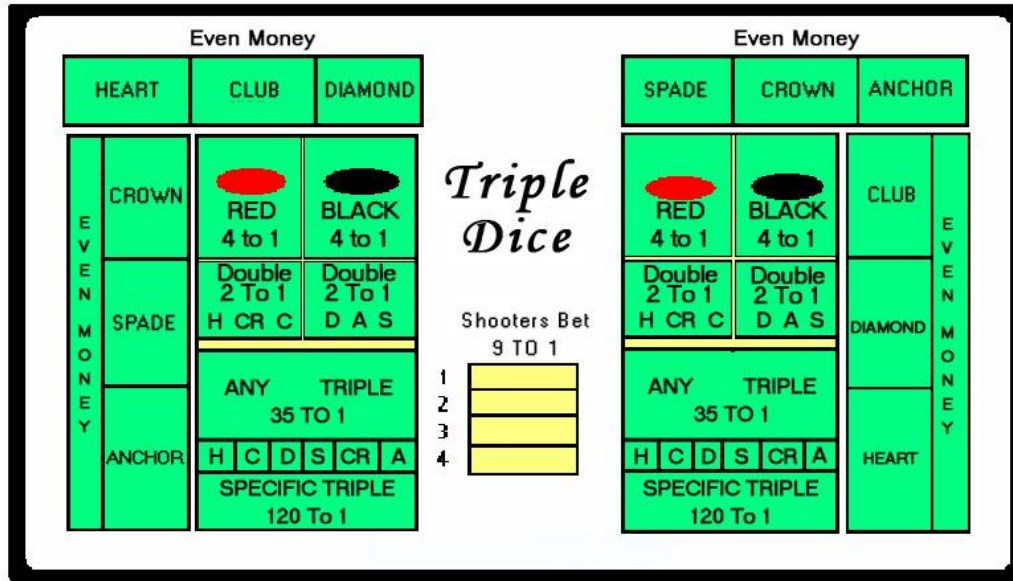




RULES FOR PLAYING TRIPLE DICE

1. Triple Dice shall be played on a layout mat which is marked in a similar manner to that shown in the diagram below.

Triple Dice



2. The game shall be played with three identical dices with the faces of each dice marked with the symbols Crown, Anchor, Spade, Heart, Diamond and Club.
3. The game shall be controlled by the dealer who is not permitted to wager.
4. If any one of the three dice fail to come to rest with one surface flat to the base of the layout mat the dealer shall call "No Throw".
5. If the dealer calls "No Throw" all wagers shall be void on that throw.
6. The Minimum and maximum wagers shall be prominently displayed on a sign at the table.
7. The dealer will offer players the opportunity to shoot the dice.
 - 7.1. The player who shoots the dice MUST place a wager on the shooter's bet.
 - 7.2. Once the shooter's bet is placed their bet is locked in for the duration of the result (four throws) and CAN NOT BE REMOVED.
 - 7.3. The shooter wins if they throw at least one (1) Crown in each of their four throws. If the shooter throws more than one Crown in any throw it shall be counted as one Crown only and entitles the shooter to progress to the next throw.
 - 7.4. The shooter loses if they do not throw a Crown in any throws and the shooter's bet terminates.
 - 7.5. The shooter is paid at 9 to 1 on the successful throw of four (4) Crowns from four throws.
 - 7.6. The shooter may also bet on any of the other one-off bets as indicated on the layout mat.
 - 7.7. For a throw to be legal the shooter must throw three dice at the same time. If this does not occur the dealer shall call "No Throw".
 - 7.8. The shooter shall be offered five dice from which they will select three and the selected three dice shall be used for the four throws of the shooter.



RULES FOR PLAYING TRIPLE DICE (continued...)

8. The other players may place one off bets on each throw by the shooter.
9. "No throws" are re-thrown. Bets can not be altered in the event of a "no throw".
10. A person under the age of 18 years shall not participate in the game or be involved in the dealing or conduct of the game.

DESCRIPTION OF WAGERS AND ODDS

WAGER	ODDS
Outside Bets (Crown, Anchor, Spade, Heart, Diamond, Club)	1 to 1
Red or Black Heart, Diamond, Crown (Constitutes RED) Spade, Club, Anchor (Constitutes BLACK)	4 to 1
Double Combination Double on Heart, Crown, Club (or) Double on Diamond, Spade, Anchor	2 to 1
Any Triple All three (3) dice must have the same result face up and can be any of the six triples of Crown, Anchor, Spade, Heart, Diamond or Club.	35 to 1
Specific Triple All three (3) dice must have the same result face up and must correspond to the specific triple wagered.	120 to 1
Shooters Bet At least one (1) Crown must be face up per throw of the dice and must occur on four (4) consecutive throws of the dice for the shooter to win.	9 to 1