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CRAPS



# CRAPS

The game of Craps begins with a come-out roll. The dice are offered to the player in a clockwise direction around the table. The shooter selects a pair of dice and tosses them past the stickperson to the other end of the game. An effort must be made to bounce both dice off the wall at the end of the table. A player must bet either the Pass Line or the Don't Pass Line to be eligible to shoot.

## **PASS LINE:**

On the come-out roll: 7 and 11 wins; 2-3 or 12 (craps) loses. Any other number will be the point. To win, the point must be repeated before a 7 rolls. If the 7 rolls before the point is repeated, the Pass Line loses, and the dice are offered to the next shooter. A Pass Line wager is a "contract" bet; it cannot be placed, reduced or removed once the point is established, until it wins or loses. This bet pays even money.

## **DON'T PASS LINE:**

The Don't Pass Line is the opposite of the Pass Line. On the come-out roll: 7 or 11 loses; 2 or 3 wins and the 12 is a "Push", which is another way of saying it neither wins nor loses. Any other number becomes the point. If a 7 rolls before the point, the Don't Pass wins. If the point is repeated, prior to a 7, the Don't Pass wager loses. Don't Pass wagers, once the point is established, may be reduced or removed, however they may not be placed or increased. This bet pays even money.

## **COME BETS:**

Come Bets may be made on any roll subsequent to the come-out roll. The Come Bets rules are the same as the Pass Line rules. The only difference is that the dealer moves the wager to a box that corresponds to the number that was rolled. The flat, or original Come Bet, work on the come-out roll; odds are off unless stated otherwise. A come bet cannot be reduced or removed after a number is established for such bet.

## **DON'T COME BETS:**

Don't Come rules are the same as Don't Pass rules. The Don't Come may be bet any roll subsequent to the come-out roll. The dealer moves the wager to a corresponding box behind the number rolled. Don't Come bets work on the come-out roll; Odds (Lays) also work on the come-out roll unless otherwise stated. This bet pays even money.

## **PLACE BETS:**

Place Bets are a wager that a specific number (4-5-6-8-9-10) will roll before a 7 rolls. Place Bets have their own set of odds that they are paid. Place Bets are inactive on the come out roll unless called "on" by the player.

Point/Number	Odds	Proper Bet Units
4 & 10	9 to 5	Bets made in units of \$5.00
5 & 9	7 to 5	Bets made in units of \$5.00
6 & 8	7 to 6	Bets made in units of \$6.00

## **FIELD BETS:**

Field bets are a ONE roll bet that may be made at any time. 2 and 12 pay double, 3-4-9-10-11 pay even money. Any other number loses. The wager is placed and removed by the player.

# CRAPS

## ODDS:

This wager is made as an addition to the Pass or Don't Pass, Come or Don't Come bets. Pass Line Odds are set directly behind the original Pass Line bets by the player. Don't Pass Line Odds are placed directly beside the original Don't Pass Line bet by the player. Come and Don't Come Odds are set in place by the dealer at the request of the player. Odds are paid according to the true odds of the dice (true odds of way that number can roll vs. numbers of the way to roll a 7). Odds wagers are made any time after the come out roll.

Point/Number	Don't Pass/ Don't Come Odds	Pass/Come Odds
4 & 10	1 to 2 (Every \$2.00 Bet wins \$1.00)	2 to 1 (Every \$1.00 bet wins \$2.00)
5 & 9	2 to 3 (Every \$3.00 Bet wins \$2.00)	3 to 2 (Every \$2.00 bet wins \$3.00)
6 & 8	5 to 6 (every \$6.00 Bet wins \$5.00)	6 to 5 (Every \$5.00 bet wins \$6.00)

## HARDWAY BET:

A Hardway bet is a wager that a number will roll the Hardway (as a pair) before it rolls Easy (other than a pair), or before a 7 rolls. 4 and 10 pay 7 to 1, 6 and 8 pay 9 to 1. Hardways may be bet at anytime. Hardway Bets are inactive on the come-out roll unless specified otherwise by the player.

## PROPOSITION BETS:

Proposition Bets are located in the center of the Craps game and are booked (acknowledged) by the stickperson. The following Proposition Bets are one-roll bets (meaning they either win or lose on the next roll) that may be made at anytime. Unless the player states otherwise, winning bets remain in action.

## HORN BET:

A Horn Bet is a wager on 2-3-11 and 12. One fourth of the horn bet is bet on each of the individual numbers. This bet is made in \$4.00 increments. If any of the above numbers roll, then the bet wins; if any other number rolls it loses. This is a one roll bet.

# CRAPS

## **ANY CRAPS**

Any Craps is a wager that 2-3 or 12 will roll. The payoff is 7 to 1. If any other number rolls, this bet loses. This is a one roll bet.

## **CRAPS/11 SPLIT (C&E)**

Combination bet on the Any Craps and 11. If Craps (2-3-12) rolls, it pays 3 times the total bet. If 11 rolls, it pays 7 times the total bet. Half of the bet is on Any Crap and half the bet is in the 11 (YO). This bet is made in even increments. This is a one roll bet.

## **HOP BETS**

Hop Bets are one roll bets that the dice will land on a specific dice combination. It will lose should any other combination of the dice roll. A winning wager on the hard ways on the Hop will pay 30 to 1, a winning wager on an easy way Hop will pay 15 to 1.

There are various other combination bets that may be made. Our dealers and supervisors will be glad to assist you in any way they can, to better understand the various bets available.

## **BUY BETS**

A Buy Bet is exactly the same as a Place Bet except a player receives true odds on a payout by paying a commission of 5% on the amount won when a bet is made. Buy Bets are inactive on the come out roll unless the player states otherwise. Buy Bets may be increased, decreased or removed at any time before a roll.

## **LAY BETS**

A Lay Bet may be made against any roll or all of the point numbers (4-5-6-8-9 or 10) at any time. It receives true odds and the player pay 5% commission on what wins when the bet is made. Lay Bets may be increased, decreased or removed at any time before a roll.

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# 3-CARD POKER



# 3-CARD POKER

Three Card Poker is designed to offer the player an opportunity to enjoy an exciting poker game which is fun, fast paced and easy to learn. Each player and the dealer receive three cards with which to make the highest poker hand they can.

Wagers must be made in increments of \$5.

## WAGERS:

Bet on the Ante to play against the dealer.

Bet the Pair Plus Wager to play against the posted payout chart. Bet the Ante and the Pair Plus to play both against the dealer and the posted payout chart.

Bet the Play Wager after a player reviews their hand and wants to continue in the game.

## ACTION:

Each player and the dealer are dealt 3-cards. Players with an Ante or Ante and Pair Plus will either:

Fold and forfeit their Ante.

Place a Play bet equal to their Ante.

Ante and Play bets are playing against the dealer's hand. Dealer plays with queen high or better. The Play bet is only paid if the dealer qualifies.

## ANTE AND PLAY PLAYOFFS:

Outcome	Ante Bet	Play Bet
Dealer does NOT play	1 to 1	Push
Dealer plays and Player beats Dealer	1 to 1	1 to 1
Dealer plays and Player ties dealer	Push	Push
Dealer plays and beats the Player	Lose	Lose

## ANTE BONUS:

A player placing an Ante Wager and a Play Wager shall be paid an Ante Bonus if the player's hand is:

Mini Royal	10 to 1
Straight Flush	5 to 1
3-of-a-Kind	4 to 1
Straight	1 to 1

If the customer qualifies, this is paid and is not in competition against the dealer.

## PAIR PLUS:

This wager allows the player to bet the ranked value of their hand against the posted pay chart and is not in competition against the dealer.

## HAND RANKINGS: PAIR PLUS PAYOUTS:

Mini Royal (A, K, Q Suited)	50 to 1
Straight Flush	40 to 1
3-of-a-Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

## RANKING OF THE HANDS:

Straight ranks higher than Flush;

Three of a Kind ranks higher than Straight.

## GENERAL RULES:

Ace is always high except in 3-2-A sequence.

When comparing two hands that are of identical poker hand rank, the hand that contains the highest ranking card shall be considered the highest ranking hand.

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ROULETTE



# ROULETTE

The Roulette wheel is divided into 38 spaces. Numbers 1 through 36 are colored red or black. The 0 and 00 are green. Wagers may be made with casino cheques (value cheques) or the more commonly used Roulette chips (Non-value cheques of various distinct colors which can be assigned a monetary value and are used so that multiple players may wager with the same value cheques). When chips are purchased at the table, the dealer will issue each player an individual color of chip. These chips help the dealer and player to keep track of each individual's bets. The Roulette chips have no value except at that specific table from which they were purchased. Players must redeem them for value cheques before leaving the table.

Play begins when the players place their bets on the numbered layout. The dealer spins the ball in the opposite direction that the wheel is spinning. A few revolutions before the ball drops the dealer will announce: "No more bets." The dealer will mark the number that the ball has landed on, clear all losing bets and pay all winning bets accordingly.

\$1 minimum for all non-value checks required.

\$1 - 25 minimums are required for all non-value checks depending on the roulette table.

<b>Types of Bets</b>	<b>Description</b>	<b>Payoff Odds</b>
<b>Inside</b>		
Straight up	Bet on singular number	35 to 1
Split	Combination bet on 2 (Two) numbers	17 to 1
Street/Basket	Combination bet on 3 (Three) numbers	11 to 1
Corner	Combination bet on 4 (Four) numbers	8 to 1
Top Line	Combination bet on 5 (Five) numbers	6 to 1
Line	Combination bet on 6 (Six) numbers	5 to 1
<b>Outside</b>		
Red/Black	Wager on the color that will roll	1 to 1
Even/Odd	Wager that number will be even/odd	1 to 1
1 to 18	Wager that number will be 1 through 18	1 to 1
19 to 36	Wager that number will be 19 through 36	1 to 1
Dozens	Wager that number will be within that dozen	2 to 1
Columns	Wager that number will be in that vertical column	2 to 1

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# BLACK JACK



# BLACKJACK

The object of Blackjack is to end up with a hand that will come closer than the dealer to 21, without exceeding 21. Blackjack may be played with multiple decks of cards.

## **RULES:**

Cards are counted at their face value. All face cards count as 10. Aces count as either 1 or 11. A Blackjack is a total of 21 on the original two cards. Blackjack pays 3 to 2 (one and a half times the bet). A Blackjack cannot lose; it will push (tie) if the dealer also has Blackjack.

When dealt any other two-card combination, the player can stand (refuse additional cards) or, when it is one's turn, signal the dealer to hit (receive additional cards). Players signal their desire to stand by waving their hand palm down in front of them. They signal they would like to take an additional card by scratching the felt in front of them. Players have the option of surrendering one half of their wager before drawing any cards to their hand, as long as the dealer does not have a blackjack.

If the player's hand is closer to 21 than the dealer's, but does not exceed 21, or the dealer's count exceeds 21, the player wins. A winning hand pays 1 to 1. In the event of a tie, neither hand wins nor losses. The dealer must draw to 16 and stand when 17 or more is reached.

## **SPLITTING PAIRS:**

When the first two cards received are of the same value, the player has the option of splitting them to form two separate hands. Pairs may be split two times for a total of three hands, except for Aces that may only be split once. Play must be completed on one hand before playing the next one. A player may double down after splitting and receiving the second card on the split hand. The wager on each hand must equal the original wager. Each hand may be hit as many times as desired. When splitting Aces each Ace may receive only one card.

## **DOUBLE DOWN:**

Players have the option of increasing their original wager by Doubling Down after the first two cards are received. The Double Down wager may be an amount up to the amount of the original wager. The hand receives only one additional card.

## **INSURANCE:**

When the dealer's up card is an Ace, the player may make an additional wager known as Insurance. At the dealer's prompt, one may wager up to half of their original wager. The player is betting that the dealer has a blackjack. The insurance wager is paid 2 to 1 if the dealer's hole card is a 10. Remember: the Insurance wager is completely separate from the original wager. The game continues as normal after Insurance activity is settled.

## **OPTIONAL WAGERS:**

Players have the option to play a side wager called the In Between Bet which is a wager that the Dealer's up card falls in between the players first two cards dealt or all three cards match. Players must have a blackjack wager in order to place an In Between Bet and cannot wager in another player's In Between Bet area. Players have the option to play a side wager called Lucky Ladies. Players are paid depending on the nature of the twenty they receive. Determination of winners and losers, and the corresponding "take or pay" procedure occurs on the first two cards only, before the player acts on their hand.

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# PAT GOW POKER



# PAI GOW POKER

Pai Gow Poker is a 7-card poker game, which has a 5-card hand and a 2-card hand. A Joker is utilized in this game and is Wild, meaning it can either complete a straight or above, or may act as an Ace. Each player will receive 7 cards and from them will set a 5-card hand and a 2-card hand according to poker rankings. The 5-card hand must be equal to or higher than the 2-card hand. Each player will make a Pai Gow Poker wager before the cards are dealt. Once all bets are made the dealer will deliver 7 cards to each spot of the game, including unplayed spots. Wagers must be made in increments of \$5.

## THE RANKING OF THE HANDS ARE THE FOLLOWING:

**5 Aces:** A hand consisting of 4 Aces and the Joker.

**Royal Flush:** A hand consisting of an Ace, King, Queen, Jack and 10 of the same suit.

**Straight Flush:** A hand consisting of five cards of the same suit in consecutive ranking, with Ace, 2, 3, 4, 5 being the highest straight flush; King, Queen, Jack, 10 and 9 being the second highest ranking straight flush.

**4-of-a-Kind:** A hand consisting of four cards of the same rank regardless of suit, with 4 aces being the highest rank, and 4 two's being the lowest ranking.

**Full House:** A hand consisting of a 3-of-a-Kind and Pair, with three Aces and Two Kings being the highest ranking Full House and three twos and two threes being the lowest ranking Full House.

**Flush:** A hand consisting of five cards of the same suit, regardless of rank.

**Straight:** A hand consisting of five cards of consecutive rank, regardless of suit, with an Ace, King, Queen, Jack and 10 being the highest ranking Straight; an Ace, 2, 3, 4, 5 being the second highest ranking Straight; and a 6,5, 4, 3, 2 being the lowest ranking Straight.

**3-of-a-Kind:** A hand consisting of 3 cards of the same rank regardless of the suit, with three Aces being the highest ranking and three two's being the lowest ranking.

**2 Pair:** A hand consisting of two pairs of the same ranking, regardless of suit, with two Aces and two Kings being the highest, and two Threes and two Two's being the lowest.

**Pair:** Either hand consisting of two cards of the same rank, regardless of suit, with two Aces being the highest, and two Two's being the lowest.

## High Card

## OPTIONAL WAGERS:

Fortune Pai Gow Poker is an optional wager bonus bet that considers the best hand possible among your seven cards. You may bet any amount within table limits; however, a Fortune bet of at least \$5 qualifies you for Envy Bonus payouts. You win the Envy Bonus when someone else at the table receives a Four-of-a Kind or higher.

## HOW TO PLAY:

To begin each round, make a standard Pai Gow wager and the Fortune Bonus wager. If you wager at least \$5 on the Fortune Bonus, the dealer will place an "Envy" button next to your bet. The dealer then follows house procedures for Pai Gow Poker. While reconciling the standard Pai Gow wagers, the dealer also reconciles Fortune Bonus bets. If your hand qualifies for payouts, the dealer pays you according to the posted payable. If your hand does not qualify, the dealer takes your Fortune wager.

## OUTCOMES:

- If both the 5-card hand and the 2-card hand rank higher than the dealer's, the player wins even money less a 5% commission that is collected when the winning wager is paid.
- If either of the player's hands rank higher than the dealer's corresponding hand, but not both, the hand is PUSH, meaning the bet neither wins nor loses.
- If one hand ranks exactly the same as the dealer hand, this is a copy hand. The dealer or banker wins all copy hands.
- Any player can act as the banker as long as they are able to cover all wagers on the layout at that time and have placed a wager against the dealer the last time the dealer was the bank.

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# MINI BACCARAT



# MINI BACCARAT

The object of the game of Mini Baccarat is to get a point count closest to 9 on whichever of two possible hands the player wagers. All cards count at face value. All tens and face cards or any combination of them have no value. For example: 9+5=4; Jack+1=1.

There are three ways to wager; the Bank Hand, the Player Hand or the Tie. Winning Bank and Player hands pay 1 to 1 and a 5% commission is charged on all winning Bank wagers which is either collected immediately, at the end of each shoe or when the customer leaves the table.

After all customers have made their bets, the dealer draws four cards from the shoe. The first and third cards are the Player Hand and the second and fourth cards are the Bank Hand. If the point count total of either hand is 8 or 9 on the first two cards, the game is over and no more cards will be drawn. If not, the Player Hand will draw a third card if that hand totals 0 through 5. The value of the third card drawn will determine if the Bank Hand receives a third card. The Player Hand stands on 6 or 7 and the Bank Hand stands on 7, 8 or 9 or whenever the rules to the game dictate.

No more than one additional card will be drawn to each hand. The hand closest to 9 wins. If both the Bank and Player Hand result in identical totals, neither one wins nor loses and any player who has wagered on the Tie wins at odds of 8 to 1.

Wagers must be made in increments of \$5. When wagering only the tie, the wager must meet the table minimum.

## RULES

Player - When first two cards total:

1-2-3-4-5-0 Draw

6-7 Stand

8-9 Natural- Stand

Bank - When the Player stands on 6 or 7 the Bank will always draw on totals of 0-1-2-3-4 and 5 and stand on 6-7-8-9.

When the Player does not have a natural, the Bank will always draw on the totals of 0-1 and 2 and then observe the following rules.

Bank has:	Draws when Player's 3rd card is:	Does not draw when Player's 3 <sup>rd</sup> card is:
3	1-2-3-4-5-6-7-9-0	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7		Stands
8,9		Natural- Stands

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ULTIMATE  
TEXAS  
HOLD'EM



# ULTIMATE TEXAS HOLD'EM

Ultimate Texas Hold'em is similar to traditional poker except it features head-to-head play against the dealer (players do not compete against each other) and an optional bonus wager that pays odds if the player's Five-card hand is Three-of-a-Kind (Trips) or better. The Ante and Blind wagers are made against the dealer, but the Trips wager is against a posted pay table and not the dealer hand.

## HOW TO PLAY

The object of the game is to beat the dealer by making the best five card poker hand by a player using any combination of their two cards and the five community cards in the center of the layout. Before any cards are dealt, players make equal wagers in the Ante and Blind circle. The player can also make the optional wager in the Trips area of the layout. Two cards are dealt to each player and the dealer. After this, players can either check (do nothing) or bet three to four times the Ante in the Play circle. The dealer then reveals the Three-card Flop. If players have not already made a Play wager, they can check or bet two times the Ante in the Play circle. The dealer then reveals the Turn and the River. Any player that has not made a Play wager yet **MUST** either make a Play wager equal to the Ante or Fold and lose the Ante and Blind wagers.

The dealer then reveals his/her two cards and announces his/her best Five-card Poker hand. The dealer needs at least a Pair to qualify. If the dealer does not qualify, the Ante wager is returned to the player and all other wagers placed by the player will be paid or taken accordingly. When the dealer qualifies, if the player hand beats the dealer, the Ante and Play wager win even money. The Blind wager is paid if the player has at least a Straight, but if the player beats the dealer with less than a Straight, the Blind wager pushes. If the dealer hand beats the player, the player's wagers lose, except the Trips wager which is paid if the player has Three-of-a-Kind or better, regardless of the outcome of the hand. If the dealer hand ties the player, the wagers are a push, except Trips if the player qualifies for a payout.

## BLIND PAYOUT ODDS (WHEN PLAYER BEATS DEALER)

Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Less than a Straight	Push

## TRIPS PAYOUT ODDS (OPTIONAL BONUS WAGER)

Royal Flush	50 to 1
Straight Flush	40 to 1
Quads	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Trips	3 to 1

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ASIA  
POKER



# ASIA POKER

Asia Poker is based on the ancient Chinese game called "13" and combines Poker with Pai Gow Poker. The game is played with a traditional deck of 52 cards plus one Joker. The Joker can be used as an Ace, or as any card to complete a Straight, Flush, Straight Flush or Royal Flush. Hand rankings from highest to lowest are: Four Aces; Royal Flush; Straight Flush (the highest ranking is Ace, 2, 3, 4 of the same suit and second highest is K, Q, J, 10 of the same suit), Four of a Kind, Flush, Straight (the highest ranking is A, K, Q, J; second highest is A, 2, 3, 4 and the lowest is 5, 4, 3, 2), Three-of-a-Kind, Two Pairs, Pair and No Pair.

After players have made a wager, a dice cup with three dice is shaken by the dealer to determine who receives the first card. Seven cards are dealt to each player and the dealer, which are arranged to make three hands- a one-card hand (low), a two-card hand (medium) and a four-card hand (high). Each player shall set his/her hands and place them in the designated spot on the layout. The dealer will then set his/her hand according to the House Ways. A player will win if any two of his/her three hands are higher in rank than any of the dealer's corresponding three hands. When any of the player's three hands is identical in rank to the corresponding hand of the dealer, this is a tie (copy hand). Copy hands go to the dealer. So if a player outranks the dealer on the low hand, ties on the medium hand and the dealer outranks the player on the high hand, the player will lose his/her wager.

Each player at the table is responsible for setting his/her own hand and no other person except the dealer may touch his/her cards. Each player is required to keep his/her cards over the table and in full view of the dealer at all times. Once a player has set his/her cards face down on the appropriate area of the layout, they cannot touch the cards again. If a player requests assistance in setting his/her hand, the dealer will set the hand according to SugarHouse Casino's House Ways.

All winning wagers are paid at odds of 1 to 1. There is no commission charged on winning wagers.

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