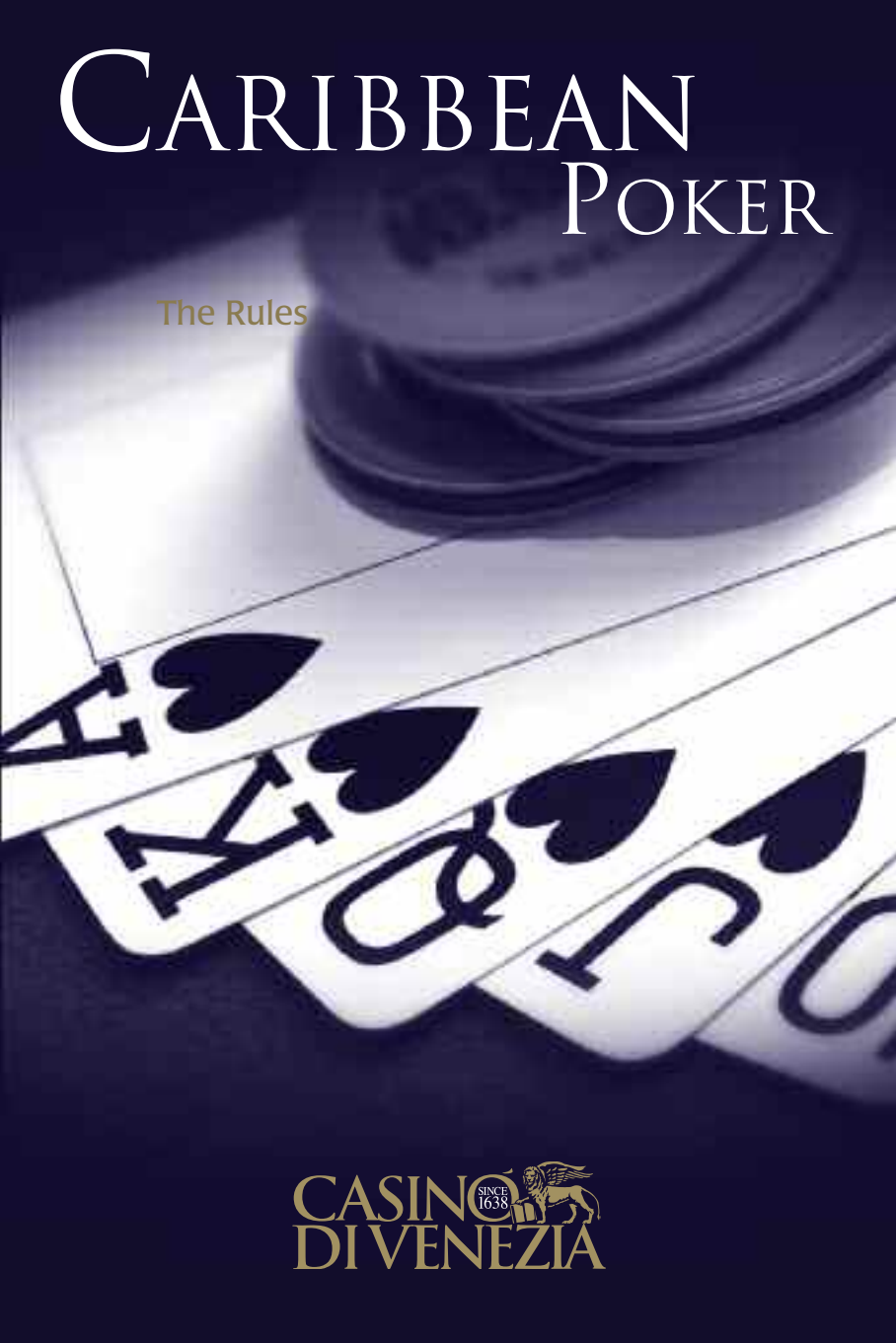


CARIBBEAN POKER

The Rules



CASINO
DI VENEZIA



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CARIBBEAN STUD POKER

Caribbean Stud Poker is a game played with hands of five cards dealt face down. The “*player*” bets against the “*bank*” representing the Casino, and attempts to form a better combination.

A deck of fifty-two playing cards is used, consisting of four suits (Hearts-Diamonds-Clubs-Spades), each made up of: an Ace, nine number cards from 2 to 10, a *Jack*, a *Queen* and a *King*. The cards are worth the number shown on them.

The table is similar to the Black Jack table. The seven players sitting at the table have two squares drawn in front of them: ANTE and BET

The gaming table

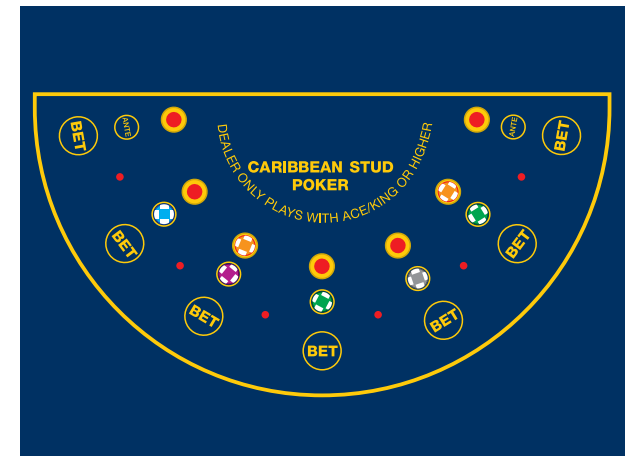


The Cards



THE GAME

The game begins when the *Dealer* passes his hand along the game line and invites the players to place their bets by saying: “*Messieurs faites vos jeux*”. To take part in the game each player must lay on ANTE a bet between the minimum and maximum limit indicated on the table, and if they wish, on the Jackpot too.



Having checked that all the stakes are in order, the Dealer closes betting by declaring “*Rien ne va plus*”. Starting from left to right and using an automatic *shuffler*, he then deals five cards face down to each player and five cards to himself.



Before picking up the cards, the players must wait for the Dealer to finish dealing all the hands and turn over the last card. Then, having checked that everything is in order the Dealer announces, “*Go Ahead*”. Having looked at their cards, the players may choose between three different options: fold, continue with the cards dealt or change one card.

If they fold, they must play their cards face down on the BET square. The Dealer will then rake them in together with the stake placed on the ANTE square.



If the player decides to continue (raise) they must lay on the BET square a bet of exactly twice the stake placed on the ANTE square and lay the cards face down on the left of the square and wait, without touching them, for the Dealer to turn up his cards.



If, on the other hand, the player decides to change one of the cards they have received, they must place it face down in front of the optical reader used for the Jackpot stake and place on it a sum in chips equivalent to the stake placed on the ANTE square and lay the four remaining cards face down on the left of the square. Having received the card the player may no longer touch the card they have exchanged.



Having looked at their new hand the player can then decide whether to keep the hand or fold, following the procedures outlined previously.



When all the players have played their hands the banker turns over and orders his cards. If the hand does not form an "Ace and King" or higher it does not qualify. At this point, starting from the right and without looking at the various players' hands and no matter how the hands have been played, the Dealer pays out the same sum as the stakes left on the "ANTE" squares.



If the Dealer's hand does form an "Ace and a King" or higher, the banker qualifies to play. Starting from the right he therefore compares his hand to those of the various players and depending on the combinations he either rakes in the losing ANTE and BET stakes and pays out the winning ones (ANTE bets are paid 1 to 1, whereas BET wins depend on the payment table).



JACKPOT PROGRESSIVE

Players who bet on ANTE, have the right to participate in the Progressive Jackpot. To take part they must add a chip (*bonus*) worth the preset amount to the jackpot box that is fitted with an optical reader (and marked with red and yellow circles in the examples). To compete for the bonus, players must not change a card. The jackpot is won by one of the following hands: Flush, Full House, Four of a kind, Straight Flush or Royal Flush. Jackpots are won regardless of whether the bank qualifies to play or not and the stakes are specified in the table indicated on every table.

The Jackpot, present in all Caribbean Stud Poker games, is increased by BONUSSES (*Side-Bets*) played by customers, a display shows the total amount. When staking a BONUS players should check that the luminous indicator is ON. In any case, before the cards are raked in, players must always inform an "unqualified" banker of a progressive jackpot win. Players cannot stake the Jackpot only:

PAYMENTS

Royal Flush



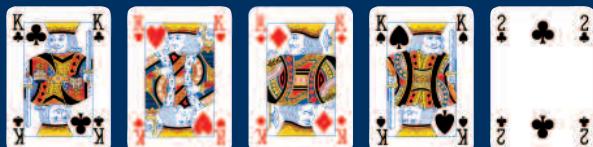
WIN with the first 5 cards: 100 to 1 - WIN with a card change: 60 to 1

Straight Flush



WIN with the first 5 cards: 50 to 1 - WIN with a card change: 30 to 1

Four of a Kind



WIN with the first 5 cards: 20 to 1 - WIN with a card change: 12 to 1

Full House



WIN with the first 5 cards: 7 to 1 - WIN with a card change: 7 to 1

Flush



WIN with the first 5 cards: 5 to 1 - WIN with a card change: 5 to 1

Straight



WIN with the first 5 cards: 4 to 1 - WIN with a card change: 4 to 1

Three of a Kind



WIN with the first 5 cards: 3 to 1 - WIN with a card change: 3 to 1

Two Pairs



WIN with the first 5 cards: 2 to 1 - WIN with a card change: 2 to 1

Pair



WIN with the first 5 cards: 1 to 1 - WIN with a card change: 1 to 1

JACKPOT PAYMENTS

Royal Flush



WIN: 100% of Jackpot

Straight Flush



WIN: 10% of Jackpot

Four of a Kind



WIN: See payment table

Full House



WIN: See payment table

Flush



WIN: See payment table

COMBINATIONS

18

BANKER

WINS



TIES



LOSES



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PLAYER

LOSES



TIES



WINS



WINS

BANKER



LOSES

PLAYER



PAYS ANTE



WINS ANTE



TIES



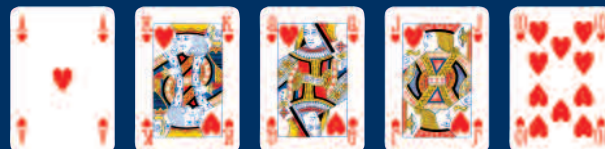
TIES



PAYS ANTE



WINS ANTE



BANKER

LOSES



TIES



WINS

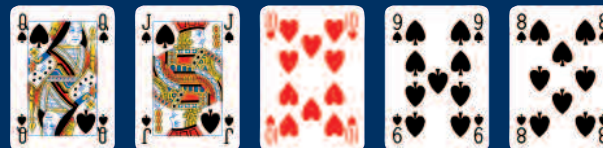


PLAYER

WINS



TIES



LOSES



GENERAL RULES

Caribbean Stud Poker has very strict rules that govern normal game procedures. Customers are therefore asked to read the main regulations.

- Every player can occupy one place at the table only, they must always keep their cards clearly in view above the table and they must not exchange any information whatsoever regarding their hand, show their cards or look at other people's hands.
- If, having changed a card, a player accidentally picks up one of the cards that has been thrown away (even if it is one of their own) the player cannot finish the game, their hand is declared null and void and their stake is returned, including the BONUS if they have staked one.
- If a customer places a bet on both the ANTE and the BET square, the stake is considered blind and therefore the stake and the hand are accepted and considered valid. Unless the player changes their mind very quickly, the Dealer moves onto the next box.
- If the stake placed on the ANTE square is less than the minimum table limit, after the cards have been dealt, the stake can only be raised if the player has not actually looked at the cards, otherwise the hand will be accepted "as valid".

- If the stake placed on the BET square is less than twice the stake placed on the ANTE square, an eventual win is based on the actual sum staked.
- If the stake placed on the BET square is more than twice the stake placed on the ANTE square, an eventual win is based on the stake limit allowed, whereas if the player loses the difference is returned.
- A player with a Royal or Straight Flush must always declare it as soon as they have looked at their cards. In this case all the games being played at the various tables are momentarily suspended. If more than one player wins the "Progressive Jackpot" with a Royal Flush hand at any of the various tables at the same time, the Jackpot will be divided in equal parts. The same procedure applies to more than one player winning the "Progressive Jackpot" with a Straight Flush hand.
- Players who change a card cannot try for the jackpot. If they then make a Four of a kind, Straight Flush or Royal Flush hand and the bank "qualifies", they receive a reduced payment according to the payment table. All the other combinations are paid the usual amount without taking into account the changed card.

• If the banker's hand is the same as that of a player (for example Ace King, Pair, Three of a kind, Flush etc.) the value of the other cards will decide who is the winner (the highest card wins). Suits are not taken into account and if the five cards have the same value the hand is considered a "tie".

• Only those playing may sit at the table.

• The bank plays even against one customer only.

• Once they have been placed in the used card basket or mixed with others, any cards that have been raked in or eliminated by the Dealer, even by mistake, cannot be checked or returned to the game.

• The minimum and maximum stakes are indicated on the individual tables using appropriate signs. These limits are applied strictly and players may not exceed them, or use third parties to exceed them. Any excess wins made by surpassing the maximum limit will not be paid and the difference in the stake will be returned to the customer.

• Any dispute that may arise will be settled without right of appeal by the Gaming Management.

A hand is declared null and void immediately in the following circumstances

• If the Dealer or one of the players has an incorrect number of cards in their hand.

• If, once the cards have been dealt the remaining cards in the *shuffler* get stuck, exit or are turned face up.

• If the Dealer turns a card face up by mistake when dealing.

• If, having dealt the cards, and before turning over the bank card, the Dealer realises that he has skipped a box. If he realises when the bank card has been turned over or after having qualified to play, the hand is valid.

• If, while dealing, the Dealer drops one or more cards on the floor or into the chip tray.

• If, having changed a card, the Dealer accidentally rakes in his own cards as well as the cards of the customers who have quit.

• If a player picks up their cards before the Dealer has finished dealing.

• If the Dealer accidentally deals a hand to a box that is not in the game. If however he realizes only after having turned over the bank card (and therefore the players have already seen their own cards) the hand is valid and should be played. In any case, the box that has no stake on it cannot enter the game.