

# GAMING GUIDE



**GREEKTOWN**  
CASINO-HOTEL

555 EAST LAFAYETTE BOULEVARD  
DETROIT, MICHIGAN 48226

[GREEKTOWNCASINOHOTEL.COM](http://GREEKTOWNCASINOHOTEL.COM)



**IT'S GAME ON**



**GREEKTOWN**  
CASINO-HOTEL

# SLOTS

Greektown Casino-Hotel is where you'll find all your favorite slot and video poker machines. We searched the country to find the newest, most cutting-edge machines around. Greektown Casino-Hotel is consistently voted the Best Casino and Best Slots, and one reason is that we offer you a larger variety of games than any other casino in the entire Detroit area! Get ready for a fantastic slot experience when you sit down to play your favorite games. From the hottest multi-line/multi-coin machines to the mega-sized progressives, we have them all. Every machine is equipped with a bill acceptor for your convenience, and Greektown has equipped all machines with Ticket-In, Ticket-Out technology for coinless play. The ticket generated from a slot machine when you cash out can be used in other slot machines that accept tickets, or can be redeemed for cash at any Cashier's Cage or automated kiosk. Some of our Ticket-In, Ticket-Out slot machines will also allow you to choose which denomination you'd like to play.

## CHOOSING A SLOT MACHINE

The light on top of each machine, or candle as it's called, is used to tell the slot attendants that the guest at the machine needs attention. It signals the slot attendant that the guest may need change, have a jackpot or have a coin jam. The color of the candle determines the denomination of the machine:

Denomination Candle Color

1¢ Pink

5¢ Red

25¢ Yellow

50¢ Orange

\$1 Blue

\$2 Green

\$5 Purple

\$10 White

\$25 White

\$100 White

## WIDE AREA PROGRESSIVES

Greektown Casino-Hotel offers a large selection of Wide Area Progressives. These are progressive machines that are linked to the other two Detroit casinos. They offer the value of a larger jackpot for the same price.

## IN-HOUSE PROGRESSIVES

Greektown has a large assortment of In-House Progressives that appeal to one and all.



# BLACKJACK

The object is for you to draw cards that total 21 or come closer to 21 than the dealer without busting (going over 21). All cards are at face value, except for the King, Queen and Jack which count as 10. An Ace will have a value of 1 or 11. The dealer starts the game. Every player gets 2 cards, face up. The dealer gets 2 cards, with a Hole Card (1 card face down). Only after all players' hands are played does the dealer disclose the Hole Card and play the dealer's hand. Once you have your 2 cards in front of you, you can choose to Stand (draw no more cards), or take a Hit (draw one or more cards) until you reach 21 or come as close as possible. However, if you go over 21, you break (automatically lose). A winning hand pays even money. Now the dealer turns over the Hole Card and acts on the hand according to the rules of the game. The dealer must draw to 16 and Stand when 17 or more is reached. At the end of the game, if your count is the same as the dealer's, it is a Push (nobody wins). The player wins if the dealer breaks (goes over 21) or if player's count is greater than the dealer's count and both have not exceeded 21.

## BLACKJACK!

In the event your first two cards are an Ace and any 10 value card, the dealer announces your hand as "Blackjack." You will be paid at this time, if the dealer does not have an Ace or a 10 value card as a face up card. If the dealer has an Ace showing, the player may opt to take even money or wait until the dealer has peeked to determine whether he/she has Blackjack. If the dealer's hand is a Blackjack, the Blackjack is a Push. A player's winning Blackjack is paid off at odds of 3 to 2. A two-card 21 wins over a multi-card 21 in all circumstances.

## BLACKJACK TERMS SPLITTING PAIRS

If your first 2 cards are a pair with the same numerical value, you may split them into 2 hands. You must bet the same amount as your original wager on each hand formed by splitting a pair. You must complete play on your first hand before playing your second hand. However, you may double down on each hand. If the split pairs are Aces, you will receive only 1 card on each. Because only 1 card is given when Aces are split, a player may not double down on Aces that have been split. Players may split a maximum of 3 times, for a total of 4 hands, if you split your initial pair and you receive an identically valued card to create another pair.

## DOUBLING DOWN

You may opt to double down after you get your first (2) cards, except when your first 2 cards total 21. When doubling down you draw only 1 additional card.

## INSURANCE

If the dealer's face up card is an Ace, and prior to anyone receiving additional cards, you may take insurance. To do this, you place a bet no more than one-half of your original bet on the insurance line. If the dealer's Hole Card is a 10, Jack, Queen, or King, you win your insurance bet at odds of 2 to 1. If the dealer's Hole Card is any other card, you lose your insurance bet. The dealer collects all losing insurance wagers before continuing the hand. If the correct amount of insurance cannot be bet due to the limitation of the value

## INSURANCE CONTINUED

of chip denomination (i.e., a \$7.50 bet allowing a \$3.75 insurance bet), the player may insure as close to the maximum insurance without over-insuring the bet.

## CARD HANDLING

Players are not allowed to touch the cards.

## THE PLAYER'S HAND

The player is responsible for the correct count of his or her hand.

## HAND SIGNALS

The player is responsible for the proper use of hand signals to indicate Hit or Stand.

Other

decisions may be made verbally.

## OPTIONAL WAGER

An optional wager for your Blackjack is available in selected Blackjack games on the casino floor.

## PERFECT PAIRS BLACKJACK

A Perfect Pairs wager is a bet that wins if the first two cards dealt to a hand is a pair. It wins with any pair, regardless of rank or suit; however the payout odds vary depending upon which type of pair it is. A Perfect Pairs wager loses if the first 2 cards dealt to a hand is not a pair.

This is achieved because the players place their bets on Perfect Pairs at the same time as they place their regular Blackjack Bets. After the completion of the initial deal of 2 cards to each player, the dealer collects all losing Perfect Pairs bets and then pays all winning Perfect Pairs bets. Accordingly, all Perfect Pairs bets have been dealt with prior to the players making any decisions on the way they are to play their hands. The object of the game is for the player's hand to beat the dealer's hand by getting a higher card total that is closer to, but does not exceed, the count of 21. A hand that exceeds the count of 21 is called a busted hand. Cards are counted at their face value with all face cards and Tens having a point value of ten. Aces may be used as one or eleven.

Optional Bonus Wager a player may make is the Perfect Pairs Bonus Wager. Only \$1.00 to \$25.00 wagers will be accepted. There are 3 different types of pairs and the payout odds vary accordingly. They are:

1. A "Mixed Pair". A pair that is comprised of 1 red card and 1 black card. Example- 3 (Hearts) 3 (Spade)
2. A "Colored Pair". A pair that is comprised of 2 cards that are different suits, with both cards being either red-suited cards or both cards being black-suited cards. Example- 8 (Club) 8 (Spade)



# BLACKJACK

## PERFECT PAIRS BLACKJACK CONTINUED

3. A "Perfect Pair". An identical pair.

Example- Q (Diamond) Q (Diamond)

## PERFECT PAIR PAYOUT:

Mixed Pair (6 to 1), Colored Pair (12 to 1), Perfect Pair (25 to 1)

# BLACKJACK SWITCH

The player must place 2 identical (both bets must be equal amounts) bets for the hands and/or an optional "Super Match" bet. The Super Match bet may be of a different amount than the Blackjack wager. All players must play two hands as each position is set up for two wagers. A player may only play one position (two hands), not four. When the initial 4 cards (two hands of two cards each) have been dealt to all players, the dealer will first settle any "Super Match" bets, working from the dealer's right to left. Then the dealer will check for "Blackjack." If the dealer shows an Ace up, he/she will offer insurance. Even money for a Blackjack will NOT be paid! If a player shows a Blackjack, they may insure this bet. Blackjacks will be paid as the dealer gets to that hand, not before the hitting sequence starts. The dealer will turn to the first player and ask the player whether he/she wishes to "switch" or not. The player will respond by hand signal if he/she wants to switch their cards. Only the second cards dealt may be "switched." Only the dealer is allowed to switch the cards, if applicable.

## PROCEDURE FOR SWITCHING CARDS

The dealer will first slide down the left hand's second card. The dealer will then move the right hand's second card onto the left hand. Finally, the dealer will move the original left hand's second card onto the position left vacant by the right hand's card.

\*\*\*Remember, only the second cards dealt may be switched, not the first cards. The player is allowed to double or split, as in regular Blackjack, even after switching. The dealer will repeat this procedure until all of the hands have been played out. The dealer will then play out his/her hand following the usual casino procedures, however, if the dealer makes a total of a hard 22, then all players' remaining bets are a push, except Blackjacks which are still paid even money. Blackjacks are paid even money during each individual play. A hand is considered a Blackjack only if the original two cards dealt are a Face (10) and an Ace. Blackjacks are paid even money during each individual play. A hand is considered a Blackjack only if the original two cards dealt are a Face (10) and an Ace. Once a player makes a switch and forms a face and an ace, it is considered 21, NOT a Blackjack. A player may choose to switch away from a Blackjack to create 2 alternate hands. They will NOT get paid for a Blackjack if this switch is done. If a player switches and decides that he/she does not like the 2 new hands, then they may switch back provided no additional action has been taken.

## SUPER MATCH

"Super Match" bets must be \$1.00 to \$25.00. Players may bet pink (\$2.50). Super Match bets are based on the original four cards dealt to a player.

Payouts for the Super Match are as follows:

One Pair	1 to 1 (even money)
Three of a Kind	5 to 1
Two Pairs	7 to 1
Four of a Kind	50 to 1

## SURRENDER

Before acting on his/her hand, the player will have the option (if offered) to surrender his/her hand for one-half of the original bet placed. Players are not allowed to handle their bet when requesting to surrender. With a dealer showing an Ace, insurance must be completed before any player will be allowed to surrender. A hand is considered a Blackjack only if the original two cards dealt are a Face (10) and an Ace. Blackjacks are paid even money during each individual play. A hand is considered a Blackjack only if the original two cards dealt are a Face (10) and an Ace. Once a player makes a switch and forms a face and an ace, it is considered 21, NOT a Blackjack. A player may choose to switch away from a Blackjack to create 2 alternate hands. They will NOT get paid for a Blackjack if this switch is done. If a player switches and decides that he/she does not like the 2 new hands, then they may switch back provided no additional action has been taken.

# CRAPS

A lively Craps game is the ultimate when it comes to fun and excitement. In this fast-paced game, there are many ways to bet and just as many ways to win! It's as simple as placing a bet on the Pass Line or Don't Pass Line and your fun begins!

## COME OUT ROLL

The first roll of the dice at the opening of the game or the next roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet.

## COME OUT POINT

The number (4, 5, 6, 8, 9 or 10) thrown by the shooter on the Come Out roll.

## PASS LINE

A Pass Line wager is placed immediately prior to the Come Out roll. You win on 7 and 11 and lose on 2, 3, or 12 on the Come Out roll. If any other number rolls (4, 5, 6, 8, 9, or 10) it's your point. Pass line bet wins if your point rolls before a 7. If 7 rolls before your point, you lose the line bet and the dice move to the next shooter. Pass Line Bets cannot be reduced or removed after the point is established. This bet pays even money.



# CRAPS

## DON'T PASS LINE

A bet on this line plays the game in reverse of the Pass Line. You lose on 7 and 11 and win on 2 and 3 on the Come Out roll. When 12 is rolled, it's a Push. When 4, 5, 6, 8, 9 or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet must be placed before the Come Out roll, but may be removed or decreased after a point is established; however it may not be replaced or increased after such removal or reduction. This bet pays even money.

## COME

You can bet on Come at any time after a point is established. You can try for a new point at any time. You win on 7 and 11 and lose on 2, 3, or 12 on the roll immediately following placement of the bet. If any other number rolls, it's your point and your bet will be moved to that number. If your point rolls before 7, you win. If 7 rolls before your point, you lose.

A Come Bet cannot be reduced or removed after a number is established for such bet.

## DON'T COME

A bet on this plays the game in reverse of the Come Bet. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 is rolled, it is a Push. When 4, 5, 6, 8, 9 or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed behind that number. This bet pays even money. Don't Come Bets cannot be increased, but may be removed, or decreased after a point is established; however they may not be replaced or increased after such removal or reduction.

## ODDS

An additional wager in support of a Pass Line/Come Bet may be made. This bet is known as an Odds bet. The Odds bet for the Pass Line/Come Bet may be placed or removed any time after the Come Out roll and the point is established. Come Bet Odds are inactive on the Come Out roll unless called

## ODDS CONTINUED

"on" by the player. Odds on the Pass Line/Come Bet for the point of 4 or 10 may be a maximum of 3 times your Pass Line/Come Bet and pay 2 to 1. On the point of 5 and 9 the Odds may be a maximum of 4 times your Pass Line/Come Bet and pay 3 to 2. On the point of 6 and 8 the Odds may be a maximum of 5 times the Pass Line/Come Bet and pay 6 to 5.

## LAYS

An additional wager in support of the Don't Pass Line/ Don't Come Bet may be made. This bet is referred to as a Lay Bet. The Lay Bet for the Don't Pass Line/Don't Come Bet may be placed or removed any time after the Come Out roll and the point is established. Lay Bets always work. Lay Bets on the 4 and 10 allow you to win a maximum of 3 times your original wager (flat bet) on the Don't Pass Line/Don't Come Bets and you have to lay 2 to win 1. Lay Bets on the 5 and 9 allow the player to win a

## LAYS CONTINUED

maximum of 4 times the original wager on the Don't Pass Line/Don't Come Bets and you have to lay 3 to win 2. Lay Bets on 6 and 8 allow you to win a maximum of 5 times your original wager on the Don't Pass Line/Don't Come Bets and you have to lay 6 to win 5.

## FIELD

You can bet on every roll of the dice. If 2, 3, 4, 9, 10, 11 or 12 rolls, you win. All numbers pay even money, with the exception 2 pays double and 12 pays triple. If 5, 6, 7 or 8 rolls, you lose. The Field is a one-roll bet.

## PLACE BETS TO WIN

On a Place Bet, you can bet on 4, 5, 6, 8, 9 and 10 at any time. If your number rolls before 7, you win according to the odds payout chart. If 7 rolls before your number, you lose. Place Bets are inactive on the Come Out roll unless called "on" by the player.

## BUY BETS

Buy Bets are exactly the same as Place Bets except by paying a 5% commission on the Buy Bet, you receive the true odds as shown on the chart. Buy Bets are inactive on the Come Out roll unless called "on" by the player. A Buy button denotes this bet.

## LAY BET

You may Lay a bet against 4, 5, 6, 8, 9 or 10 at any time. In order to do so, you must pay a 5% commission based on what you could win. Lay Bets always work. Check the chart for the payoffs. A Lay button denotes this bet.

## HOP BETS OR PROPOSITION BETS

These are one-roll bets, except for Hard Ways. The dealer will place all Proposition Bets in the center of the Craps table. The dealer will take or pay all Proposition Bets on the next roll of the dice except for Hard Ways. Unless you request otherwise, your winning bet remains in action.

## ANY 7

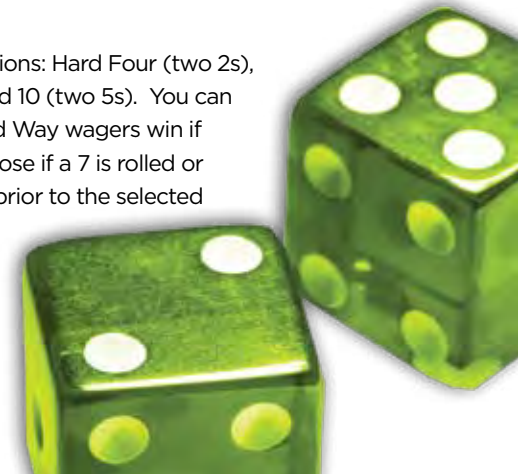
You can bet Any 7 on any roll of the dice. When 7 rolls, you win and are paid 4 to 1. If any other number rolls, you lose. This is a one-roll bet.

## ANY CRAPS

You can bet on any roll of the dice. If 2, 3 or 12 rolls, you win and are paid 7 to 1. If any other number is rolled, you lose. This is a one-roll bet.

## HARD WAYS

Hard Ways There are four Hard Ways combinations: Hard Four (two 2s), Hard Six (two 3s), Hard Eight (two 4s), and Hard 10 (two 5s). You can bet the combination you want at any time. Hard Way wagers win if the selected Hard Way is rolled before a 7 and lose if a 7 is rolled or the selected number is rolled in any other way prior to the selected Hard Way being rolled. For instance, if you bet the Hard Six (two 3s) you win when that rolls before 7 or any Easy Six (5 and 1, or 2 and 4). Hard Ways pay high odds as listed in the payout chart. Hard Ways are inactive on the



# CRAPS

## HARD WAYS CONTINUED

Come Out roll unless called “on” by the player.

## HORN BET

Horn Bets consists of a combination of four numbers: 2, 3, 11 and 12. If any of these numbers are rolled, you win. If any other number is rolled, you lose. One-fourth (1/4) of the Horn Bet is wagered on each of the individual numbers (2, 3, 11 and 12). If any of these numbers roll, you win and are paid at the odds as listed in the payout charts. If any other number is rolled, you lose. This is a one-roll bet.

## HORN HIGH BETS

There are four Horn High combinations: Horn High 2 (Aces), Horn High 3 (Ace, Deuce), Horn High 11 (5, 6), and Horn High 12 (2 Sixes). If 2, 3, 11 or 12 rolls, you win, if any other number is rolled, you lose. This is a one-roll bet. How this differs from a Horn Bet is that one-fifth (1/5) of the Horn High is bet on each of the individual Horn numbers (2, 3, 11, 12), with an additional one-fifth (1/5) of the bet on the designated Horn High number (for example, Horn High 11: two-fifths (2/5) of the bet on 11, one-fifth (1/5) on 2, one-fifth (1/5) on 3, one-fifth (1/5) on 12).

## 2, 3, 11 OR 12

You can bet on 2, 3, 11 or 12 individually. These are one-roll bets. The winning payoff on 2 or 12 is 30 to 1. The winning payoff on 3 or 11 is 15 to 1. If any other number other than the number bet rolls, you lose.

## FIRE BET- HOW TO BET:

- Only \$1.00 to \$5.00 wagers will be accepted. Fire Bets must be in whole dollar increments.
- A Fire Bet will only be accepted prior to the shooter's first Come Out Roll.
- When making a Fire Bet, place your wager on the numerically marked Fire Bet circle on the layout, below your betting position.
- The dealer will collect the Fire Bet wagers and place them in their coordinating betting circles, in front of the box person. They will remain there until the bet is won or lost.
- Once made, a Fire Bet cannot be called off or taken down.

## RULES OF THE GAME:

- The object of the fire bet is for the shooter to make as many “Individual Points” as possible before he/she Seven's Out. The term “Individual Point” means that the shooter successfully makes a point (4, 5, 6, 8, 9 or 10) which previously has not been made; it will count as one “Individual Point” made. Note: Successfully making the same point more than once will only count as one “individual Point” towards a payoff threshold.
- Only the highest payoff level met will be paid. Example: If 5 “Individual Points” are successfully made, only the 5 point payoff will be made and not the lesser payoff threshold(s) that were met.

## RULES OF THE GAME: CONTINUED

- “Individual Points” do not have to be made in any specific order.
- Winning or losing on the Come Out roll will not affect this wager.
- Only Sevening Out will terminate the wager.
- Special Fire Bet pucks will be used to keep track of “Individual Points” made.

## PAYOFF TABLE

(Above Payoffs are “And Down.”)

4 “Individual Points” pays 25 for 1

5 “Individual Points” pays 250 for 1

6 “Individual Points” pays 1000 for 1

## MINI DICE

The game of Mini Dice is a smaller version of a regular dice game. The normal rules for craps will be followed, with some exceptions. No more than 8 players will be allowed. All bets will be set up before the dice moves from the center. Bets will be paid starting on the side that the dice land. All payoffs will be handed off and removed from the layout. There will be no “schooling” of the dice.

## CRAPLESS CRAPS

Crapless Craps is a version of a standard dice game without the possibility of losing on the Come Out roll. It is played almost exactly the same except there are 10 numbers called point numbers. They are 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. All rolls made prior to the player tossing one of the point numbers will be referred to as the Come Out roll, regardless of whether it is the first, second, or third roll or any roll thereafter. The wager wins if the Come Out roll is 7.

## PASS LINE

The player wins on 7 on the Come Out roll (no point is established). If any other number rolls, it becomes the player's point. If the player's point rolls before 7, the player wins. After the Come Out roll, if 7 rolls before the player's point, the player loses and the dice move to the next player.

## PASS LINE ODDS

If a player has a bet on the Pass Line, he/she is eligible to make an additional bet known as an Odds bet. Players put down the Odds themselves, and can pick them up any time before a decision roll has been made. The Odds are placed behind the Pass Line Bet about an inch and one-half to two inches away.

## PAYOUT ODDS

2 and 12 odds Payoff is 6 to 1

3 and 11 odds Payoff is 3 to 1

4 and 10 odds Payoff is 2 to 1

5 and 9 odds Payoff is 3 to 2

6 and 8 odds Payoff is 6 to 5



# CRAPS

## OTHER CRAPLESS CRAPS WAGERS

### COME BETS

The player can place a Come Bet any time after the Come Out roll. It is like starting over, creating a whole new game within a game. Players win on any 7 on the roll immediately following the placement of the bet. If any other number rolls, it is the player's point. If the point rolls before a 7, the player wins. If 7 rolls before the point, the player loses. The player may bet odds on top of the Come Bet after the Come Bet point is established. The odds offered are identical to the Pass Line Odds Bets.

### PUT BETS

The player can place a Put Bet at any time before/after the Come Out roll. Similar to a Come Bet, it is like starting over. It is creating a whole new game within a game except players do not need to go through the Come to wager on a selected number 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. Put Bets can be placed with odds and a player wins immediately once the selected number 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 is rolled. If 7 rolls before the number selected, the wager loses.

### PLACE BETS

Place Bets allow players to bet the point numbers without having to go through the Come. Place Bets may be made individually or in groups (inside, outside, and across). Place Bets lose when a 7 is rolled, and win every time the number is rolled. Place Bets are "off" on the Come Out roll unless called "on" by the player. 2 and 12 Pay 25 to 5, 3 and 11 Pay 13 to 5, 4 and 10 Pay 9 to 5, 5 and 9 Pay 7 to 5, 6 and 8 Pay 7 to 6

### FIELD BET

The Field contains the numbers 2, 3, 4, 9, 10, 11, and 12. All numbers pay even money, except 2 pays double and 12 pays triple. The Field Bet may be made at any time and is a self-service, one-roll wager.

### BIG 6 AND 8

The big 6 and 8 are located on the outside of the layout between the Pass Line and on the end of the Field. Players may bet the 6, the 8, or both. These are even money bets and are paid whenever a 6 or 8 rolls. They lose whenever a 7 is rolled.

## PROPOSITION BETS

- Any Craps** One-roll bet. A roll of 2, 3 or 12 wins the bet. Any other number loses.
- Crap 2** One-roll bet. If 2 rolls, the bet wins. Any other number loses.
- Crap 3** One-roll bet. If 3 rolls, the bet wins. Any other number loses.
- Crap 12** One-roll bet. If 12 rolls, the bet wins. Any other number loses.
- Any 7** One-roll bet. If 7 rolls, the bet wins. Any other number loses.
- Over 7** One-roll bet. Wins if number rolled is higher than 7. Any other number loses. Pays even money.
- Under 7** One-roll bet. Wins if number rolled is lower than 7. Any other number loses. Pays even money.

- Eleven** One-roll bet. If 11 rolls, the bet wins. Any other number loses.
- Horn** One-roll bet. If 2, 3, 11 or 12 rolls, the bet wins; any other number loses. (A four-unit bet).
- Horn High** One-roll bet. Same as Horn Bet except that one additional unit is wagered on 2, 3, 11 or 12 (This is a five-unit bet).
- World or Whirl Bet** One-roll bet. Same as Horn Bet except that a unit is added and the 7 is wagered along with the 2, 3, 11 and 12 (A five-unit bet).
- Hop Bets** One-roll bets that may be bet at any time on a specific combination of the dice, which wins only if the combination is thrown on the next roll and loses if any other combination is thrown. Players can make Hop Bets at any time.
- Craps and Eleven** One-roll split bet that may be bet anytime. The bet wins if a 2, 3, 11 or 12 rolls, and loses if any other number is rolled.

## PROPOSITION PAYOUT ODDS

Any 7	4 to 1
Over/Under 7	Even Money
Any Craps	7 to 1
2 Craps	30 to 1
3 Craps	15 to 1
12 Craps	30 to 1
Eleven	15 to 1
Horn (3 or 11)	3 to 1
Horn (2 or 12)	6.75 to 1
Hop Bets: (hard ways) 1-1, 2-2, 3-3, 4-4, 5-5, 6-6	30 to 1
Hop Bets: 2 Unlike Dice (easy way)	15 to 1
C&E (Any Crap)	3 to 1
C&E (11)	7 to 1



# ROULETTE

Roulette is a fun and simple game that provides exciting action. The player will exchange currency for non-value Roulette chips or may play with value chips. Players will utilize these chips to make various wagers on different numbers throughout the Roulette layout. Roulette offers a wide variety of bets: Straight Up Bets, where you bet on a single number; Combination Bets, where you split your bets on adjoining numbers; Red or Black, Odd or Even, and many others. The placement of wagers will determine how much will be paid out (See the payout chart).

You play with your individually colored chips, good only at the table where they were issued. The value of these chips depends on the amount of your Buy-In. Each betting cycle begins with the dealer spinning a ball in the opposite direction of the revolving roulette wheel head. Bets may be placed until the dealer announces "no more bets." When the ball comes to rest, the dealer marks the winning number, and all bets which correspond to this number are paid.

## ROULETTE PAYOUT ODDS

Inside Bets, Straight Up 35 to 1,

Split 17 to 1

Street or 3 Number 11 to 1

Basket 11 to 1

Corner 8 to 1

Top Line or Five Numbers 6 to 1

Line Bet or Six Numbers 5 to 1

Courtesy Line, 0,00 Split 17 to 1

Outside Bets

Column Bet 2 to 1

Dozen 2 to 1

Red or Black 1 to 1

Odd or Even 1 to 1

1 - 18 1 to 1

19 - 36 1 to 1

## A FEW SIMPLE RULES TO REMEMBER WHEN PLAYING ROULETTE:

- All roulette chips must stay on top of the gaming table at all times.
- You may not leave the table with roulette chips in your possession.
- At the completion of play, you must exchange all roulette chips for regular Casino-Hotel cheques. These are the value cheques used on all of the other table games.



Visit **CLUB Greektown** for details.  
Gambling problem? Call **1.800.270.7117**.

If you bet more than you can afford to lose, you've got a problem. Call 1-800-270-7117 for confidential help.

