

Cable Beach Casino

GAMING RULES

NASSAU, BAHAMAS



**Welcome to the new
CABLE BEACH CASINO
Nassau, Bahamas**

This guide is designed to enhance your enjoyment of the American games offered in the casino. On the following pages, in clear precise terms, are the rules of Craps, Roulette, Blackjack/21, Baccarat, Slot Machines and Wheel of Fortune, also known as the "Big 6". The text describes each bet in detail, the procedure for making a wager, and the procedure and manner of payoffs made by the dealers.

By reading the guide carefully, and then observing other players for a short time, you can quickly develop proficiency and add immeasurable enjoyment to your gambling experience.

Most importantly, you are playing with and against the laws of probability and the objective, aside from winning, is to experience a maximum of playing pleasure. Your skill, talent and luck will bring you an evening of adventure and excitement remembered long after you leave fabled New Providence.

General Rules

GENERAL INFORMATION

Management will furnish information to players upon request. Posted throughout the Casino are the rules and regulations pertinent to all the games available. The staff will be happy to answer questions on any games of your particular choice.

ATTIRE

Formal wear, casual or sports attire is permitted in the Game Room. No specific dress code is required to visit the Casino during Operating Hours with the exception of bathing suits, bare chests or bare feet.

ADMISSION

The Management is empowered to prohibit admittance to the casino of any person who, in its judgment, constitutes a hindrance to the operation thereof, or who annoys or affects the well being and enjoyment of the patrons or employees of the Gambling Room. There will be no discrimination by reason of race, color, religion or social condition in regulating admittance to the Casino. Minors under the age of 18 will be prohibited in the Game Room.

CAMERAS

No cameras will be allowed in the Casino for picture-taking at any time during the Casino Operation

Hours. The Management reserves the right to confiscate film from any camera when a picture has been taken inside the Game Room.

BETS

There will be absolutely no call bets at any table at any time during the game. Players must buy their gaming chips or tokens in order to place wagers. Under no circumstances will wagers be made with other than Cable Beach Casino gaming chips. For the safety and convenience of our clients, casino chips are valueless outside the casino proper.

CURRENCY

The Casino will accept foreign currency at World Monetary levels, but reserves the right to refuse acceptance of other than Bahamian and United States Dollar at any time. Travelers Checks of all denominations and currency will also be accepted. Also, for your convenience the Casino will accept certain credit cards. Please see the Main Casino Cashier for further information and details.

We are obliged to charge our clients local Bank Commission on Foreign Currency, Foreign Travelers Checks and Credit Card Charges.

Craps/Dice

NO CALL BETS

PASS LINE

Don't Come Bar 

PLACE BETS

4	5	SIX	8	NINE	10
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PLACE BETS

COME

FIELD

BIG 6 8

PAID DOUBLE  2 3 4 9 10 11  12 PAID TRIPLE

Don't Pass Bar 

PASS LINE

NO CALL BETS



HARDWAYS

 9 to 1	 9 to 1
 7 to 1	 7 to 1

ONE ROLL BETS

4 to 1 **ANY SEVEN** 4 to 1

 30 to 1	HORN BET	 30 to 1
 15 to 1		 15 to 1

7 to 1 **ANY CRAPS** 7 to 1

Craps is the fastest and most exciting action game. Though there are many rules and variations to the game the basics are easy enough for you to learn quickly. There are also four employees at the crap table (the supervisor, two dealers and the stickperson) who can assist your play for an enjoyable evening.

To Play:

To play the game, the stickperson holds five dice in front of the "shooter" from which he, the shooter, selects two. The shooter makes a bet, then throws the dice across the center of the table where the stickperson calls out the total and pulls the dice in with a long stick to the center of the table until all the winning bets have been paid. He then gives the dice to the shooter to throw again.

If you are shooting the dice you must bet on either the "pass line" or "don't pass line" — in addition to any other bets you may choose. All other players may also bet on any combination on the table. The shooter loses the dice if he throws a seven after the first, or "point" roll. When the shooter loses the dice his turn is completed and the stickperson offers the dice to the next player.

How To Bet At The Crap Table:

The "pass line" bet is easily the most popular and basic wager in craps and you are betting with the shooter (you or another player). The rules are simple and easy to remember. On the first roll, called the "come-out" roll, you win if a seven or eleven is thrown and lose on a two, three, or twelve (craps). Any other number rolled (four, five, six, eight, nine, or ten) is established as the "point" and the shooter rolls again. After the point is posted, the rules change slightly. Now you can win only if the point number is thrown again — no matter how many rolls the shooter makes — no other number affects your bet except a seven. If a seven is thrown before the point is made, you lose. The player always has the advantage on the first, or "come-out" rolls of the dice because there are eight die combinations that total a winning seven or eleven, and only four die combinations that total a losing two, three, or twelve.

The "don't-pass" bet is almost exactly the opposite of the pass line bet, but in this case you will be betting against the shooter. You lose if the come-out roll is a seven or eleven and win on a throw of two or

three. If a point is established, and then made, you would also lose. Conversely, you would win if a seven is rolled before the point. The only variation occurs when a twelve is thrown, this is a "stand-off" and you neither win nor lose.

A "come" bet is made after the first roll and is played according to the rules of the pass line bet after the point has been established. For this bet you can place a wager on each and every point roll, and like the pass line bet, you can win if the next roll of the dice is seven or eleven and lose if the next roll is two, three, or twelve. If a four, five, six, eight, nine, or ten is rolled, you have established your own "come point" and your bet is moved to the point box marked on the table. Again, you win if your point number is rolled before a seven and lose if a seven is thrown before your point number is repeated.

A "don't come" bet is the opposite of the come bet following the same rules. You would lose if a seven or eleven is thrown and win on two or three. A twelve is still a stand off and you would win if a seven is thrown before the point.

A "field" bet is an even money one-roll bet where each roll of the die produces a win or loss. The field can be bet at any time during the game without waiting for a point number, and a quick win is yours if you bet on a two, three, four, nine, ten, eleven or twelve. You would lose only on a throw of five, six, seven, or eight. Take note that the numbers two and twelve on the field pay double and triple respectively for those particular numbers only.

A "big 6 and 8" bet is another even money bet that is played by placing your bet on either or both of these numbers at any time during the game. In this case you are simply betting that the six or eight will be thrown before a seven.

Betting a straight "seven" is a one-roll bet that pays 4 to 1 on the seven only. Betting on "eleven" is a one-roll bet that pays 15 to 1 on the eleven only.

"Craps 2" is a one-roll bet that pays 30 to 1 betting that two is the next roll of the dice thrown. "Craps 3" pays 15 to 1 if you bet that three is the next number to come up, and "Craps 12" pays 30 to 1 on twelve as the next throw.

"Any craps," also called "all craps," is another one-roll bet that pays 7 to 1 on a winning roll of two, three, or twelve, combining your chances of winning on the preceding craps bets. All of the preceding one-roll bets are also commonly called "proposition" bets.

A "hardways" bet consists of betting that even-numbered pairs will be thrown. For example, a two and two is a hard four, a three and three is a hard six, a four and four is a hard eight, and a five and five is a hard ten. Any other combinations (a five and three would be a soft eight) lose. If you want to bet pairs of numbers — a winning hard four or hard ten pays 7 to 1 and a winning hard six or hard eight pays 9 to 1. This is not a one-roll bet and continues until you win — or lose by rolling a seven or soft combination of your bet.

"Boxes." At any time during the game you may choose to bet on individual boxes containing the numbers four, five, six, eight, nine, and ten. If you bet "on" the number — to win, the number must be thrown before a seven comes up. If you bet "against" the number — to win, seven must be thrown before the number comes up again. Box bets can be made

or removed at any time before a roll — and the payoff varies from 9 to 5 for a winning four or ten, 7 to 5 for a winning five or nine, and 7 to 6 for a winning six or eight. If betting against the number, the player pays the odds.

The "odds" bet can be played with or against the dice only on pass line, don't pass, come and don't come bets after the point has been made. There is no designation or marking on the table for an "odds" bet, so you must ask the dealer for the odds and match your initial bet on the "point" when betting with the dice, or lay the odds on your bet when betting against the dice. When betting with the dice, you are betting that the shooter's point will be made before a seven comes up, and betting against the dice will win if the seven is rolled first.

Whether you are giving or taking the odds, the payoff (in this case the same as the odds) is the same: 2 to 1 on four or ten, 3 to 2 on five or nine, and 6 to 5 on six or eight.

American Roulette



00	3	6	9	12	15	18	21	24	27	30	33	36	00
	2	5	8	11	14	17	20	23	26	29	32	35	00
0	1	4	7	10	13	16	19	22	25	28	31	34	00
1st 12				2nd 12				3rd 12					
1 TO 18		EVEN		[Red]		[Black]		ODD		19 TO 36			

The word "*roulette*" derives from the French *roue*, meaning wheel. The concept of betting on where a wheel will stop along its unpredictable path of motion is as basic to the games of chance as flipping a coin. In roulette, the wheel revolves and a small polished ivory ball is thrown in the opposite direction. As the wheel slows to a stop, the ball drops into a numbered slot marking the winning bets in a variety of ways.

Roulette has 38 spaces — one zero, one double zero and the numbers 1 to 36. The spaces are numbered irregularly, and are colored alternately red and black around the wheel.

The game is operated by representatives of the casino, called *Croupiers*. One *croupier* spins the wheel, collects the chips from losing bets and hands out chips to the winners. Other *croupiers* sort out the chips according to value and keep an eye on the

betting. If you feel unfamiliar with the procedure or terminology, the *croupiers* will answer any questions you may have during the game.

The betting table is divided into six areas labeled even, odd, high, low, red and black. At the bottom of the table are three other blank spaces for betting that particular column of numbers.

By placing chips in various positions a player can bet on one or more numbers or combination of numbers. If you place your chips on even, you're betting that the winning number will be an even number; on odd, that the winning number will be odd; on high, that the winning number will be between 19 and 36; on low, that the winning number will be between 1 and 18; on red, that a red number will win; on black, that a black one will. All of these are even money bets and the player is paid the same amount as his bet if he wins.

Roulette

Single 0 or Double 00 (Straight)

Played the same as numbers. Illustrated bet plays Single 0, pays 35 to 1.

Single Number (Straight)

Pays 35 to 1. Illustrated bet plays 5.

Even Money Bets

Pays 1 to 1. 1 to 18, Even, Red, Black, Odd, 19 to 36, plays 18 numbers. Illustrated bets play all the Even numbers or all the Black numbers.

Dozen or Section Bet

Plays 12 numbers. Pays 2 to 1. Illustrated bet plays 2nd 12 numbers — 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24.

Column Bets

Plays 12 numbers. Pays 2 to 1. Illustrated bet plays No's. 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34.



Five Numbers

Pays 6 to 1. Illustrated bet plays 0, 00, 1, 2, 3.

Two Numbers (Split)

Pays 17 to 1. Illustrated bet plays 8 and 9.

Three Numbers (Street)

Pays 11 to 1. Illustrated bet plays 13, 14 and 15.

Four Numbers (Corner)

Pays 8 to 1. Illustrated bet plays 20, 21, 23, 24.

Six Numbers (Line)

Pays 5 to 1. Illustrated bet plays 25, 26, 27, 28, 29, 30.

STRAIGHT BETS

Red or Black 1 to 1
 1-18 or 19-36 1 to 1
 Even numbers or
 Odd numbers 1 to 1
 Groups of 12 numbers
 (Columns or Dozens) 2 to 1
 Any one number, 0 or 00 35 to 1

COMBINATION BETS

(Must be made on adjoining numbers — Refer to illustration for examples)

Any one of two numbers
 (Split) (Example: 8,9) 17 to 1
 Any one of three numbers
 (Street) (Example:
 13, 14, 15) 11 to 1
 Any one of four numbers
 (Corner) (Example:
 20, 21, 23, 24) 8 to 1
 Any one of five numbers
 (Example: 0, 00, 1, 2, 3) 6 to 1
 Any one of six numbers
 (Line) (Example:
 25, 26, 27, 28, 29, 30) 5 to 1

Plenty of action. Plenty of betting possibilities. That's Roulette with its spinning wheel and bouncing white ball.

In Roulette, you can make different kinds of bets — with many variations. Study the diagram of the Roulette table. Note the pay-off odds (as high as 35 to 1).

After bets are placed, the Dealer spins the wheel in one direction and the white ball in the other direction. Your luck is determined when the ball comes to rest in one of the slots on the wheel.

Roulette chips come in several colors. Proper placement of your chips before each spin is your responsibility. You must cash out your chips before leaving the table.

Other bets you can play are:

One number bet: Any single number, zero or double zero can be bet by centering your chips directly on the number. If your number wins you will be paid 35 times the amount you bet.

Two number bets: Two adjacent numbers can be bet by placing your chips on the line separating

them. If either number wins you will be paid 17 times the amount you bet.

Three number bets: Any horizontal row of three numbers can be bet by placing your chips on the outer line of the chosen row. If any of the three numbers win you will be paid 11 times the amount you bet.

Four number bet: Any square of four numbers can be bet by placing your chips on the + formed by the intersecting lines. If any of the four numbers win you will be paid 8 times the amount you bet.

Six number bets: By placing your chips on the outer vertical line and the line horizontally dividing any two columns of three numbers, you can bet on six numbers. If any of the six numbers win, you will be paid 5 times the amount you bet.

Twelve number bets: Your bet can be placed on twelve numbers in any single vertical row by placing your chips in the small square at the bottom of the row. If any of the twelve numbers win, you will be paid 2 times the amount you bet.

Dozen: This bet is placed on one of the spaces marked 1st 12, 2nd 12, or 3rd 12. A win pays the same as a column bet — two to one.

Blackjack / 21

BLACKJACK PAYS 3 TO 2
Dealer must stand on 17 and must draw to 16

INSURANCE • PAYS • 2 TO 1



Blackjack or "21", is considered one of the most popular card games in the world today. When playing Blackjack/21, you are playing against the dealer to see who can draw a card count closer to 21 without exceeding it. To determine your total, cards from two through nine equal face value. Ten, Jack, Queen, and King all have an equal value of 10. Aces, at the player's option, can count either as 1 or 11.

After the initial deal of two cards, the player can "stay" by refusing additional cards or you can ask for an additional "hit" card to increase the total. If the total exceeds 21 you automatically lose. If you have determined to "stay" the dealer must draw a card if his total is 16 or under, and he must *stand* on 17 or more.

"Blackjack" can be any ten or face card combined with any ace to total 21 on the first two card draw. "21", correspondingly, is the term used when three or more cards are drawn to total 21. When the dealer draws Blackjack, all players lose except those who also have Blackjack, creating a tie — in which case you neither win nor lose. The bet can remain for the next game or is withdrawn. When you draw Blackjack, your payoffs will be 3 to 2 unless the dealer matches your hand. If your total is lower than the dealer's, you lose. If you tie the dealer, it's a stand-off. If you go over 21 by drawing too many cards, the dealer wins. If the dealer goes over 21, you win.

There are several variations of play which allow you to increase your initial bet, and thereby your winnings, after the basic game has begun.

BLACKJACK

(Natural)

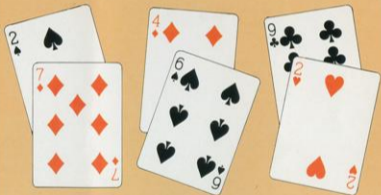
A total of 21 with two cards —
any Ace in combination with 10,
Jack, Queen, or King. Beats 21
in any other combination.

Pays 3 to 2.



DOWN FOR DOUBLE

If your first two cards total 9, 10 or 11
you may double your bet and
take only one more card
face up and sideways.



Other Bets You Can Make:

Insurance — Whenever a Dealer's first card is an Ace, you have the right to make an "Insurance" wager before any additional cards are dealt which shall win if the Dealer's second card is a 10-value card, at odds of 2 to 1. If the Dealer's second card is a non 10-value card, the insurance bet loses. "Insurance" bets are allowed up to one half of the bet you are insuring.

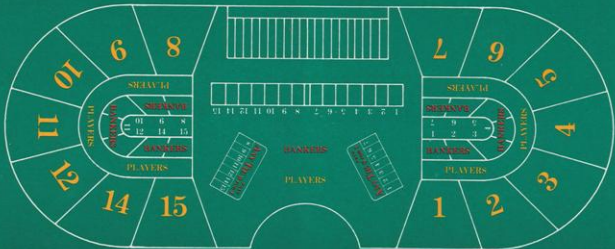
Splitting Pairs — Whenever your first two cards are of identical value, you can "Split" them by betting an equal amount to form a second hand. You may only split a hand once, and if "Aces" are "Split," you will receive only one hit card. If the Dealer makes Blackjack after you've "Split," only your original bet is collected — your "Split" bet is returned to you.

Double Down — You may choose to "Double Down" on any two cards or the first two cards of any split pair with a point count of nine, ten or eleven (except for Blackjack or a point count of 21). When you "Double Down" you must bet the same amount of the original wager, and will receive only one hit card face up and sideways. If the Dealer makes Blackjack after you've "Doubled Down," only your original bet is collected - your "Double Down" amount is returned to you.

Other Rules — You are not allowed to touch or alter the cards in Blackjack. You are responsible for the correct count of your hand, as well as for use of hand signals to indicate "stand" or "hit."



Baccarat



How The Game Is Played:

This classic variation of an ancient game was made popular by the French nobility in the fifteenth century. The object of the game is to achieve a total of "9", the highest point, with two cards, or an additional third card. In the event "9" is not attained, the next highest hand below nine wins.

Picture cards, tens and any combinations totaling ten have no value. All other cards count at face value. For example, the Ace is counted as one point, deuce is counted as two, etc. Beginning with the contender in the number one position, the game is played with one individual and the bank. Players may play as bankers or against the bank at any time. Two cards are dealt face down out of the "shoe" (which contains six or eight decks of cards) to the player having the largest wager against the bank, and two cards to the person acting as banker. Player acts first turning up his cards. If the rule calls for a third card, either party or both must take their third card. In case of a "tie", the hand is played over. All other players wager on the hand being played and each may play either "with" or "against" the bank. If the banker makes a "pass" and wins, he retains the "shoe". When the

banker loses, the "shoe" moves to the player on the right, thus giving each player a chance to handle the "shoe". A player may pass the "shoe" at any time.

There is a 5% commission on all money won on the bank.

PLAYER: RULES

HAVING	
1-2-3-4-5-10	DRAWS A CARD
6-7	STANDS
8-9	NATURAL, Banker cannot draw.

BANKER:

HAVING	DRAWS WHEN GIVING	DOES NOT DRAW WHEN GIVING
1-2-10	DRAWS	
3	1-2-3-4-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7	STANDS	
8-9	NATURAL, Player cannot draw.	

PICTURES AND TENS DO NOT COUNT
If Player takes no card, Banker stands on 6

Slot Machines



A slot machine, universally known as "one-armed bandits" or "slots" is a coin-operated mechanical device played by pulling a lever, which in turn spins three or more cylinders at different rates of speed. Each of the cylinders has picture symbols in a different sequence and, as the cylinders come to a stop, the symbols will appear through the window on the face of the machine.

If the combination of symbols represents a "win", a payoff in coins will be dispensed according to the odds posted on each machine.

The slot machine is by far the easiest of games to play. The player simply takes a chance that his pull on the lever will bring the cylinders to rest at a favorable combination. This also means that each pull on the lever gives you a new chance to hit the "jackpot". Every machine can be played with multiple coins, which means that when you insert two or more coins, the percentages determining payoffs are increased.

The "Big 6" also known as the "Fortune Wheel" is the simplest of all games found in the casino. Many variations of this particular "wheel" can be seen throughout many parts of the United States in carnivals and fairs.

This game consists of 54 spaces depicting currency of various denominations (\$1, \$2, \$5, \$10, \$20) and 2 spaces marked as "Joker" and "Cable Beach".

To play, you simply place your wager on any particular "bill" before the wheel is spun by the croupier. Winners will be paid according to the currency the wheel stops at and at the odds for the particular "bill". For example, a wager placed on the \$10 winning on the wheel will be paid 10 to 1; on the \$5 the odds will be 5 to 1, etc.

All wagers are one-spin bets win or lose. For each spin of the wheel a new bet must be wagered.

Place bet(s) on any number
before the wheel is spun.
You win if it stops at your choice.

Betting Choices	Total on Wheel	Payoffs
All \$1 Spaces	24	1 to 1
All \$2 Spaces	15	2 to 1
All \$5 Spaces	7	5 to 1
All \$10 Spaces	4	10 to 1
All \$20 Spaces	2	20 to 1
Joker	1	40 to 1
House Symbol	1	40 to 1



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Cable Beach Casino

Operated by Carnival Leisure Industries, Ltd.
Nassau, Bahamas