

Gaming Guide



Fitz
CASINO
AND
HOTEL
LUCK LIVES HERE®

HOW TO PLAY BLACKJACK

Blackjack, one of the most popular casino table games, is easy to learn and exciting to play! The object of the game of Blackjack is to achieve a hand higher than the dealer's but without going over a total of twenty-one.

Begin Play:

The game begins when you place a minimum wager in the betting circle directly in front of your seat at the table. Each player and the dealer then receive two (2) cards. The dealer will deal one card in his/her hand face up and one card face down, the "hole" card.

Any Ace and ten-value card dealt as the original two cards is Blackjack. Blackjack automatically wins and players win at odds of three-to-two (3:2), unless the dealer also has Blackjack. As in all tie hands, if the dealer also has Blackjack the hand is a push. Neither hand wins or loses.

If you or the dealer do not have Blackjack, you must decide whether to "hit" or "stand". Hit to draw as many additional cards as needed to improve your hand so long as your total does not exceed twenty-one. If you exceed twenty-one you "bust" and the dealer takes your wager and your cards. Players signal for a hit with a scratching motion on the table. If no additional cards are desired, tuck the cards under the bet on the hand-deck games or wave your hand parallel to the table on shoe tables to indicate your wish to stand.

After all players have elected to hit or stand, the dealer exposes both cards and proceeds to hit or stand according to the following rules:

The dealer must hit totals of soft seventeen* or lower and stand on totals of hard seventeen or higher. *Soft totals are made by counting an Ace as eleven points rather than one point.

Insurance: When the dealer's hand shows an Ace up, wager an additional amount up to one-half your original bet – betting the dealer does, in fact, have Blackjack. Winning insurance wagers are paid at odds of two-to-one (2:1). If the dealer does not have Blackjack, the insurance wager loses and the game continues.

Double-Down on any two-card hand by adding an additional wager up to the full amount of your original bet. Double-downs receive a one-card draw only.

Split any numerical value pair in separate hands by adding an additional wager exactly equal to your original bet. Hit or stand on each hand separately. Split pairs three times, up to four hands maximum. Split aces only receive one (1) card.

Bust or Go Broke: Hard totals of twenty-two or higher automatically lose.

If you have any additional questions, just ask any of our friendly dealers. They will be happy to assist you.

HOW TO PLAY PROGRESSIVE THREE CARD POKER

Three Card Poker Progressive™ is an exciting stud poker game that offers three ways to play and four different ways to win. You may bet against the dealer, bet on the value of your own three card hand, or bet both. Bonus payouts may be won for certain hands when wagering against the dealer.

Pair Plus:

Pair Plus lets you bet against your own hand. If your hand contains a pair or better, you win! See the pay table at the game for odds on the Pair Plus.

Ante:

Ante lets you play against the dealer's hand. It's just your cards against the dealer's. If you make an Ante bet and like your hand, you must place an equal wager on the PLAY spot. It's your three card poker hand against the dealer's three card poker hand and the best hand wins!

To Play Both:

It's you and your cards for a pair or better; it's you and the dealer for the best three card poker hand. You must also make the PLAY wager or you will forfeit the ANTE wager.

Ante Bonus:

If you make the ANTE and PLAY wagers, you may win a bonus payout even if the dealer doesn't qualify and even if the dealer's hand beats your hand. The dealer must have a queen or higher to open. See the pay table at the game for odds on the Ante Bonus.

Progressive Payout:

The optional \$1 progressive bet wins if you have Three-of-a-Kind or better. See payable for odds. If you get Ace-King-Queen of spades, you win 100% of the progressive jackpot.

Envy Bonuses:

The top two hands trigger Envy Bonuses. You win if any other players gets AKQ suited or AKQ of spades. See layout for odds. You can win multiple Envy Bonuses in a round, but you cannot receive Envy Bonuses for your own hand or the dealer's hand.

Hand	Pays	Envy
AKQ Spades	100%	\$100
AKQ Hearts, Diamonds, Clubs	500 for 1	\$25
Straight Flush	100 for 1	–
Three of a Kind	90 for 1	–

HOW TO PLAY CRAPS

Object of the Game:

The dealer who controls the dice and stands on the outside of the game is known as the “stickperson.” The payoffs to the players are made by the two dealers on the inside of the game, known as the “base dealer”. The suited person who sits in the middle watching the payoffs is known as the “boxperson.” One player, known as the “shooter,” throws a pair of dice. All wagers must be placed before the shooter throws the dice.

Pass Line:

The Pass Line is an even money bet. Place your chips on the designated Pass Line area. On the “come out” roll (the first roll), you win on a “natural” (seven or eleven). You lose on “craps” (2, 3 or 12). Any other number rolled (4, 5, 6, 8, 9, 10) is called the “point” and the shooter keeps the dice until he fails to make the point by rolling a seven. When the shooter “sevens out,” the dice are passed to the next shooter. If the shooter makes his/her point, they get to shoot again and it becomes a new come out roll.

Don't Pass Line:

The Don't Pass Line is an even money bet. It is the opposite of the Pass Line. You win on two or three (12 is a tie). You lose on a natural seven or 11 on the first roll. Once the shooter makes a point, you win after the first roll if the shooter rolls a seven before making his point. You lose if the shooter successfully makes his point.

Taking Odds:

Once a point is made on the first roll or a come point on a succeeding roll, you may make an additional wager on the point by “taking the odds” and you win if the point or come point is made before a seven. The payoffs for taking odds are:

Point	Odds	Wager	Win
4 or 10	2 to 1	\$10	\$20
5 or 9	3 to 2	\$10	\$15
6 or 8	6 to 5	\$10	\$12

Laying Odds:

Wagering your odds on the Don't Pass or Don't Come Bets are in reverse of the Pass Line and Come bets. Instead of taking odds, you may lay the odds in order to win. For example, if the point is four or 10 you may lay \$20 in order to win \$10 that the shooter will roll a seven before the established point.

Come Bets:

The Come bet is identical to a Pass Line, except it is only made when a point is already established. Just like the Pass Line, on the first roll you win on seven or 11 and lose on craps (2, 3 or 12). Any other number that comes up is a come point and must be thrown before a seven is thrown.

Don't Come Bets:

Opposite of the Come bet, except that a first roll of two or three wins, 12 is a tie, and you lose on seven or 11. Any other number is thrown is the come point and you win if a seven is rolled before the come point and lose if the come point is made before a seven is thrown.

Place Bets:

Any time after the point is established, you may place one or more wagers directly on either 4, 5, 6, 8, 9 or 10. This is a wager that the shooter will roll the number you wagered on before a seven. The payoffs for the Place bets are listed below. On winning place bets, the dealer will pay you your winnings and leave your original bet in action. A 6 or 8 place bet should be made in increments of \$6.

Point	Odds	Wager	Win
4 or 10	9 to 5	\$10	\$18
5 or 9	7 to 5	\$10	\$14
6 or 8	7 to 6	\$12	\$14

Buy Bets:

When your bet is 4, 5, 9 or 10 and reaches a certain amount, you can request to buy the bet. You will get pass line odds instead of place bet odds but you have to pay an amount called "vig" equal to 5% of you place bet wager.

Field Bets:

A one-roll bet. You win if the shooter rolls 2, 3, 4, 9, 10, 11 or 12 and lose if the shooter rolls any other number. The winning payoff is at even money except for a 2, which pays two to one (2:1) or 12, which pay three to one (3:1).

Proposition Bets:

One roll bets with a high payoff. Two and twelve pay thirty to one (30:1). "Any Craps" (2, 3 or 12) pays seven to one (7:1). Three and eleven pay fifteen to one (15:1).

Hardways:

Hardway bets are available on 4, 6, 8 or 10. To win a hardway bet the shooter must roll the number you wagered on as a pair. You lose if the number comes up any other way, or if a seven is thrown before the specified hardway is made.

A Hard	4	6	8	10
	Double 2s	Double 3s	Double 4s	Double 5s
Payout	7 to 1	9 to 1	9 to 1	7 to 1

HOW TO PLAY ROULETTE

Object of the Game:

Predict the number that the roulette ball will land on in the spinning wheel.

Begin Play:

Purchase a stack of chips (called a color) from the dealer at the table – or bet your casino cash-value chips. Before leaving the game, however, be sure to cash in a color right there. Roulette chips have no value at any other location other than the game where purchased.

All wagers must be placed before the spinning ball slows down and the dealer calls “no more bets!” Consult the table limits signs for appropriate minimum and maximum wager amounts.

Outside Bets:

That Win Even Money (1:1)

- Red or black numbers
- The first eighteen numbers (1-18)
- Odd or even numbers
- The last eighteen numbers (19-36)

That Win At Two-to-One (2:1)

- Bet the first twelve numbers (1-12)
- Bet the second twelve numbers (13-24)
- Bet the third twelve numbers (25-36)
- Bet the first column numbers (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34)
- Bet the second column located just below the number 35
- Bet the third column located just below the number 36

Inside Bets:

To Win 5:1 - Six number bets wins five chips (i.e. 4, 5, 6, 7, 8, 9) if any of the six numbers hit.

To Win 6:1 - Bet on five numbers to win six chips if any of the five numbers hit (i.e. 1, 2, 3, 0, 00)

To Win 8:1 - Four numbers to win eight chips (corners i.e. 11, 12, 14, 15) if any of the four numbers hit.

To Win 11:1 - Three numbers to win eleven chips (i.e. 19, 20, 21) if any number of the three comes up.

To Win 17:1 - Two numbers to win seventeen chips (splits i.e. 25, 26) if either hits.

To Win 35:1 - Straight-up on one number to win thirty-five chips for every chip wagered (i.e. 36).

HOW TO PLAY KING'S BOUNTY

King's Bounty Blackjack is a blackjack side bet that pays when your first two cards total 20. The top award occurs when you have two King of Spades and the dealer has a blackjack.

Getting Started:

Make your blackjack bet and the optional King's Bounty Blackjack side bet. The dealer will deal blackjack according to house procedures. You will win the King's Bounty side bet if your first two cards add up to 20.

King's Bounty Paytable:

Two Kings of Spades + Dealer Blackjack	1,000 to 1
Two Kings of Spades	100 to 1
Two Suited Kings	30 to 1
Two Suited 10s, Jacks or Queens.	20 to 1
Suited 20	9 to 1
Two Kings	6 to 1
Non-suited 20.	4 to 1

HOW TO PLAY MISSISSIPPI STUD

Mississippi Stud™ is a five-card poker game that lets you bet up to 10 units on a single hand. In Mississippi Stud, you compete against a payable, not against the dealer, and you win if your hand is a pair of 6s or better. The top payout is 500 to 1 for a Royal Flush-and it pays on all bets!

Getting Started:

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

Play or Fold?

At this point, you may either fold or make the 3rd Street bet of 1x to 3x your Ante. The dealer then reveals the first community card. Once you see the first community card, you have a choice: fold or make the 4th Street bet of 1x to 3x your Ante. The dealer then reveals the second community card. Once again, you can fold or make the 5th Street bet from 1x to 3x your Ante.

NOTE: When you fold, you forfeit all bets left in action.

Winning and Losing:

After the dealer turns over the final community card, he resolves all wagers left in action. You win if your five-card hand is a pair of 6s or better. Some hands push (see paytables for odds).

HOW TO PLAY SINGLE 21

Single 21 is a single-deck blackjack game that offers players the most liberal options ever.

Players Can:

- Double down on any number of cards
- Surrender anytime, unless the dealer has blackjack. You can even surrender after hitting and doubling down.
- Split up to four hands.
- Split after hitting. Whenever two same-value cards are touching, you can split the second one off and start a new hand. You can even split after doubling down. You cannot split to prevent busting.

Other Rules of Single 21:

- Player's blackjack always wins.
- Suited blackjack pays 3 to 2. Unsuited blackjacks pay even money.
- Automatic winner if players receive six cards without busting. (unless dealer has blackjack)

HOW TO PLAY 21 + 3 BLACKJACK

Regular Blackjack with optional Three Card Poker side game.

Bets:

Three Card Poker bet may equal 21 bet, but cannot exceed 21 bet (subject to table maximums).

Rules:

Your first two cards and dealer face up card make your Three Card hand.

Winning 3-Card Hands:

- Flush • Three of a Kind • Straight • 3-2 Ace sequence wins

3-Card Payoffs:

Winning hands pay 9 to 1.