

HOW TO PLAY

You receive five cards to make your best four-card poker hand. A four-card Straight is a Straight, a four-card Flush is a Flush, etc.

PLAYER VS. DEALER

Make equal bets on the Ante and Super Bonus spots. After seeing your cards, you can fold or stay in the game by making the Play wager. The Play wager must match your Ante unless you have a Pair of Aces or better. If you have at least a Pair of Aces, you may bet up to three times your Ante. The dealer qualifies with King-high or better.

When you beat the dealer's qualifying hand, your Ante and Play bets win even money. When the dealer qualifies and beats your hand, your Ante and Play bets lose. When the dealer does not qualify your Play bet wins and your Ante bet pushes. Super Bonus and Queens Up wagers are resolved normally.

SUPER BONUS

The Super Bonus wins when you have a Straight or better. Failure to get at least a Straight, however, does not result in an automatic loss. The Super Bonus pushes when you have less than a Straight, but you beat or tie the dealer's hand. If your hand of a Straight or better loses to the dealer, you still recieve the Super Bonus payout. In addition, your original Super Bonus bet is not removed.

QUEENS UP

The Queens Up optional bonus bet wins when you receive a Pair of Queens or better. See layout for odds. Note: Winning Super Bonus and Queens Up wagers are paid regardless of the dealer's hand.



HAND RANKINGS



Four of a Kind



Straight Flush



Flush



Straight



Four Aces



Two Pair



Three of a Kind



Queens or Better



FORTUNE PAI GOW POKER

COMBINES THE ELEMENTS OF THE ANCIENT CHINESE GAME OF PAI GOW AND THE AMERICAN GAME OF POKER

It is played with a traditional deck of 52 playing cards, plus one joker. The joker can be used only as an ace, or to complete a straight, or a flush.

Each player at the table is dealt seven cards, which the player arranges to make two hands - a two-card hand and a five-card hand. Rankings are based on basic poker ratings. Thus, the highest two-card hand would be two aces and the highest five-card hand is a Royal Flush.

The five-card hand must be higher than the two-card hand (for example, if the two-card hand is a pair of sevens, the five-card hand must contain at least a pair of eights or higher).

The object of the game is for both of the player's two hands to rank higher than both of the Banker's two hands. Should one hand rank exactly the same as the Banker's hand, this is a tie and the Banker wins all tie hands.

If the player wins one hand, but loses the other, this is considered a "push" and no money exchanges hands. Winning hands are paid even money, less a five percent commission. Losing hands lose the money wagered. Community Bonus Card is discarded.

FORTUNE PAI GOW GAME BASICS

Fortune Pai Gow is an optional bonus bet that considers the best hand possible among the player's seven cards. Players may bet any amount within table limits; however, a Fortune bet of at least \$5 qualifies them for Envy Bonus payouts. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher.



PLAYING THE GAME

To begin each round, players make their standard Pai Gow wagers and the Fortune bonus wager. If a player wagers at least \$5 on the Fortune bonus, the dealer will place an "Envy" button next to it. 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 the player's hand qualifies for payouts, the dealer pays him according to the posted paytable. If the player's hand does not qualify, the dealer takes his Fortune wager.

The dealer pays any Envy Bonuses at the end of the round. If at least one player has a four of a kind or higher, all players with envy buttons win - see paytable. In the event more than one player has at least four of a kind, then all players with Envy buttons win multiple payouts. Note: A player cannot win Envy Bonuses for his own hand or the dealer's hand.

	PAYS	ENVY
7 Card Straight Flush	5,000 to 1	\$2,500
Royal Flush + Royal Match	1,000 to 1	\$500
7 Card Straight Flush with Joker	500 to 1	\$250
5 Aces	300 to 1	\$150
Royal Flush	110 to 1	\$55
Straight Flush	45 to 1	\$25
4 of a Kind	25 to 1	\$6
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	



IT'S FUN! IT'S EASY! IT'S THE HOLLYWOOD BIG 6 WHEEL!

OBJECT OF THE GAME

Match your bet to the number at the top of the wheel.

HOW TO PLAY

- Twenty-four \$1 bills
- · Fifteen \$2 bills
- Seven \$5 bills
- Four \$10 bills
- Two \$20 bills
- One Joker
- One Hollywood Casino symbol
- To bet, you simply place your wager on the face of the bill or symbol you think will win. If the bill or symbol you pick comes up on the wheel, you win the value of the bill or symbol times your bet.



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PAYOUT ODDS

A Bet On	Pays
\$1 Bill	1 to 1
\$2 Bill	2 to 1
\$5 Bill	5 to 1
\$10 Bill	10 to 1
\$20 Bill	20 to 1
Hollywood Casino Symbol	45 to 1
Joker Symbol	45 to 1

Example: If you place a \$5 chip on the \$1 bill and it comes up, you win \$5. If you put a \$5 chip on a \$5 bill and it comes up, you win \$25.

All bets must be placed before the dealer announces "No More Bets."





MORE STREET FUN THAN EVER

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 paytable, not against the dealer, and you win if your hand is a pair of Jacks or better. The top payout is 500 to 1 for a Royal Flush - and it pays on all bets!

SEE COMPLETE PAYTABLE ON REVERSE SIDE

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 stay in the game by making 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 Jacks or better. Some hands push. See paytable for odds.



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HAND	PAYOUT
ROYAL FLUSH	500 TO 1
STRAIGHT FLUSH	100 TO 1
FOUR OF A KIND	40 TO 1
FULL HOUSE	10 TO 1
FLUSH	6 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	3 TO 1
TWO PAIR	2 TO 1
PAIR OF JACKS OR BETTER	1 TO 1
PAIRS OF 6s TO 10s	PUSH





Features heads-up play against the dealer and an optional bonus bet. This game gives you several advantages:

- The earlier you bet, the more you can bet.
- You don't have to fold until you see all the community cards.
- The Trips bonus pays odds if your final five card hand is a three of a kind or better.

GETTING STARTED

Make equal bets in the Ante and Blind circles. You may also make the optional Trips bonus bet. You will then receive two cards.

BET BIG... OR SMALL... OR NOT AT ALL

When you get your two hole cards, you can either check or bet 3x to 4x your Ante. The dealer then reveals the three-card flop. If you haven't already made a Play bet, you have a choice: check or bet 2x your Ante. The dealer then reveals the final two community cards. If you haven't already made a Play bet, you have a choice: fold or bet 1x your Ante.

WINNING & LOSING

The dealer then reveals his two hole cards and announces his hand. If your hand beats the dealer's, your Play and Ante bets win even money. If the dealer's hand beats yours, your Play, Ante and Blind wagers lose. If you tie, those bets push. The Blind pays if your winning hand is at least a Straight (see layout for odds). If you beat the dealer with less than a Straight, it pushes.

DEALER QUALIFYING

The dealer needs a pair to qualify. When the dealer doesn't qualify, he returns your Ante. All other bets receive action.



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PLAYING THE GAME

BLIND Payoff

BLIND wager is paid when the patron wins with a straight or better whether the dealer qualifies or not. Three of a kind or less will be a push. Winning BLIND wagers are paid according to the following odds:

Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

TRIPS PAYOFF

TRIPS wager will win a bonus if the patron's final five card hand is three of a kind or higher. TRIPS wagers are paid regardless of the dealer's hand and are paid according to the following odds:

Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1





LET THE GOOD TIMES ROLL

LET IT RIDE BONUS POKER

Let it Ride Bonus Poker was designed to offer our casino guests an opportunity to control two of their three bets wagered on an exciting poker game. It's enjoyable and easy to learn. It's based on the five-card stud poker game. The Players do not play against the dealer or any other Player.

LET IT RIDE PAYOUT SCHEDULE

	Regular	Bonus
Pair of tens or better	1 to 1	none
Two Pair	2 to 1	\$4
Three of a Kind	3 to 1	\$8
Straight	5 to 1	\$25
Flush	8 to 1	\$50
Full House	11 to 1	\$75
Four of a Kind	50 to 1	\$100
Straight Flush	200 to 1	\$2,000
Royal Flush	500 to 1	\$10,000

\$25,000 Maximum Payout per hand.

BETS

All bets must be placed prior to the dealer announcing "No more bets." Each Player places three (3) equal bets in spaces indicated 1, 2 and \$.



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THE DEAL

Each Player and the Dealer receives three (3) cards face down.

THE PLAY

You are not playing against the Dealer or the other Players. You are simply trying to get a good poker hand by using your three (3) cards and two (2) community cards, which are exposed by the Dealer. Each Player will be required to keep their three (3) cards in full view of the Dealer at all times. The winners are paid accordingly to the Payout Schedule (Pair of 10's or better, Two Pair, etc.). After looking at their first three (3) cards, the Player may ask for their first bet back or they may "Let It Ride." The Dealer, after burning the bottom card from the community stack, turns up one (1) community card. The Player may then ask for their second bet back or "Let It Ride." After each Player has made a decision regarding Bet number 2, each Player's cards will be placed face down on the designated area of the layout and they may not touch the cards again. The Dealer then turns up the second community card and each Player's three (3) cards, after all losing wagers have been collected, the Dealer then pays all winning hands according to the Payout Schedule. Regardless of the decision made concerning the first or second bet, a Player may not take back the third bet. Players cannot show their hands to other Players.

BONUS WAGER

All Players MAY place an additional Let It Ride Bonus \$1.00 wager on whether the three (3) cards dealt will have a poker hand with a rank of three of a kind or better. Winning hands will receive a Bonus payout according to the Payout Schedule.

3-CARD BONUS WAGER

All Players MAY place an optional 3-Card Bonus wager in addition to their standard Let It Ride wagers. Players may bet more on this 3-Card Bonus wager than on Let It Ride. The 3-Card Bonus wager is based on the cards each Player holds when playing Let It Ride. If the Player's cards contain a rank of Pair or better, their 3-Card Bonus bet wins.

3-CARD BONUS PAYOUT SCHEDULE

Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 3 to 1
Pair 1 to 1



3 CARD POKER PROGRESSIVE

3 WAYS TO PLAY! 4 WAYS TO WIN!

Three Card Poker® 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 had 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!

ANTE

Ante lets you play against the dealer's hand. It's just your cards against the dealer's. If you bet ANTE 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.



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PAIR PLUS

The object of betting the PAIR PLUS wager is to get dealt a pair or better. If the player's hand contains a pair or better, the player wins the PAIR PLUS wager. Players receive PAIR PLUS payouts regardless of the dealer's hand. PAIR PLUS payouts are the following:

Pair	1 to 1
Flush	3 to 1
Straight	6 to 1
Three of a Kind	30 to 1
Straight Flush	

ANTE BONUS

Ante Bonus are paid when a player is dealt one of the three highest-ranking hands in the game. The Ante Bonuses are paid regardless of the dealer's hand. The Ante Bonus payouts are the following:

Straight	1 to 1
Three of a Kind	4 to 1
Straight Flush	5 to 1

PROGRESSIVE

Three Card Poker Progressive is an optional \$1 side bet. The bet will be paid according to the following pay table when a qualifying hand is received by an individual who has made the progressive wager.

AKQ Spades	100% of Jackpot
AKQ Hearts/Diamonds/Clubs	500 to 1
Straight Flush	70 to 1
Three of a Kind	60 to 1
Straight	6 to 1

ENVY BONUS

A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. Rule of thumb: You can't win an envy bonus pay from yourself or the dealer.

HAND	ENVY PAYOUT
AKQ Spades	\$100
AKO Hearts/Diamonds/Clubs	\$25



CRAPS

KEEP THE GOOD TIMES ROLLING

HOW TO PLAY

- The person whose turn it is to roll the dice is the "shooter."
 The results of the shooter's rolls will determine the outcome for all players who bet either with him or against him.
- On the shooter's first roll, or "come-out," players wager by placing chips on either the PASS line or DON'T PASS line.
- By betting on the PASS line, you're wagering that the shooter will win. If you bet on the DON'T PASS line, you're betting the shooter will lose.
- If the shooter rolls a 7 or 11 on the first throw, PASS LINE bets win. If a 2, 3 or 12 is thrown, PASS LINE bets lose.
 This is called "Craps."
- Conversely, if the shooter throws a 2 or 3, DON'T PASS wagers win. If a 7 or 11 is thrown, DON'T PASS bets lose.
 If a 12 is thrown, it is a "push" and no one wins.
- If a 4, 5, 6, 8, 9 or 10 is rolled, that number becomes the "point," and is marked on the betting layout with a puck, and the shooter must now try to "make the point" — in other words, re-roll the point number to win.
- If the shooter rolls this point again before rolling a 7, bets
 on the PASS LINE win, while DON'T PASS bets lose. This is
 called a "pass" and the shooter starts over with a brand
 new roll.



- A roll of 7 after the point has been established completes the shooter's turn and PASS LINE bets lose, while DON'T PASS bets win.
- DON'T PASS bets may be removed at any time.

OTHER TYPES OF BETS YOU CAN MAKE

There are many types of bets to be made in the game of

Craps. Here are just a few examples:

Place Bet: A bet that the shooter will roll a specific number – either a 4, 5, 6, 8, 9 or 10 – before he throws a 7. Payouts: Numbers 4 and 10 pay 9 to 5; 5 and 9 pay 7 to 5; 6 and 8 pay 7 to 6.

One Roll Bet: Bets placed on the "Any Craps" section of the layout (which covers numbers 2, 3 and 12) pay 7 to 1. Bets placed on numbers 3 or 11 pay 15 to 1; on 2 or 12 pay 30 to 1; any 7 pays 4 to 1.

HardWay Bets: You're wagering the shooter will throw a specific number - 4, 6, 8 or 10 - the "hardway," (that is, by rolling a pair of 2's, 3's, 4's or 5's) before he rolls any other combination that totals this number, or before he rolls a

PASSLINE 00 4 to 1 10 PASSLINE

7. Hardway 6 and 8 pay 9 to 1; 4 and 10 pay 7 to 1.

Big Six and Big Eight: To bet that the shooter will roll a 6 or 8 before a 7, place your wager on the "Big 6" or "Big 8" section at the corner of the table. Pays even money.

Field Bet: To bet that a 2, 3, 4, 9, 10, 11 or 12 is rolled next, place your bet in the "Field." This bet is on a single roll. If any of the above numbers are thrown – except a 2 or a 12 – you win even money. 2 pays double and 12 pays triple.



ROULETTE

HOW TO PLAY

Roulette is easy to play with a wide variety of bets and betting combinations. There are 36 numbers, alternately colored red and black and a 0 and 00 which are green. The winning wager is decided by the random selection of one number out of the possible 38. This selection happens by spinning a ball in the opposite direction of a turning wheel.

Each spin of the ball is a new game. Players buy in for various colored chips to differentiate between players. You decide the value of your chips when you buy in. When you are finished playing, you return your colored chips to the dealer for regular casino chips. The colored or "non-value" chips have no value once they are removed from their particular table, so be sure to return them before you leave the game.

Each payoff is dictated by the location of a wager on the roulette table. Bets can be placed until the dealer announces "no more bets." Once the ball drops into a winning number the dealer will mark that number on the layout. All losing bets will be collected, then the winning bets will be paid according to the odds. You are responsible for the correct position of your bet on the layout.



There are two basic areas to wager on the roulette table – inside bets and outside bets.

INSIDE BETS

Are placed on either a particular number or an inside combination of numbers. The total of your inside bets must meet the posted table minimum and are not to exceed table maximums.

OUTSIDE BETS

Are placed for red or black, odd or even, the first or second 18 numbers, the first, second or third dozen numbers and for each column of numbers. Each bet must meet the posted table minimum and is not to exceed table maximums.

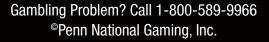
Roulette Payoffs

Inside Bets:

Straight Up	35 to 1
Split Bet	17 to 1
Street Bet	11 to 1
Corner Bet	8 to 1
Top Line Bet	6 to 1
Line Ret	5 to 1

Outside Bets:

Column	2 to 1
Dozen	2 to 1
Even/Odd	1 to 1
Red/Black	1 to 1
1 to 18 or 19 to 36	1 to 1





BLACKJACK

HOW TO PLAY

The object of Blackjack is to attempt to reach a point total of 21 or as close to 21 as possible without going over. Hands that are closer to 21 than the dealer win. Hands that are not, or hands that have a point total exceeding 21, lose. Cards from 2 through 10 have their face values. Jacks, Queens and Kings have a face value of 10. Aces are valued at 1 or 11.

A Blackjack is when your first two cards are an Ace and a 10 value card. This pays 3 to 2. After all players have made a bet in the circle in front of them, the dealer deals two cards in sequence to each player and the dealer. The dealer places his/her first card face up and his/her second card face down under the first card.

The dealer will then announce each player's point count. At this time, if you feel the total of your first two cards can beat the dealer, you "stand" – do not draw additional cards. This decision is indicated by a wave of your hand, palm down, over the table. If you feel the dealer has cards that beat your total, you indicate your decision to "hit" – draw additional cards. This is done by scratching your index finger on the table towards yourself. After each additional card, you need to indicate your decision to stand or draw to the dealer.



After all the players have completed their hands, the dealer's hole card is exposed. The dealer must draw on a total of 16 or less, until reaching a total of 17 or higher on some tables, while having to hit a soft 17 on other tables. Each layout will designate which style game is being dealt, or feel free to ask your dealer. If the dealer's total is less than yours, or if the dealer exceeds a point count of 21, you win even money! If your point count is equal to the dealer's it is a "push" and you do not win or lose.

Besides having the option to stand or draw after the first two cards, you may also double down, split pairs or take insurance.

DOUBLE DOWN

You may double down on any 2 cards except for a point count of 21. This is done by placing an additional wager (up to the total amount of your initial bet) next to your original bet. You will receive only one additional card when you double down.

SPLITTING PAIRS

If your first two cards are a pair, you may split them into 2 hands by placing an equal amount next to the original bet. If the next card makes a pair, you may split again. You can split up to 3 times for a total of four hands. Split Aces once with only a one card draw. A 10 value card on a split Ace counts as 21, but not Blackjack.

INSURANCE

If the dealer's up card is an Ace you may make an additional wager betting that the dealer has Blackjack.

Insurance bets are made by placing up to half your original bet on the insurance line, prior to the dealer checking their hole card. If the dealer has Blackjack, the bet wins and pays 2 to 1.



MINI BACCARAT

HOW TO PLAY

Mini Baccarat is an elegant, simple game to play. There are only two decisions you have to make. How much you want to bet, and whether to bet on the bank or the Player. If you bet on the bank, simply place your bet in the area closest to your marker "Bankers." Likewise, if you bet the Player. The Casino will collect five percent commission of all money won on the bank.

TIE BET

An additional bet you may make is a Tie Bet (that the two hands will end in equal totals). A winning Tie Bet pays 8 to 1. As for the game itself, Mini Baccarat is played with eight decks of cards. Any card from 2 to 9 has it's face value. Ace equals one. Deuce is two. All 10s and face cards, or any combination of them, have no value. When the total of the cards exceeds nine, the first digit of the total is dropped, because in the game of Mini Baccarat, all hands must be a single-digit number from 0 to 9. So, 7 + 4 = 1, Queen + Ace = 1.

The game begins when four cards are dealt alternately from the shoe: the first card to the Player, the second card to the bank, the third card to the Player and the fourth card to the bank. If the point count of either hand is 8 or 9, it is called a Natural and no additional cards are drawn. The cards are dealt according to set rules. There are no options regarding drawing the third card for either the Player's or Banker's hand. The Dealer announces the point count of the Player's hand and the Banker's hand and the Dealer will draw additional cards when appropriate. All bets must be placed before the Dealer calls, "no more bets" and the cards are dealt. No more than one additional card will be drawn to each hand. The hand closest to 9 wins and is paid at odds of 1 to 1. If both Player's and Banker's hand result in identical totals, it is a Tie Hand and the Tie Bet wins; neither hand wins nor loses. These charts describe the fixed rules governing the drawing of additional cards.



BANKERS RULES

When the Players stand on 6 or 7, the Banker will always draw on totals of 0, 1, 2, 3, 4 and 5 and stand on 6, 7, 8 and 9. When the Player does not have a "Natural" (8-9) the Banker shall always draw on the totals of 0, 1 or 2, and then observe the following rules:

hen

When the Banker's first two cards total:	Banker draws when the player's third card is:	Banker does not draw whethe player's third card is:
3	1,2,3,4,5,6,7,9 or 0	8
4	2,3,4,5,6 or 7	1,8,9 or 0
5	4,5,6 or 7	1,2,3,8,9 or 0
6	6 or 7	1,2,3,4,5,8,9 or 0
7		Stands
8 or 9		Natural Stands

DRAGON BONUS®

Is an optional side wager for Mini Baccarat that does not change the drawing rules or commission structure.

Players have two ways to win:

When their selected hand (Player or Banker) for the Dragon Bonus® wager is a Natural winner; or when their selected hand wins by 4 or more points. With Non-Natural winners, the larger the margin of victory, the larger the payout. Players must make the Dragon Bonus® wager before the Dealer calls "no more bets." The Dealer will then deal the traditional Mini Baccarat hand according to house procedures. When the hand is over, the Dealer will reconcile traditional Mini Baccarat wagers according to the house procedures.

The house will remove losing bets immediately and then pay winners.

Notes on Naturals:

- Natural winners pay even-money on the Dragon Bonus® bet.
- In the event of a Natural that ties, the Dragon Bonus® pushes.

DRAGON BONUS® WAGER PAYOUT SCHEDULE

Naturais		Non-Naturais	
Natural Winners	1 to 1	Win By 9 Points	30 to 1
Natural Ties	Push	Win By 8 Points	10 to 1
		Win By 7 Points	6 to 1
Ø.		Win By 6 Points	4 to 1
X		Win By 5 Points	2 to 1
/ 10		Win Ry 4 Points	1 to 1