)
Ante	1 to 1 (even money)

House Edge

On a standard game - 5.2%

MINI PUNTO BANCO/BACCARAT

Mini Punto Banco and Baccarat have many similarities; however, they are differentiated by certain aspects. Both games follow the same card drawing rules and object of the game. The cards on Mini Punto Banco may be dealt face-up and are not handled by the players, whereas Baccarat cards may be dealt face-down and can be handled by the players, unless otherwise specified. Mini Punto Banco can usually be found in the main Casino areas while Baccarat is usually offered in the VIP areas. Both games are played with six or eight decks of cards, unless otherwise specified.

Mini Punto Banco is a derivation of the traditional game of Baccarat. The game is normally played in one of the two formats. One is the "mini / midi" format, where the Dealer draws all cards and acts as the banker, whilst the other is the "full size" game, where the shoe is offered in turn to seated Players to assume the role of "banker". (NB, in such cases, the Player only assumes the role for the purposes of dealing the cards and taking ownership of the banker hand. At no time does the Player hold or control the bank itself).

Players wager on whether they believe the winning hand after all cards are dealt will be that of:

The Player ("Punto") • The Banker ("Banco") • Tie ("Egalite")

Player or Bank Pair is where the initial two cards on either of a Player or Bank hand are of an identical ranking. Example: Jack and Queen (J/Q) do not qualify as a Pair, but Jack and Jack (J/J) do qualify as a Pair. "2 Card Lucky Six" is a side bet offered on certain Baccarat tables and shall win if the banker wins on six (6) points on 2 cards. "3 Card Lucky Six" is a side bet offered on certain Baccarat tables and shall win if the banker wins on six (6) points on 3 cards.

For the Initial Deal, four cards will be dealt from the dealing shoe face-up. The first and third cards respectively will represent the first and second cards of the Player hand. The second and fourth cards respectively, will represent the first and second cards of the Bank hand.

The winning hand will be that with a score nearest to nine. Cards have a point value of 0-9 inclusive, whereby Ace counts as 1, whilst Tens, Jacks, Queens and Kings count as 0. For example, 10+5=5, 10+1+5=6.

Hands will consist of two or three cards, according to a compulsory drawing table of play ("the Tableau") as follows:

Player Hand

Point Value of First Two Cards:	
0-1-2-3-4-5	Always draws a 3 rd card (Unless Bank has a Natural 8 or 9)
6-7	Stands
8-9	Natural, no more cards

Bank Hand

Point Value of First Two Cards	Bank Draws a 3 rd card where the Player third card is	Bank does NOT draw a 3 rd card where the Player third card is
0-1-2	Always draws a 3 rd card (unless Player has a Natural 8 or 9)	
3	0-1-2-3-4-5-6-7-9	8
4	2-3-4-5-6-7	0-1-8-9
5	4-5-6-7	0-1-2-3-8-9
6	6-7	0-1-2-3-4-5-8-9
7	Always stands	
8-9	Natural, no more cards	

Odds Payable

Where commission for a winning “Banker” wager is payable, the odds are as follows:

- Winning “Banker” wagers are paid 19 to 20.
- Winning “Player” wagers are paid 1 to 1.
- Winning “Tie” wagers are paid 8 to 1.
- Winning “Pair” wagers are paid 11 to 1.
- Winning “2 Card Lucky Six” wagers are paid 22 to 1.
- Winning “3 Card Lucky Six” wagers are paid 50 to 1.

Where the game is a non-commission game, the “Banker” wagers are paid at odds of 1 to 1, except when the “Banker” wins with a point count of 6. Where the “Banker” wins with a point count of 6, winning “Banker” wagers are paid at odds of 1 to 2 (50% of the initial wager). Example: €100 pays €50. Apart from the “Banker” wagers, the odds payable for all the other wagers remain as listed above.

House Edge Details

Hand	House Edge
Bank	1.06%
Player	1.24%
Pairs	10.36%
2 Card Lucky Six	14.33%
3 Card Lucky Six	15.25%
Tie	14.3%

RUSSIAN POKER

Russian Poker is a variant of COD Stud Poker where by the Player can change from two (2) up to five (5) cards or buy a sixth (6th) card for the price of their Ante.

Each Player and Dealer will be dealt 5 cards.

In addition to this, the Player may also buy a card for the Dealer should the Dealer not have a qualifying hand consisting of Ace / King or higher.

The Player also has the option to take insurance on a hand of 3 of a Kind or higher.

Russian Poker will be played with one deck of cards. Prior to the first card being dealt for each round of play, each Player at the table shall be given the opportunity to place a wager on the Ante betting area, or all of the following bet areas:

1. The "Ante" betting area is compulsory.
2. The "Bet" betting area.
3. The "Bonus" betting area (where applicable), in conjunction with the Ante wager.

Should a Player choose to play a box blind, i.e. the identity of the blind hand will not be disclosed until the final settlement, the player must place an "Ante" and "Bet" wager on the box played blind, prior to the initial deal.

A Player placing a blind wager may not:

- Buy a card.
- Exchange any amounts of cards.
- Buy a card for the Dealer.

Only one wager will be accepted on any one box. The BET must be exactly twice the amount of the initial Ante wager. Only a maximum of 4 boxes are permitted on each table.

Initial Deal

All cards will be dealt face down. The Dealer's last card (top card) will be dealt face up.

Upon completion of the initial deal, all Players will have to make one of the following decisions:

- Change 2 to 5 cards, by placing an amount equal to their original Ante wager
- Buy a 6th card, by placing an amount equal to their Ante wager. In the event the 6th card forms multiple combinations, payouts will be determined by the highest two combinations (see combinations table below).
- Stay; continue in the game by placing a wager on the "Bet" betting area, double the amount of their Ante wager.
- Fold and lose their Ante wager.

Buying a card for the Dealer.

A Player may opt to buy a card for the Dealer, if the Dealer does not have a qualifying hand.

If a Player chooses to buy a card for the Dealer, the Player must place an additional wager equal to their ante in front of the ante box.

When buying (exchanging) a card for the Dealer which is always the highest value card, should a similar card be drawn to that discarded, this card will also be discarded and another card should be drawn, providing the similar card does not make up a poker hand. The aforementioned process will be repeated until another card, which is not similar to the exchanged card is drawn, provided the similar card does not make up a Poker hand.

Regardless of how many cards need to be replaced (exchanged), the Player will not be required to place any further wager, on top of the additional wager originally placed to buy a card for the Dealer.

Insurance

If the Player has 3 of a Kind or higher, they may place an insurance bet on the insurance line.

The minimum wager for Insurance must be equal to the "Ante", whereby the maximum wager can be up to half the total expected payout for that hand, which can, if applicable, include 2 combinations where the payout will be up to the table maximum.

Insurance pays 1 to 1 (Even money). Insurance loses when the Dealer has a qualifying hand of Ace/ King or higher. Insurance can be played on a blind box.

Bonus Wager (where applicable)

A Player may place a Bonus Jackpot wager prior to the initial deal in addition to their ante wager.

Bonus wager only applies to the Players' first 5 cards and will be settled prior to a 6th card being dealt.

The Bonus wager will be paid after the initial Deal and before any exchange of further cards. The Bonus Jackpot wager will be paid regardless of the Dealer's card combination. Players who made a bonus wager and received a bonus hand will be paid in accordance with the bonus pay table below.

Hand	Pays
Royal Flush	€1000
Straight Flush	€500
Four of a Kind	€200
Full House	€70
Flush	€50
Straight	€40
Three of a Kind	€25

If the Player’s hand beats the Dealer’s hand, only the “Bet” will be paid, the “Ante” will not be paid. If the Player’s hand has two combinations, the Dealer will pay the highest combination first, followed by the second combination.

The Player hand may contain up to 2 poker combinations, one is the main combination and the other, the second combination will include at least one card not used in the main combination.

If the Player’s hand has 5 cards, only Ace / King can be the second combination. The second combination will be paid only if the main combination is higher than the Dealer’s hand.

Hands of the same Poker Hand value but consisting of different card values are ranked according to their card values e.g. K; Q; J; 10; 9 straight; beats a J; 10; 9; 8; 7 straight. All winning Poker hands will consist of a maximum of 5 cards.

Hand	Payout Odds
Royal Flush	100 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pairs	2 to 1
One Pair	1 to 1
Ace King	1 to 1

Order of Payout Value

The order of hands from highest to lowest is as follows:

- ROYAL FLUSH: Ace, King, Queen, Jack and 10 of the same suit (e.g. A♥K♥Q♥J♥10♥).
- STRAIGHT FLUSH: Five cards of consecutive values and of the same suit (e.g. 5♣,6♣,7♣,8♣,9♣).
- FOUR OF A KIND: Four cards of the same value (e.g. 8♥,8♣,8♦,8♠,5♥).
- FULL HOUSE: Three cards of the same value, together with two more of the same value, but different to the first (e.g. 2♥,2♣,2♦,A♠,A♥).
- FLUSH: Five cards of the same suit but not consecutive (e.g. 4♦,2♦,9♦,J♦,3♦).
- STRAIGHT: Five cards of consecutive values but not of the same suit (e.g. 9♠,10♥,J♦,Q♣,K♠).
- THREE OF A KIND: Three cards of the same value (e.g. 4♣,4♦,4♠,9♥,8♣).
- TWO PAIRS: Two cards of the same value with two more of the same value, different to the first (e.g. 6♣,6♠,3♥,3♠,Q♦).
- ONE PAIR: Two cards of the same face card value (e.g. 5♣,5♦,K♠,Q♣,A♥).
- ACE KING: is the lowest ranked qualifying hand for the house to open (e.g. A♥,K♦,8♥,7♣,2♠).

During the final settlement, the winning poker hand is decided by the highest possible value of the hand e.g. a Dealer's pair of tens vs the Player's pair of tens will be decided by the highest value of the remaining three cards e.g. 10♣,10♥,A♦,9♣,3♠ beats 10♠,10♦,A♣,5♥,3♣

In the instance where both Player's and Dealer's cards are identical, the hand will constitute a draw (tie) and all Ante and Bet are returned to the Player.

- ADDITIONAL WINNING COMBINATIONS

Should a Player have more than one winning combination, both hands will be paid. At least one card from the second hand must not have been included in the first hand.

No more than two combinations will be paid in one hand providing that one of the combinations is higher than the Dealer's cards.

The winning combination will be the two highest possible combinations.

Examples Of Combination Payouts

Combinations	Total Payout	Example Hand
Royal Flush & Straight Flush	150:1	A♣K♣Q♣J♣10♣9♣
Royal Flush & Flush	105:1	A♥K♥Q♥J♥10♥9♥2♥
Royal Flush & Straight	104:1	A♠K♠Q♠J♠10♠K♦
Straight Flush & Straight Flush	100:1	K♦Q♦J♦10♦9♦8♦
Straight Flush & Flush	55:1	10♣9♣8♣7♣6♣Q♣
Straight Flush & Straight	54:1	K♥Q♥J♥10♥9♥8♠
Straight Flush & Ace-King	51:1	5♦4♦3♦2♦A♦K♣
Four of a Kind & Full House	27:1	2♣2♥2♠2♦J♠J♥
Four of a Kind & Ace-King	21:1	K♦K♥K♠K♣9♠A♦
Full House & Full House	14:1	8♥8♠8♦3♣3♠3♥
Full House & Ace-King	8:1	7♠7♣7♦K♠K♥A♥
Flush & Flush	10:1	Q♦6♦8♦J♦3♦9♦
Flush & Straight	9:1	J♣9♣7♣6♣5♣8♥
Flush & One Pair	6:1	A♥3♥9♥6♥2♥9♠
Flush & Ace-King	6:1	K♠Q♠7♠3♠2♠A♦
Straight & Straight	8:1	6♦5♠4♣3♦2♥3♠
Straight & Ace-King	5:1	5♥4♠3♠2♦A♣K♣
Three of a King & Ace-King	4:1	Q♦Q♣Q♠K♦8♦A♥
Two Pair & Two Pair	4:1	9♣9♠4♦4♥J♣J♦
Two Pair & Ace-King	3:1	K♠K♥10♠10♦3♠A♠
One Pair & Ace-King	2:1	A♥K♠5♠5♦8♦4♣

Analysis

This is based on a random simulation of a “near optimal” strategy. It concludes the house edge, as measured by the ratio of the expected loss to the mandated two initial wagers, at 4.90%. Element of risk 2,38%.

COD TEXAS HOLD'EM

COD Texas Hold'em is a casino game based on the version of Poker known as Texas Hold'em and is played with one deck of cards. Before any cards are dealt, the Player must make two equal wagers called the "Ante" and the "Blind". Each Player and the Dealer will then be dealt two cards face down. Five additional cards will be dealt face down which are called the "Community" cards. The Players will then have the option to either wager three or four times their Ante as a "Play" wager or they may "Check" and choose not to wager. The Dealer will then turn over three community cards. At this point, any Player that has already wagered on "Play" may not wager again. If the Player "Checked", they will have the option to wager two times their Ante as a "Play" wager or again, they may check. The Dealer will then turn over the final two community cards. Any Player that has already wagered on "Play" (3 or 4 times or 2 times) may not wager again. All other Players must now either wager one time their Ante as a "Play" wager or they must Fold, forfeiting all their Ante and Blind wagers.

Each Player's and the Dealer's hand is formed to have the best possible 5-card Poker hand using their initial 2-card deal, plus the 5 community cards. The Player or Dealer may use 3, 4 or all 5 of the community cards to make their hand.

The Dealer needs at least a pair to qualify.

Should the Dealer not qualify, the Players will be paid as follows:

- Ante - Push
- Play - Will be paid considering the hand is higher than that of the Dealer's at 1 to 1.
- Blind - Will be paid considering the hand is higher than that of the Dealer's and is paid following the below pay table with the hand having a straight combination or higher.

Should the Dealer qualify, the settlement will be as follows:

- Ante - Is paid 1 to 1 if the Player's hand outranks the Dealer's hand or loses if not.
- Play - Is paid 1 to 1 if the Player's hand outranks the Dealer's hand or loses if not.
- Blind - Will be paid considering the Player's hand is higher than that of the Dealer's and is paid following the below pay table with the hand having a straight combination or higher. If the Player's hand is lower than the Dealer's hand, Blind bet loses.

If the Dealer's hand and the Player's hand ties, all wagers push except the trips bonus which is paid according to the Trips bonus table.

Hands are ranked in the following descending order:

- ROYAL FLUSH: Ace, King, Queen, Jack and 10 of the same suit (e.g. A♥K♥Q♥J♥10♥).
- STRAIGHT FLUSH: Five cards of consecutive values and of the same suit (e.g. 5♣,6♣,7♣,8♣,9♣).
- FOUR OF A KIND: Four cards of the same value (e.g. 8♥,8♣,8♦,8♠,5♥).
- FULL HOUSE: Three cards of the same value, together with two more of the same value, but different to the first (e.g. 2♥,2♣,2♦,A♠,A♥).
- FLUSH: Five cards of the same suit but not consecutive (e.g. 4♦,2♦,9♦,J♦,3♦).
- STRAIGHT: Five cards of consecutive values but not of the same suit (e.g. 9♠,10♥,J♦,Q♣,K♠).
- THREE OF A KIND: Three cards of the same value (e.g. 4♣,4♦,4♠,9♥,8♣).
- TWO PAIRS: Two cards of the same value with two more of the same value, different to the first (e.g. 6♣,6♠,3♥,3♠,Q♦).
- ONE PAIR: Two cards of the same face card value (e.g. 5♣,5♦,K♠,Q♣,A♥).

Blind Wager

Will be paid considering the hand is higher than that of the Dealer's and is paid following the below pay table with the hand having a straight combination or higher.

Hand	Pays*
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 1
Straight	1 to 1

*This does NOT include the return of the original bet.

Additionally, the Trips Bonus is an optional side bet that the Players may wager on. The Players will be paid according to their final hand, regardless of the Dealer's hand, based on the Pay table below.

Bet	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind	3 to 1

Hand	Occurrences	Frequency
Royal Flush	4,324	0.00323%
Straight Flush	37,260	0.02785%
Four of a Kind	224,848	0.16807%
Full House	3.473,184	2.59610%
Flush	4,047,644	3.02549%
Straight	6,180,020	4.61938%
Three of a kind	6,461,620	4.82987%
Other	113,355,660	84.7300%
Total	133,784,560	100.00%

Trips Bonus Pay Table		(House Advantage = 3.50%)	
Hand	Frequency	Pays*	Contribution
Royal Flush	0.00323%	50	0.0016
Straight Flush	0.02785%	40	0.0114
Four of a Kind	0.16807%	30	0.0521
Full House	2.59610%	8	0.2336
Flush	3.02549%	7	0.2420
Straight	4.61938%	4	0.2310
Three of a Kind	4.82987%	3	0.1932
Other	84.7300%	0	
Total	100.00%		

* This does NOT include the return of the original wager.

TEXAS HOLD'EM

Texas Hold'em is played with one deck of cards, with a minimum of two players & up to a maximum of 10 players per table.

- A game of Texas Hold'em features several betting rounds.
- Each Player is dealt two cards face down (the "hole cards"). When the two hole cards are dealt face down, the first round of betting begins.
- Over several betting rounds, five more cards are eventually dealt face up in the middle of the table.
- These face up cards are called the "community cards". Each Player is free to use the community cards in combination with their hole cards to make the best possible five-card poker hand.
- Unless all Players abandon the game before the showdown, the highest poker hand wins the pot.

5 community cards - Board

Each betting round, at a different phase, forms a full hand of a Texas Hold'Em game. The five community cards are dealt in three stages (face up):

1. **The Flop:** the first three community cards.
2. **The Turn:** the fourth community card.
3. **The River:** The fifth and final community card.

The goal is to construct a five-card poker hands using the best available five cards out of the seven total cards (Player's two hole cards and the five community cards).

The Player may do so, by using both their hole cards in combination with three of the community cards or one hole card in combination with four community cards, or no hole cards.

If the cards on the table lead to a better combination, the Players can also play all five community cards.

If during the betting rounds, all but one Player folded their cards, the only remaining Player wins the pot without having to show any cards. Therefore, the Players don't always have to hold the best hand to win the pot.

If two or more Players make it all the way to the showdown after the last community card is dealt and all betting rounds have been completed, the only way to win the pot is to have the highest-ranking five-card poker hand.

How to Play

The different key aspects of a Texas Hold’Em game, including the different positions at the table and the betting rounds featured in the game.

The Button

The “button” is a round disc that sits in front of a Player and is rotated one seat to the left (from the Players’ perspective) every hand. The play moves clockwise around the table, starting with action to the left of the Dealer button.

The first two Players sitting to the immediate left of the button are required to post a “small blind” and a “big blind” to initiate the betting.

The Blinds

The blinds are mandatory bets that begin the wagering.

Before every new hand begins, two Players at the table are obligated to place a small and big blind.

“Straddle” is an optional blind bet made by a Player after the posting

of the compulsory blinds and before cards are dealt. This option is only available on cash games with fixed blind structures. In the case of a structured limit, a straddle will not be counted as a raise.

“Ante” is a predetermined contribution to the pot placed by all Players prior to the first card being dealt in a round of play. Used only in specific structured limit games.

In tournaments, the blinds are raised at regular intervals. In most cash games, the blinds always stay the same.

From there, the action occurs as follows:

- **Preflop** - before the community cards have been dealt
- **Flop**
- **Turn**
- **River**

The button determines which Player at the table is acting as the Dealer.

In Texas Hold’em, the Player on button, or the last active Player closest to the button receives the last action on all post-flop.

While the Dealer button dictates which Players must place the small and big blinds, it also determines where the dealing of the cards begins.

The Player to the immediate left of the Dealer button (from the Players’ perspective) is the small blind and will receive the first dealt card. Then, the Dealer pitches cards (one by one) around the table in a clockwise motion from Player to Player until each has received two starting cards (hole cards). The Player directly to the left of the button posts the small blind, and the Player to their direct left posts the big blind.

The small blind is generally half the amount of the big blind, although this stipulation varies and can also be dependent on the game being played.

The big blind is usually bigger than the small blind but not necessarily double the amount (a. In a "€1/€2", the small blind is €1, and the big blind is €2, b. In a game of "€2/€5", the small blind is €2 & the big blind is €5). The big blind can also be equal to the small blind, depending on the game type, but never less than the small blind.

First Betting Round: Preflop

Two "Hole Cards" are dealt face down and the first round of betting begins.

The first round of betting takes place right after each player has been dealt two-hole cards.

The first Player to act is the Player to the left of the big blind. This position is referred to as "under the gun" because this Player must act first.

The first Player has three options:

- **Call:** match the amount of the big blind.
- **Raise:** increase the bet within the specific limits of the game.
- **Fold:** throw the hand away (Once a Player has folded, and their hand has been mucked the hand cannot be returned to play).

If the Player chooses to fold, they are out of the game and no longer eligible to win the current hand. The amount a Player can raise depends on the game being played.

In a game of **No-Limit Texas Hold'Em**, the first minimum opening raise must be at least twice the big blind, (the following minimum raises for the betting round must be twice the previous bet minus the one before) and the maximum raise can be all of the chips a player has in his or his/her stack (an "all-in" bet).

There are other betting variations in Hold'Em poker.

In Fixed-Limit Hold'Em (or just "limit Hold'Em"), a raise is always exactly twice the big blind.

In Pot-Limit Hold'Em, Players can bet anything from the amount of the big blind (the minimum bet allowed) up to the total amount in the current pot.

After the first Player ("under the gun") acts, the play proceeds in a clockwise fashion around the table with each Player also having the same three options - to call, raise, or fold. Once the last bet is called and the action is "closed", the preflop round is over and play moves onto the "flop."

Second Betting Round: The Flop

Three community cards are dealt on the table and a new betting round begins. After the first preflop betting round has been completed, the first three community cards are dealt, and a second betting round follows involving only the Players who have not already folded.

In this betting round (and subsequent ones), the action starts with the active Player to the left of the button (from the Players' perspective). Along with the options to bet, call, fold, or raise, a player now has the option to "check" if no betting action has occurred beforehand. Check means to pass the action to the next Player in the hand. Players shall indicate their decision to check verbally or by knocking or tapping the table. The Dealer shall then verbally announce the Players' decision.

Betting continues until the last bet or raise has been called (which closes the action). It can also happen that every player simply chooses not to bet and checks around the table, which also ends the betting round.

Third Betting Round: The Turn

The fourth community card is called the "Turn" and again a new round of betting starts. The fourth community card, called the turn, is dealt face-up following all betting action on the flop.

Once this has been completed, another round of betting occurs, similar to that on the previous street of play. Again, Players have the option to check, bet, call, fold, or raise.

Final Betting Round: The River

The last community card is called the "River". This is followed by a last round of betting and finally the "Showdown". The fifth community card, called the river, is dealt face-up following all betting action on the turn.

Once this has been completed, another round of betting occurs, similar to what took place on the previous street of play. Once more, the remaining Players have the option to check, bet, call, fold, or raise.

After all betting action has been completed, the remaining players in the hand will expose their cards to determine a winner. This is called the showdown.

The Showdown

The Player with the best combination of five cards wins. Players construct their hands by choosing the five best cards from the seven available.

The remaining Players show their hole cards, and with the assistance of the Dealer, a winning hand is determined. The Player with the best combination of five cards wins the pot.

When equal combinations between the Players are revealed, the pot must be shared (Split pot).

The player who made the last aggressive action opens their cards first.

General Information

An active Player shall not increase or reduce their table stake during any round of play. A Player not in a round of play may increase their stake but shall not remove chips from the table, except for the purchase of goods and services from a casino employee.

It is the responsibility of the Players to protect their hole cards by keeping them face down on the table.

A Player who does not have a table stake of sufficient value to meet a wager and who wishes to stay in the hand, must wager the remaining amount of their table stake. They will remain in the hand as an active Player, taking no further part in any subsequent betting round(s).

When a Player goes all-in for less than the amount required to constitute a bet, all subsequent Players must call any previous amount wagered in the betting round or up to the structured limit or call and raise up to the structured limit and if necessary, start a separate (side) pot.

Hands are Ranked in the Following Descending Order:

- ROYAL FLUSH: Ace, King, Queen, Jack and 10 of the same suit (e.g. A♥K♥Q♥J♥10♥).
- STRAIGHT FLUSH: Five cards of consecutive values and of the same suit (e.g. 5♣,6♣,7♣,8♣,9♣).
- FOUR OF A KIND: Four cards of the same value (e.g. 8♥,8♣,8♦,8♠,5♥).
- FULL HOUSE: Three cards of the same value, together with two more of the same value, but different to the first (e.g. 2♥,2♣,2♦,A♠,A♥).
- FLUSH: Five cards of the same suit but not consecutive (e.g. 4♦,2♦,9♦,J♦,3♦).
- STRAIGHT: Five cards of consecutive values but not of the same suit (e.g. 9♠,10♥,J♦,Q♣,K♠).
- THREE OF A KIND: Three cards of the same value (e.g. 4♣,4♦,4♠,9♥,8♣).
- TWO PAIRS: Two cards of the same value with two more of the same value, different to the first (e.g. 6♣,6♠,3♥,3♠,Q♦).
- ONE PAIR: Two cards of the same face card value (e.g. 5♣,5♦,K♠,Q♣,A♥).
- HIGH CARD: five unmatched cards (e.g. A♣J♦10♠5♣2♥ would be called "ace-high").

If the board is showing 9♣5♠K♦3♠A♥, a Player with the two hole cards A♦9♠ would have two pairs (aces and nines) and would lose to a Player who has 9♦9♥ for three of a kind (three nines).

For any further queries, the card room Supervisor will be happy to assist.

OMAHA

Omaha is played with one deck of cards, with a minimum of two Players & up to a maximum of 10 Players per table.

- A game of Omaha features several betting rounds.
- Each Player is dealt four, five or six cards face down (the “hole cards”). The number of dealt hole cards depends on the game type.
- Over several betting rounds, five cards are dealt face up in the middle of the table (the “community cards”).
- Each Player is free to use the community cards in combination with exactly two of their hole cards to make the best possible five-card poker hand.
- Unless all Players abandon the game before the showdown, the highest poker hand wins the pot.

Omaha is a Texas Hold’Em variant, and, as such, the game is played similarly, except for the above-mentioned differences, of which, the most important being that Players must use exactly two of their hole cards together with three community cards in order to make a five-card poker hand.

POKER TOURNAMENTS

In Poker Tournaments, players may pay a designated entry fee and receive the same amount of starting tournament chips, which have no cash value. There are numerous variations and sub-variations of poker tournaments and they will be described in the respective Tournament’s Terms & Conditions. Whenever possible, all rules are the same as those that apply to cash games. The basic differences between tournament and cash game are that in tournaments the blinds increase in designated time periods even when the players are not on the table. A poker tournament might take place in designated areas and begin at a specific start time. Most tournaments also have a late registration period in which players can buy-in and may receive the starting stack even after the tournament has started. The tournaments in general are played with the general rules of Texas Hold’em or Omaha but each tournament has its own rules that are described in the respective Terms & Conditions.

SIC BO

The game is played with three dice, which are “shaken” by the dealer, using an electronic dice shaker in which the dice are fully enclosed. The object of the game is to predict which numbers will appear on the dice once they are shaken. Players may place bets on the table in the space(s) corresponding to their wager(s), ensuring that they are made in accordance with the minimum and maximum limits indicated at the table. Players may wager on as many combinations as desired per game. A wager wins if, after the three dice are shaken, their outcome corresponds to the player’s bet. Players may ask the dealer to place bets for them when they cannot reach the betting area. Call Bets are a service to the players, and it is the player’s responsibility to ensure that the wagers have been placed correctly.

Odds Payable	
Big / Small	1 to 1
Odd / Even	1 to 1
Specific Triples	180 to 1
Specific Doubles	10 to 1
Any Triple	30 to 1
Three Dice Totals	
4 or 17	60 to 1
5 or 16	30 to 1
6 or 15	18 to 1
7 or 14	12 to 1
8 or 13	8 to 1
9 or 12	7 to 1
10 or 1	6 to 1
Two Dice Combinations	5 to 1
Single Die Bet	
Number on one die	1 to 1
Number on two dice	2 to 1
Number on three dice	3 to 1
Specific four number combination	7 to 1
Three single number combination	30 to 1
Double and single dice combination	60 to 1
Sic Bo House Edge	2.78%

CASINO CLASH

Casino Clash is an exciting fast paced game where you play your hand against the Dealer. The aim of the game is for your card to have a higher ranking than the Dealer's card. If you are dealt a card with the same ranking as the Dealer, you can then elect to Go to Clash or Surrender. You can also place a Tie wager which wins if you draw a card with the same ranking as the Dealer's card.

To commence the game, you place your Casino Clash wager in the box marked Bet. After the Casino Clash wagers have been placed, all Players and the Dealer receive one card dealt face up. After you receive your initial card, your wager will:

Win, if your card is of a higher ranking than the Dealer's initial card. Lose, if your card is of a lower ranking than the Dealer's initial card.

Go To Clash

If you elect to Go to Clash you will be required to place an additional wager of equal value to your initial wager. Once you have placed an additional wager, you will receive an additional card. The Dealer will also receive an additional card. If your additional card is of a higher ranking than the Dealer's additional card you win 1-1 for your additional wager (initial wager – standoff). If your additional card is of a lower ranking than the Dealer's additional card your initial wager and Go to Clash wager will lose. If your additional card is of the same ranking as the Dealer's additional card your Go to Clash wager will be paid at odds of 2 – 1 (initial wager – standoff).

Surrender

If you elect to Surrender you will surrender 50% of your initial wager to the Dealer and you will take no further part in that round of play.

Cards Ranking

ACE, KING, QUEEN, JACK, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Odds Payable

Name	Description	Odds
Casino Clash Wager	Player's first card has a higher rank than the Dealer's first card.	1 to 1
	Player elects to Go to Clash and is dealt a second card with the same rank as the second card dealt to the Dealer.	
	Player elects to Go to Clash and is dealt a second card with a higher rank than the second card dealt to the Dealer.	Stand-off
Go to Clash Wager	Player elects to Go to Clash and is dealt a second card with a higher rank than the Dealer's second card.	1 to 1
	Player elects to Go to Clash and is dealt a second card with the same rank as the Dealer's second card.	
Tie Wager	The player's first card has the same rank as the Dealer's first card.	10 to 1
Casino Clash House Edge		2.33%

ELECTRONIC GAMING MACHINES TOURNAMENTS

Tournaments may be available in specific locations and time periods. As in Poker Tournaments, players may pay a designated entry fee to participate. In tournaments, you may compete with other customers for a common prize pool. Each tournament has its own rules that are described in the respective Terms & Conditions.

HOW TO PLAY SLOT MACHINES - WHAT YOU NEED TO KNOW

Slots can be categorized into two main groups:

- A. Reel Slots which have real electromechanical spinning reels with symbols and sometimes a handle that you can use instead of a button to activate a spin.
- B. Video Slots with a minimum of one mid-size monitor screen that usually displays the reels in a virtual video representation instead.

All slot machines are fitted with currency acceptors. You can slide a bill into the slot, and the equivalent amount will be displayed on your screen or credit meter.

On reel slots, push a button marked "play one credit" until you've reached the number of credits you wish to play or alternatively choose the button with the wager written on it. Then hit the "spin reels" button or pull the handle if any. If you hit the button marked "play max credits", then an equivalent amount of the maximum bet allowed in the Slot machine will be deducted from the credit meter.

On video slots, you may push one button for the number of paylines you want to activate and a second button for the number of credits wagered per line. One common configuration has 20 paylines on which you can choose to bet accordingly. Video slots are also available to other line configurations.

Reel-slot machines might have a single payout line "painted" across the center of the glass in front of the reels. Others have three or more payout lines, each corresponding to a credit played. The symbols that stop on a payout line determine whether a player wins. A common set of symbols might be cherries, bars, double bars (two bars stacked atop one another), triple bars and sevens.

Video slots typically have representations of five reels spinning on a video screen. Paylines not only run straight across the reels but also run in V's, upside down V's and zigzags across the screen. Nearly all have at least five pay lines, but most have more and occasionally up to 100 lines.

In addition, video slots usually feature bonus rounds and "scatter pays". Designated symbols trigger a scatter pay if two, three, or more of them appear on the screen, even if they're not on the same pay line.

Similarly, special symbols will trigger a bonus event. The bonus may take the form of a number of free spins, or the Player may be presented with a "second screen" bonus. For example, the Player will be asked to touch the screen to choose an option offered and collect a bonus payout. They may be asked to keep choosing more

bonuses until one of the options finally chosen reveals the “end of game” symbol, which ends the round.

When you hit a winning combination, winnings will be added to the credit meter. If you wish to collect the amount showing on the meter, hit the button marked “Cash Out” and a bar-coded ticket will be printed out that can be redeemed for cash or even reinserted to another slot machine currency acceptor to continue playing.

Most video machines offer a choice of games that appear on the screen and allow the customer to pick accordingly. Each game might appear with different minimum or max bet configuration, different symbols and pay-table and different denomination. In other cases, the same game will be offered in different denominations so the Player can adjust their bet based on the denomination chosen.

Some machines are linked together offering a common top award or even more than one Jackpot amounts. These awards in many cases are incrementing based on the cumulative action of all the machines participating in this link. The amounts offered are usually called progressive amounts, and when a winner hits the Jackpot, an on-screen celebration takes place. Occasionally, single machines offer progressive amounts as well. In this case, part of the action (betting amount) will contribute to the progressive amount.

Slot Machine Myths

Here is a look at some of the more pervasive slot myths:

“Change machines after a big jackpot, the machine won’t be due to hit again for some time”. From a money-management standpoint, it makes sense to lock up the win from a big hit and move on. But the machine is not “due” to turn cold. In fact, the odds against the same jackpot hitting on the next pull are the same as they were the first time.

“Play a machine that has gone a long time without paying off, it is due to hit”. Slot machines are never “due”. Playing through a long losing streak results in a longer losing streak.

“Play a machine that is full of cash and is due to give something back”. Slot machines do not have a memory to remember how much money has been inserted previously.

The payback percentage or Return to Player (RTP) of each slot machine might be different and varies from game to game. The casino will only use games with RTP which is in excess of 85%. In fact, most of the games will offer an RTP that ranges from 92% to 96%. Sometimes Players don’t realize that the payback percentage also includes the small winnings that are recycled through play. RTP percentage is always calculated on an average and is achieved over a significant number of game plays (average RTP % might be measured over 100,000 games or even greater depending on the game mathematics). So, a player should not expect for example that in his/her visit will receive 92% on his/her cumulative bet.

Remember the game is fair but there are no guarantees of winning a jackpot.

Note: For more detailed information regarding the min RTP in the slot games, you can ask a senior member of the Slot staff.

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