

THE VENETIAN® | THE PALAZZO®

# GAMING GUIDE

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NEVADA STATE LAW STATES THAT  
NO PERSON UNDER THE AGE OF 21 YEARS  
SHALL BE PERMITTED TO:

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- B. Place wagers with or collect winning wagers from any licensed Race Book, Sports Pool, or Pari-mutuel operator.
- C. Loiter, or be permitted to loiter, in or about any room or premises wherein all licensed game, Race Book, Sports Pool, or Pari-mutuel Wagering is operated or conducted.

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PROBLEM GAMBLERS HELPLINE



## YOUR FAVORITE GAMES AWAIT

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Welcome to the finest gaming Las Vegas has to offer. This guide is provided to assist you with questions you might have about playing in our state-of-the-art casino. Inside you'll find all the information needed to learn such exciting games as Craps, Pai Gow Poker, Baccarat, Blackjack, Roulette, and more. Please read through each section completely to acquaint yourself with the rules and regulations for each game. Once you've learned how to play the games you choose to play, it will make for a better gaming experience.

Your experience can be even more rewarding if you choose to become a member of Grazie®. Your exclusive membership makes you eligible for a variety of benefits including invitations to special events and casino tournaments, special rates on suites, dining, show, and shopping discounts, and more. And now, you can earn Resort Loyalty points when you charge goods and services from participating shops and restaurants to your suite. To receive your complimentary Grazie card, please visit any Grazie desk at The Venetian® or The Palazzo®.

We hope you will find this guide informative; however, you should always feel free to ask questions. When you require assistance, please do not hesitate asking any of our casino staff, including the dealers.

## SLOTS

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We offer a wide variety of slot machines. Our slots range in denomination from \$0.01 to \$500. Slot machines that are \$1.00 or more operate on bills or Ticket In–Ticket Out (TITO) tickets.

For immediate service, all of our slots are equipped with bill acceptors that allow you to purchase TITO tickets in the form of credits on your machine without leaving your seat.

Among our many options, we're proud to present unique game themes and MEGA Jackpot progressive machines. The highest progressive jackpot prizes range from hundreds of dollars to more than \$10 million. A large variety of the new and exciting multi-line, multi-coin, interactive bonus-screen games are also offered. Slot Team Members on the floor will be happy to show you how to play any of the slots or answer any questions you may have. All machines offer one of two methods of instructions. Written instructions are on the machine glass and help screens are offered on video machines for the player's convenience.

Don't forget to join Grazie before you play your favorite slot machines. Once enrolled, simply insert your loyalty card into the card reader and start earning points. Points can be redeemed for cash back and can also earn you valuable complimentary services. It's our way of recognizing and rewarding our valued players every time they play.

Stop by our conveniently located Grazie desks at The Venetian or The Palazzo and join today or ask any Slot Team Member to assist you with your sign-up. The privilege is ours.

## BACCARAT

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Baccarat (pronounced bah-ka-rah) has long been among the most popular casino games in Europe and Latin America, and, contrary to its appearance, is probably the simplest game to play.

The object of Baccarat is to bet on one of two hands, the one you think will come closest to nine. Nine is the highest hand. Ten value cards have zero value. Aces always count as one. If the cards dealt total more than nine on either hand, they acquire the value of the second digit. **Example: 10=0 17=7 20=0 23=3.**

The shoe holds eight decks of cards. It is passed around the table from player to player, counter-clockwise, every time a player hand wins. This encourages each player to take an active part in dealing the game. Before cards are dealt from the shoe, everyone places their bet on the side they think will win (banker or player). The player with the shoe then deals four cards alternately. Two are designated player cards; two are designated banker cards. The croupier announces the total of each hand and, if the rules require, will call for a possible third card for either side (see chart). The winning side is announced, losing bets are collected and winning bets are paid even money.

All winning bets on the bank side are assessed a 5 percent commission. The croupier will keep a running account of your commission, which must be paid at the completion of the shoe (you may pay your commission anytime during the game).

There is one other bet called the "tie." You are betting that both the player and banker hands will tie. If they tie, you will be paid 9 for 1.

We invite you to sit down at any of our Baccarat games where our dealers will be glad to show you the game and answer any further questions.



### BASIC RULES TO REMEMBER

1. If banker and/or player hand has a total of eight or nine on first two cards, no further cards are drawn.
2. Player hand having zero to five must draw one card. Player hand having six or seven must stand.
3. Banker hand stands or draws one card as directed by the chart.

Mini-baccarat offers the same excitement and fun that baccarat does. The same rules apply as in Baccarat. In Mini-Baccarat, the croupier is the only person permitted to deal the cards.

### PLAYER HAND THIRD CARD RULE

When a player's first two cards total:	Player's hand:
0-1-2-3-4-5	Draws a card
6-7	Stands
8-9	Natural stands

### BANKER

When banker's first two cards total:	Draws when player's third card is:	Does not draw when player's third card is:
0-1-2	Banker's hand always draws on a two-card total of 0-1-2	
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	

# BLACKJACK

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Blackjack, or 21, is one of the most popular card games played in our casino. It is easy to learn and exciting to play. We provide two versions of this game: Double Deck 21, where the cards are dealt from the hand, and Multiple Deck 21 where the cards are dealt from a box called the "shoe."

In Blackjack, everyone plays against the dealer. In the hand-dealt game, the players are dealt two cards face down. In the shoe-dealt version, players receive both cards face up. In both versions, the dealer receives his/her first card face up and the second card face down. The object of the game is to get as close as possible to 21 without going over 21. If a hand goes over 21, it is called a "bust" or "break" and the wager is lost. In 21, Jacks, Queens, Kings and 10s count as 10. An Ace may be played as a one or an 11. All other cards are played at face value.

When you receive your first two cards, you may either "stand" or "hit." When you "stand" it means you feel you are close enough to 21 and no longer wish any additional cards. If you wish to receive another card or "hit," scratch the surface of the table with your first two cards (hand dealt games only). If you wish to "stand" simply tuck your cards underneath your bet.

In the shoe-dealt version, you don't need to touch your cards, simply indicate a "hit" or "stand" by using hand signals. In both methods of play, you may draw as many cards as you want until you are close to 21 or until you "bust" or "break."

If you are closer to 21 than the dealer, you win and are paid an amount equal to your original wager. If your hand is less than the dealer's, you lose. If the dealer's hand "busts" or "breaks," you win as well. Ties are a standoff or "push" and your bet remains on the table.

If your initial two cards total 21, any Ace with a 10, Jack, Queen, or King, you have a blackjack. Blackjack is paid 3 to 2.

In 21, the player has many options to choose from:

## SPLITTING PAIRS

If your first two cards have the same numerical value, you may split them into two hands. The bet on the second hand must equal the original bet. If the split pair is Aces, you are limited to a one-card draw on each hand.

## DOUBLING DOWN

After receiving your first two cards you may elect to wager an additional amount not to exceed the value of the original bet. With a double down, you will be dealt one additional card only.

## INSURANCE

If the dealer's face up card is an Ace, you may elect to take insurance. The insurance bet is a wager that the dealer has a blackjack. You may bet up to one half of your original bet. Insurance bets pay 2 to 1 if the dealer has a blackjack, but lose in all other instances.

## SURRENDER

Players have the option of surrendering one half of their original wager after receiving their first two cards. If you surrender your cards, the dealer will take half of your wager. (Note: the Surrender option is not available on the Double Deck game.)

## CRAPS

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Blackjack  
without face card.



Blackjack  
with face card.



If you split Aces,  
you get one hit on each.



You may split any pair.



You may double down  
on any two cards.

Craps is an exciting, fast-paced, action-packed game utilizing a pair of dice. Here are some basics to get you started shooting Craps.

One player, known as the "shooter," throws the dice. All wagers must be placed before the shooter throws the dice. The types of wagers that can be made are:

### PASS LINE

An even money bet, made on the first roll of the dice (known as the "come out roll"). You win if a 7 or 11 roll, or lose if a 2, 3, or 12 roll (known as "craps"). Any other number that rolls becomes the "point" and the point must roll again before a 7 to win.

### DON'T PASS LINE

An even money bet, which is the opposite of the pass line. You lose on the "come out" roll if the shooter rolls a 7 or 11. You win on a 2 or 3 (12 is a tie). Once a point is established, you lose if the point is thrown and win if a 7 rolls.

### COME BETS

Made anytime after the first roll when a shooter has a point to make. You win on a 7 or 11 and lose on a 2, 3 or 12. Any other number becomes your "come point" and must be repeated for you to win before a 7 rolls.

### DON'T COME BETS

Made anytime after the first roll when a shooter has a point to make. It is the opposite of the come bet. You win if 2 or 3 roll (12 is a tie), and lose if 7 or 11 roll. Any other number rolled becomes your "come point" and if repeated you lose. If a 7 rolls you win.



### ODDS

Once a point is made on the first roll or a come point on a succeeding roll, you may take the odds and win if the point or come points are made before a 7. Payoffs are: 2 to 1 on 4 and 10, 3 to 2 for 5 and 9, 6 to 5 on 6 and 8. "Don't pass" or "don't come" bets are in reverse: you must lay the odds in order to win.

### PLACE BETS

Once a shooter makes a point, you may make a "place bet" on numbers 4, 5, 6, 8, 9, and 10. If the shooter rolls any of these numbers before a 7, you win the following payoffs: 9 to 5 on 4 and 10, 7 to 5 on 5 and 9, and 7 to 6 on 6 and 8.

A "place bet" may be taken off anytime before the next roll.

### FIELD BETS

A one roll bet. You win even money on 3, 4, 9, 10 and 11. You win 2 to 1 on 2. You win 3 to 1 on 12. You lose on 5, 6, 7 or 8.

### PROPOSITION BETS

These bets are found in the center of the table and are one-roll bets. You are betting that on the very next roll of the dice any of these numbers will come up:

- Any Craps (2, 3 or 12) . . . . . pays 8 for 1
- Aces (2) or Twelve (12) . . . . . pays 31 for 1
- Ace-Deuce (3) or Eleven (11) . . . . . pays 16 for 1
- Seven (7) . . . . . pays 5 for 1

### HARDWAYS

A Hardway bet is not a one-roll bet. You are betting that the shooter rolls a pair. Hardways win if the dice roll as a pair and lose if a 7 rolls or if the number is thrown "the easy way." Example: If you bet a hard 8 and the dice roll 4,4 you win. If the dice roll "easy" 5,3 or 6,2 you lose.

- Hard Four or Ten . . . . .pays 8 for 1
- Hard Six or Eight . . . . .pays 10 for 1



# ROULETTE

Roulette is an intriguing game that is played throughout the world. The large payoffs that are possible for small wagers always stimulate the interest of the expert as well as the novice player.

Different players use different colored chips so the bets are not confused. The value of your chips is determined by the price you pay for them.

Each spin of the wheel provides a multitude of options for the player. A player may bet on single numbers, rows of numbers, or on adjacent numbers. A player also may play colors, odd or even numbers, among others. A bet on a single number pays 35 to 1, including the 0 and 00. Bets on red or black, odd or even pay 1 for 1, or even money.

The chips you use when playing Roulette are not redeemable by the cashier nor are they good at any other game. Be sure to exchange your roulette chips at the table. They have no value in any other section of the casino.

We're proud to offer Roulette in two variations. In addition to our popular American-style Roulette game with 36 numbered slots, a 0 and a 00, we also offer our European Roulette, which has a single 0 along with the standard 36 numbers, and is a favorite among our international customers.

The diagram indicates the payoffs for single chip bets and the many combinations available to you. The dealer will be happy to explain any of them. The exact placement of the chips determine the bet being made. Each player is responsible for the correct positioning of their wager on the layout regardless of whether the bet is placed by the dealer.

1. Single number bet pays 35 to 1. Also called "straight up."
2. Double number bet pays 17 to 1. Also called a "split."
3. Three number bet pays 11 to 1. Also called a "street."
4. Four number bet pays 8 to 1. Also called a "corner bet."
5. Five number bet pays 6 to 1. Only one specific bet which includes the following numbers: 0-00-1-2-3.
6. Six number bets pays 5 to 1. Example: 7, 8, 9, 10, 11, 12. Also called a "line."
7. Twelve numbers or dozens (first, second, third dozen) pays 2 to 1.
8. Column bet (12 numbers in a row) pays 2 to 1.
9. 18 numbers (1-18) pays even money.
10. 18 numbers (19-36) pays even money.
11. Red or black pays even money.
12. Odd or even bets pay even money.



## PAI GOW

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The game of Pai Gow (pronounced pi gow) is a game of Chinese dominoes, which is generally believed to have originated in China around the 12th century A.D. The name Pai Gow literally translated means "to make nine," which will give some idea of the object of the game.

Pai Gow is played on a table and setting similar to Blackjack: there is a dealer and seats for up to seven players. However, instead of cards, the dealer distributes dominoes to the players. There are 32 dominoes (sometimes referred to as "tiles" or "cards"), which are mixed or shuffled by the dealer. The dominoes are placed in eight stacks of four dominoes each. These are dealt to each position on the table (including any vacant positions) so that each player receives four dominoes.

Unlike the American game of dominoes, in Pai Gow the individual value of a domino is NOT based on the number of dots on it. Its value is based upon a symbolic Chinese meaning, which you do not need to know to play the game. Until you become familiar with the rankings, it is best to refer to the accompanying chart for the numerical rankings of the dominoes.

Each player uses his four tiles to form two separate hands. The best hand is referred to as the "high hand" and the other hand is called the "low hand." If the player's high hand is higher than the banker's high hand, and the player's low hand is also higher than the banker's low hand, the player is a winner. If both his hands rank lower than both the banker's hands, he loses his bet. If only one of his hands is higher, and the other is lower, it is a "standoff" or "push" and no money changes hands. If the player and the banker have two hands totaling the same number, the hand with the higher "single ranking" domino (see chart) is the winner. The banker always wins if the two hands are exactly identical.

The highest hand would be a pair (called a "Bo" in Chinese); however, not all of the combinations called "pairs" are actually pairs of identical dominoes. Be careful to consult the chart when are dealt your dominoes to see if you have one of the "chop" or mixed pairs.

Keep this mixed pair of 7s.  
Keep your eye open for  
these types of pairs.



The next highest would be what is called a "Wong," which is the nine domino together with a 2 or a 12 domino. After the Wong comes the "Gong," which is an eight domino together with a 2 or a 12.



This is a Wong.  
Only a pair can beat this!

If you cannot make any of these combinations, you must arrange your two dominoes to get as close to a total of nine as possible. At this point, the game is similar to playing two hands of Baccarat, with nine being the highest possible total. As in Baccarat, only the last digit of the total is counted: two dominoes which total 11 will only count as 1, a total of 15 will count as 5, etc.

Learning how to play Pai Gow means learning how to form the best two hands using the four dominoes you are dealt.

The following are four basic rules to guide you in setting your hands:

1. Play the pairs: the Gee Joon, 11 identical pairs and four mixed pairs. Look for these pairs and play them as your "high hand."
2. Play a 12 or a 2 with a 7, 8, or 9 to produce either a high 9, a Gong or a Wong. These are the most common "high hands" and are very powerful.
3. Play two small dominoes that add up to 7, 8, or 9.
4. Average the hands by playing the biggest domino with the smallest. This is the last resort. Play a balanced hand if you have nothing else.

There are two "wild" dominoes in Pai Gow: the 3 domino and the 6 domino which is formed by a red four and a white two. BOTH can be counted as either 3 or 6, and together they form the highest hand, called "Gee Joon." It is considered a pair, even though these dominoes obviously do not match. Watch for these "wild" dominoes and use them in figuring your domino totals.

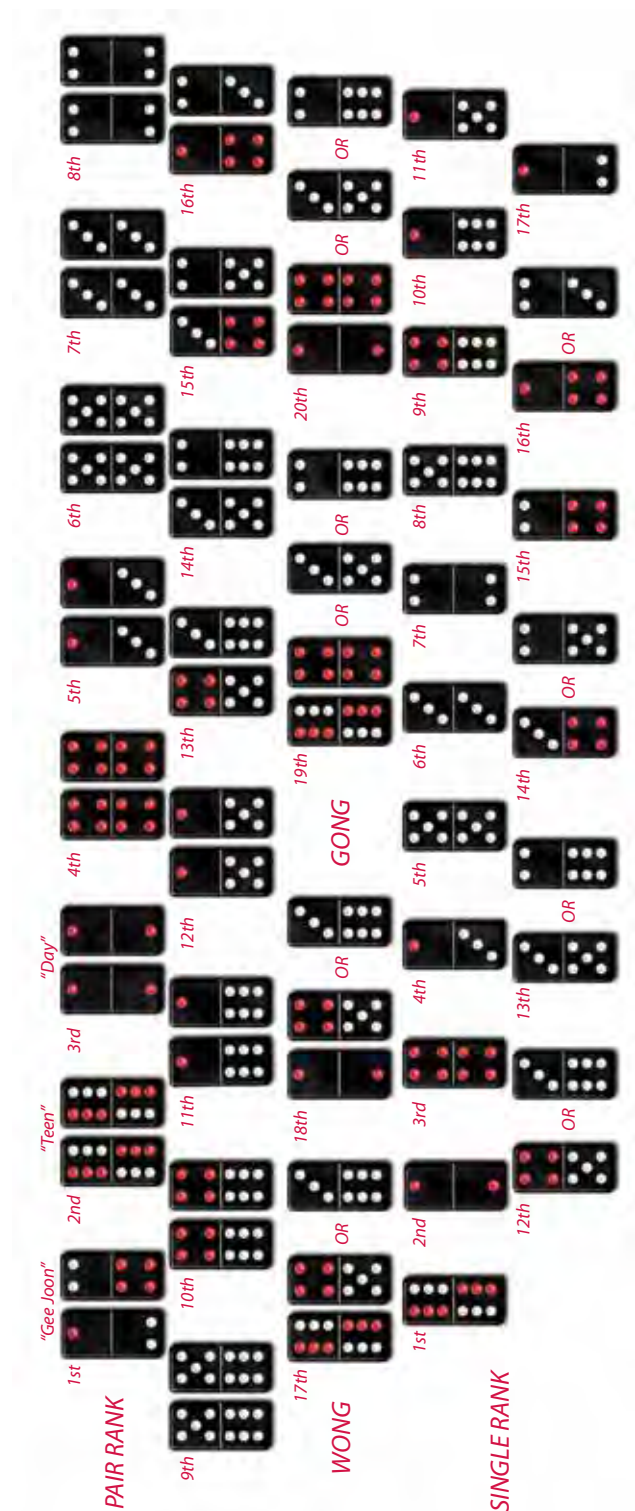
This is a "Gee Joon."  
 Together they're the highest pair;  
 individually they can be a 6 or a 3.



On the table, there is also a dice cup with three dice inside. The purpose of the dice cup is only to determine which position on the table will receive the first hand. The counting always starts from the banker (who is not always the dealer), and proceeds around the table in a counter-clockwise manner. If the dice total 9 or 17, the banker will receive the first stack of dominoes. If the total is 10 or 18, the player to the banker's immediate right will receive the first stack, and so on.

Pai Gow is a rotating bank game. Each player has the opportunity to bank the bets against all other players, including the house dealer. The dealer will offer the bank to each player in turn, moving counter-clockwise. The player has the option of either accepting the bank or passing it on to the next player. If no one accepts the bank, it goes back to the dealer. To be banker, a player must have played the previous hand against the house and must be able to cover all bets. He may also choose to co-bank with the house, in which case he must cover half the bets. If he chooses to co-bank, his dominoes must be set by the dealer according to the standard "house way." The house retains 5 percent commission on each winning hand.

The dealers and floor supervisors will be glad to answer your questions about pai gow or to set your hand for you if you are unsure of how to proceed.



## PAI GOW POKER

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Pai Gow Poker, which is sometimes called "Asian Poker," is an exciting game that is played with an ordinary deck of 52 cards plus one Joker. The Joker is used as an Ace or to complete a straight or a flush. The dealer shuffles his deck and then proceeds to deal out the cards in seven stacks of seven cards each.

The dealer then shakes the dice cup, which is used to determine who will receive the first hand. The dice are totaled, and the dealer counts counter-clockwise from the "chung" (or marker), which indicates who the banker is. The banker is always counted as #1, 8, or 15. The dealer then hands out each stack of cards to the player's positions as indicated on the layout.

The players then arrange the seven cards dealt to them into two hands; one hand will contain five cards and is known as the high hand; the other hand will contain two cards and is the second highest hand. Once the two hands are formed, they are placed face down in the positions indicated on the layout.

To win your bet, both your high hand and your second highest hand must rank higher than the respective hands of the banker. If you have even a little knowledge of traditional Poker, this game will come easy to you, because Poker ranking procedures are used in determining which hand is higher.

The only requirement in forming the two hands is that the second highest hand must contain only two cards and must be a lower ranking hand than the hand containing five cards. If this requirement is not satisfied, the hand is declared a "foul hand" and the wager is automatically forfeited. After all players have arranged their hands, the dealer will set the house's hand.

When your hand is compared to the house (or the banker's) hand and both the second highest hand and the high hand rank higher than the house (or banker's), then you win. If both hands rank lower, you lose your wager. In order for money to exchange hands, both the second highest hand and the high hand must either both win, or both lose. If either one wins and the other loses, then the wager is a "push" and no money exchanges hands. The bank always wins if the hand is identical. The house will handle all bets and will charge a five percent commission on all winning wagers. There is no commission for "pushed" or losing wagers.

Another exciting aspect of Pai Gow Poker is that any player may act as the banker. The only requirement for being the banker is that you must be able to cover all wagers on the layout at that time. When a player acts as the banker, all other player's hands are compared to the banker's hand and not the dealer's. When a player banks, the house will wager an amount equal to that player's bet on the preceding hand. The house will always take the bank when it is its turn, or when no player wishes to take the bank.

A word of caution – avoid exposing your hand at the table. It does not matter when the house is the bank because the house must set its hand as prescribed by our House Ways. However, when another player is the bank, you will be giving that player an advantage if he sees how you set your hand. If you require assistance, the dealer or floor-person will be happy to assist you in setting the highest possible ranking according to the House Ways. However, we cannot be responsible for any losses that may be incurred.

### POKER HAND RANKINGS

- |                                       |  |
|---------------------------------------|--|
| 1. FIVE ACES <i>(including Joker)</i> | 7. STRAIGHT<br><i>(A,2,3,4,5 is the second-highest straight)</i> |
| 2. ROYAL FLUSH                        | 8. THREE-OF-A-KIND   |
| 3. STRAIGHT FLUSH                     | 9. TWO PAIR  |
| 4. FOUR-OF-A-KIND                     | 10. ONE PAIR   |
| 5. FULL HOUSE                         | 11. HIGH CARD  |
| 6. FLUSH                              |  |

## LET IT RIDE STUD POKER

This exciting variation of Five-Card Stud Poker is easy to learn and fun to play. Each player places one bet of three equal bets and receives three cards, while the dealer deals two "community" cards face down. After looking at your first three cards, you may ask for one of your bets back or you may "Let It Ride." The dealer then turns up one card. You may then ask for your second bet back or "Let It Ride." The second card is then turned over by the dealer exposing both community cards. At this point, all winning hands are paid according to the payout schedule (pair of 10s or better, two pair, etc.).

The object is to get as good a hand as possible and bets are paid based on the schedule printed below. Players do not play against each other or against the dealer.



### PAYOUT SCHEDULE

Royal Flush . . . . .	1000 to 1
Straight Flush . . . . .	200 to 1
Four-of-a-Kind . . . . .	50 to 1
Full House . . . . .	11 to 1
Flush . . . . .	8 to 1
Straight . . . . .	5 to 1
Three-of-a-Kind . . . . .	3 to 1
Two Pair . . . . .	2 to 1
Pair of 10s or Better . . . . .	1 to 1

NOTE: MAXIMUM AGGREGATE PAYOUT OF \$50,000 PER ROUND

## CARIBBEAN STUD POKER

Caribbean Stud Poker offers the player the challenge of Poker but uses an easier-to-play format. In addition, it is the first progressive play jackpot ever offered with a table game. It is played on a special table, similar to Blackjack, and is based on Five-Card Stud Poker. Each player antes with the option of playing for a progressive jackpot and receives five cards face down. The dealer gets five cards with one card face up. The players examine their hands and decide to either fold, forfeiting the ante, or to make an additional bet, doubling the ante.

The dealer can only qualify and continue with an Ace/King or better. Without this minimum, the player automatically wins the ante and that hand is over. If the dealer can open and the player wins the hand, the player collects his/her ante and additional bet. Winning hands are paid out in accordance with the standard payout schedule, shown below. It is the player's responsibility to inform the dealer when they have a flush or higher.

### PAYOUT SCHEDULE

Royal Flush . . . . .	100 to 1
Straight Flush . . . . .	50 to 1
Four-of-a-Kind . . . . .	20 to 1
Full House . . . . .	7 to 1
Flush . . . . .	5 to 1
Straight . . . . .	4 to 1
Three-of-a-Kind . . . . .	3 to 1
Two Pair . . . . .	2 to 1
Pair of 10s or Better . . . . .	1 to 1

NOTE: MAXIMUM PAYOUT OF \$5,000 BET WAGER

## CARIBBEAN STUD POKER PROGRESSIVE JACKPOT

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Players who wish to qualify for the Progressive Jackpot must place a separate wager by putting a \$1 gaming chip in the acceptor slot located in front of each player. They qualify for the jackpot when they draw one of the five hands listed below regardless of whether the dealer's hand is higher, lower, or qualifies. The Progressive Jackpot pays out fixed amounts for lower hands and a percentage of the total jackpot for higher hands.

### PROGRESSIVE JACKPOT

Royal Flush .....	100%
Straight Flush .....	10%
Four-of-a-Kind .....	\$ 500
Full House .....	\$ 100
Flush .....	\$ 50



## BIG SIX

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We're proud to present the Big Six Wheel – also known as the Wheel of Fortune. This is an easy game to play and loads of fun.

Bets are made by placing a chip on the layout in one of the boxes. These boxes correspond to the numbers on the wheel and indicate the payoff rates. Bets must be made before the wheel is spun. Wagers are paid off immediately after the wheel stops on a number. If that number is the one you put your money on, you're a winner.

The higher the odds, the larger the payoff.

# POKER

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Each Poker game uses a fifty-two- (52) card standard deck of cards. The cards are ranked from Ace, King, Queen, Jack, and 10 through Two in descending order. An Ace may also be used as a card lower ranking than a Two in sequence.

The Venetian Poker Room offers a wide variety of games and limits to suit all player needs. The games listed in this guide (Hold 'Em Omaha, Omaha Hi-Lo, Seven-Card Stud and Seven-Card Stud Hi-Lo) are the most common Poker games played today. These games are generally played with a limit structure, meaning the betting and raising levels are predetermined and those bets can never be exceeded.

## RANKING OF HANDS

A Poker hand at the showdown consists of your best five cards ranked according to the following list, from highest to lowest:

Royal Flush  
Straight Flush  
Four-of-a-Kind  
Full House  
Flush  
Straight  
Three-of-a-Kind  
Two Pair  
One Pair  
High Card

## HOLD 'EM

Hold 'Em is a Poker game in which each player receives two cards as his initial hand. Each player will use his two hole cards along with the five community cards to form the best five-card Poker hand.

## BLIND AND BETTING STRUCTURE

In order to start the betting action, Hold 'Em uses what are called blind bets (blinds) to stimulate action and initiate play. Blinds are posted before the dealer deals the first cards.

Blinds are posted by players who sit in consecutive clockwise order from the dealer button with the first player posting a predetermined amount called the "small blind." The next person in order posts what is known as the "big blind." Action is initiated on the first betting round by the player on the immediate left of the big blind. The blinds act last on the first betting round and are "live," which means the player is allowed to raise his own blind bet.

The board cards are dealt in three sequences known as the "flop," the "turn" and the "river." In Hold 'Em there are four total rounds of betting, two at the smaller limit and two at the larger limit. The first round of betting takes place after each player has been dealt his initial two-card hand. The second betting round takes place after the flop has been dealt. The third round of betting takes place after the turn card has been dealt and the fourth and final round of betting will take place after the river card has been dealt.

A new player entering any Hold 'Em game has several options to satisfy the initial blind requirements:

- Wait for his big blind.
- Wait until the button passes and then post his big blind.
- Post the big blind immediately, regardless of seat position.
- If he chooses the second or third option, the blind acts as his opening bet. If a player leaves the table for any reason and any blind passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind.

### THINGS TO KNOW ABOUT HOLD 'EM

A player may use any combination of five cards to determine his best hand:

- Two cards from his hand and three from the board.
- One card from his hand and four from the board.
- No cards from his hand and all five from the board. This is referred to as "playing the board."

### HOLD 'EM HAND EXAMPLE

Your Hand:



Your Opponent's Hand:



The Board (Flop, Turn, and River)



———— FLOP —————      TURN      RIVER

Your Hand:

Your best five-card hand is a flush: A, Q, J, 10, 5 of diamonds.



Your Opponent's Hand:

Your opponent's best five-card hand is three-of-a-kind:

J, J, J, K, Q.



In this example you have used one card from your hand and four cards from the board to create your best five-card hand, a flush.

Your opponent has used two cards from his hand and three cards from the board to create his best five-card hand, three-of-a-kind.

Because a flush beats three-of-a-kind, you would win this hand.



## OMAHA

Omaha is a Poker game in which each player receives four cards as his initial hand. Each player MUST use a specific combination of five cards; any two out of his hand and any three from the board (community cards) to form the best five-card Poker hand.

### BLIND AND BETTING STRUCTURE

The general blind and betting structure for Omaha follows the rules of Hold 'Em. See the Hold 'Em section for a description.

### THINGS TO KNOW ABOUT OMAHA

Specific combinations must be used in Omaha to make the best hand:

- A player may use any combination of exactly two cards from the four cards in his hand and exactly three cards from the board to make his best five-card hand.
- Unlike Hold 'Em, a player may not "play the board" (use all five board cards) in Omaha.

### OMAHA HAND EXAMPLE

Your Hand:



Your Opponent's Hand:



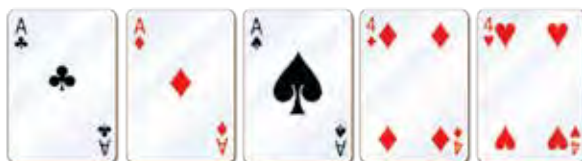
The Board (Flop, Turn, and River)



———— FLOP ————— TURN RIVER

Your Hand:

Your best five-card hand is a full house:  
Aces full of Fours.



Your Opponent's Hand:

Your opponent's best five-card hand is four-of-a-kind:  
Four Fours.



Keeping in mind that you may only use two cards from your hand, in this example you would be using two of the Aces from your hand along with one Ace on the board and the two Fours to make your full house.

Your opponent is using the two Fours from his hand and the two Fours on the board to make four-of-a-kind. In this example your opponent would win the pot because four-of-a-kind beats a full house.

## OMAHA HI-LO

Omaha Hi-Lo is a Poker game in which each player receives four cards as his initial hand. Each player MUST use a specific combination of five cards: any two out of his hand and any three from the board (community cards) to form the best five-card Poker hand and also the best five-card low hand.

## BLIND AND BETTING STRUCTURE

The blind and betting structure for Omaha Hi-Lo follows the rules of Hold 'Em. See the Hold 'Em section for a general description.

## THINGS TO KNOW ABOUT OMAHA HI-LO

- Similar to Omaha, a specific combination of cards must be used in Omaha Hi-Lo to make the best hand. See the Omaha Things to Know for a general description.
- Omaha Hi-Lo will usually be played with a qualifier for the low hand, meaning in order for a low hand to qualify, it must contain five non-paired cards all lower than a predetermined rank. If no low hand qualifies, for example Eight or better, then the pot is won by the best high hand only.
- In Omaha Hi-Lo each player may compete for and win both the Hi and the Lo hands.
- The same card(s) from your hand may be used to make the best Hi and Lo hand.

## OMAHA HI-LO HAND EXAMPLE

Your Hand:



Your Opponent's Hand:



The Board (Flop, Turn, and River)



Your Hand:

Your best five-card hand is two pair, Aces and Sevens, using the two Aces in your hand and the Sevens from the board.



You also have a qualifying low hand using the Ace and the Eight from your hand, along with the Seven, Five and Two from the board, 8, 7, 5, 2, A to make an Eight low.



Your Opponent's Hand:

Your opponent's best five-card hand is two pair, Sevens and Fours, using the two Fours from his hand and the two Sevens from the board.



Your opponent also has a qualifying low hand using the Three and Four from his hand and the Seven, Five and Two from the board: 7,5,4,3,2.



In this example you would win half of the pot with a high hand of two pair, Aces and Sevens. Your opponent would win half of the pot with the better low hand: 7,5,4,3,2.

## SEVEN-CARD STUD

### GAME DESCRIPTION

Seven-Card Stud is a Poker game in which each player receives his own seven cards. Each player uses his own seven cards to form the best five-card Poker hand.

### ANTE, BRING-IN, AND BETTING STRUCTURE

The cards are dealt to each player in five sequences known as 3rd through 7th Streets. 3rd Street is dealt as the first sequence and consists of two face-down cards and one upcard. 4th through 6th streets are dealt face up one card at a time. The 7th Street card is dealt face down.

In order to start the betting action, Seven-Card Stud uses what are called antes and bring-ins. Antes are posted by each player before he receives his cards and do not count as part of any future bets. The bring-in bet is used to stimulate action and initiate play. In Seven-Card Stud the lowest card by suit will be forced to start the action by placing the bring-in bet with an Ace counting as a high card for this purpose. The bring-in bet counts as part of the player's bet if it should be raised. For purposes of determining the low card on the bring in, suits will be ranked from highest to lowest as: Spades, Hearts, Diamonds, and Clubs.

On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer is first. In Seven-Card Stud there are five total rounds of betting, the initial two at the lower limit and then three at the higher limit. The first round of betting takes place after each player has been dealt his initial three-card hand (3rd Street). The second betting round takes place after 4th Street has been dealt. The third round of betting takes place after the 5th Street card has been dealt. The fourth round of betting will take place after 6th Street and the fifth and final round of betting takes place after 7th Street. After the final round of betting has been completed, a player may use any combination of five cards to determine his best hand.

A player who antes and/or asks to be dealt in but is unable to make it back to the table when it is his turn to act on his hand, forfeits his ante and his bring-in bet, if any. His hand is dead and will be discarded in turn.

THINGS TO KNOW ABOUT SEVEN-CARD STUD

- If a player makes an open pair on 4th Street, that player has the option of betting either the smaller or larger bet. If he bets the smaller amount, the next player(s) may raise in increments of the smaller bet or the larger bet. If a larger bet or raise is made, the next raise must be in increments of the larger bet.

SEVEN-CARD STUD HAND EXAMPLE

Your Hand:



Your Opponent's Hand:



Your Hand:

Your best five-card hand is a full house: Aces full of Jacks.



Your Opponent's Hand:

Your opponent's best five-card hand is two pair: Sevens and Fives.



Notice your opponent has three pair, but since a Poker hand is only played with the best five cards, he would be playing his best five cards as Sevens and Fives, two pair. Because a full house beats two pair you would win this hand.

## SEVEN-CARD STUD HI-LO

Seven-Card Stud Hi-Lo is a Poker game in which each player receives his own seven cards. Each player uses his own seven cards to form the best five-card Poker and also the best five-card low hand. Seven-Card Stud Hi-Lo will usually be played with a qualifier for the low hand, meaning in order for a low hand to qualify, it must contain five non-paired cards all lower than a predetermined rank. If no low hand qualifies, for example Eight or better, then the pot is won by the best high hand only. In Seven-Card Stud Hi-Lo each player may compete for and win both the Hi and the Lo hands.

## ANTE, BRING-IN, AND BETTING STRUCTURE

The betting structure for Seven-Card Stud Hi-Lo follows the rules of Seven-Card Stud. See the Seven-Card Stud section for a general description.

## THINGS TO KNOW ABOUT SEVEN-CARD STUD HI-LO

- A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as the high hand or not, to make his best low hand.
- Unlike Seven-Card Stud, if there is an open pair on 4th Street only the smaller bet may be made.
- In Seven-Card Stud Hi-Lo an Ace will count as the smallest card in sequence when used in a low hand. Like other games described above, the Ace may also be used in low sequence when making a straight (A,2,3,4,5).

## SEVEN-CARD STUD HI-LO HAND EXAMPLE

Your Hand:



Your Opponent's Hand:



Your Hand:

Your best five-card is three-of-a-kind: Aces.



You also have a qualifying low, five cards Eight and below: 8, 5, 4, 3, A.



Your Opponent's Hand:

Your opponent's best five-card hand is a straight: 4, 5, 6, 7, 8.



Your opponent also has a qualifying low hand: 8, 7, 6, 5, 4.



In this example your opponent would win half of the pot with the best high hand, a straight. You would win half of the pot with the best low, 8, 5, 4, 3, A, beating your opponent's low of 8, 7, 6, 5, 4.

## GAME VARIATIONS

**No Limit:** No Limit Poker is a structure in which there is no limit on the betting amounts. A player may, at any time, bet his table's stakes. As with limit games, there are blinds/antes that start the action.

**Pot Limit:** Similar to No Limit, Pot Limit structure means that a player may bet up to an equal amount that is already in the pot of that hand.

**Mixed Games:** At times games will be offered that rotate the game type played at the same Poker table. These games are called mixed games and have a predetermined order where multiple games will be played according to time or a specified number of hands. An example of a mixed game would be H.O.S.E. where each game represented by a letter would be played in a certain rotation H (Hold 'Em), O (Omaha), S (Seven-Card Stud), E (Eight or Better, I.E., Seven-Card Stud Hi-Lo).

Sports betting during-the-game in the palm of your hand is available at The Venetian and The Palazzo with pocket**casino** in-running.

The pocket**casino** in-running device is available at pocket**casino** central in The Palazzo Casino (near Laguna Champagne Bar), Lagasse's Stadium<sup>SM</sup>, and The Venetian Race & Sports Book during operating hours. Check the odds board for the schedule of games where pocket**casino** in-running is available.\*

Choose pocket**casino** in-running from the launch screen. Enter your pocket**casino** in-running user name and password when prompted (not your Grazie password).

Pick up a user's guide at pocket**casino** central for more detailed instructions and information.

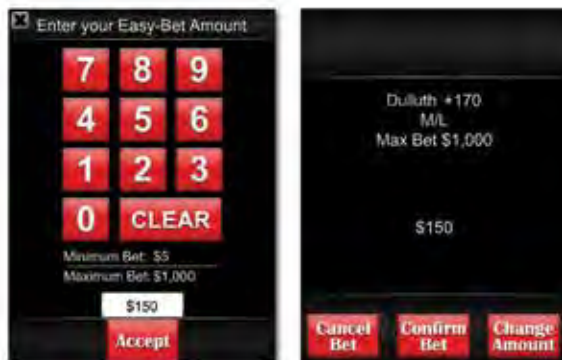
\*Game schedule subject to change without prior notice.

**Money Line** – Bet on which team will win the game during the game. Positive odds, such as +50, means how much will be won on a \$100 wager. Negative odds, such as -50, means how much must be wagered to win \$100.

**Total Points** – Bet on if the combined final score of the two teams will be above or below the 'Total Points' during the game. This bet is also referred to as over/under. Example: If the Total Points on a game is set at 50, the 'under' bet is the winner if the combined final score is below 50, and the 'over' bet is the winner if the combined final score is above 50.

**Point Spread** – Bet on which team will win a game by a specific amount of points during the game. Example: if the spread is 5 and the wager is made on the favored team, the favored team's score must be 5 more than the underdog's. Conversely, if the spread is 5 and the wager is made on the underdog team, the underdog's team's score plus 5 must be more than the favored's.

**Proposition Bets** – Bet on a certain outcome. In football games, bet on whether the drive will result in a touch down, field goal, punt or interception. In basketball games, bet on whether 0, 1, or, 2 free throws will be made.



Casino games in the palm of your hand is available at The Venetian and The Palazzo with pocket**casino** gaming.

The pocket**casino** gaming device is available at pocket**casino** central in The Palazzo Casino (near Laguna Champagne Bar) and pocket**casino** central in The Venetian (near the Grazie desk).

Choose pocket**casino** gaming from the launch screen. Enter your pocket**casino** gaming user name and password when prompted (not your Grazie password).

Pick up a user's guide at pocket**casino** central for more detailed instructions and information.



Extra Odds Blackjack



Extra Odds Baccarat

### EXTRA ODDS BLACKJACK

All the fun of traditional Blackjack with some added features. After the first set of cards are dealt, the odds of the various outcomes are calculated, and you may place an additional bet on: Player Wins, Dealer Busts, or Dealer Wins. The added bets need to be the same denomination as the original bet. Odds will differ from hand to hand depending on the cards that are already dealt.

### EXTRA ODDS BACCARAT

All the fun of traditional Baccarat with added features. After the first set of cards are dealt, the odds of the various outcomes are calculated, and you may place an additional bet on: Player Wins, Banker Wins, or Tie. The added bets need to be the same denomination as the original bet. Odds will differ from hand to hand depending on the cards that are already dealt.

### JACKS OR BETTER PROGRESSIVE VIDEO POKER

Play video poker in the palm of your hand. The progressive pot pays on Royal Flush with max coin-in bets based on the wagers across The Venetian, The Palazzo, and The M Resort (subject to change). Other table games include Blackjack, Baccarat, Caribbean Stud, and Texas Hold'em. Other slot games include Sphinx. Please see pocket**casino** central for an updated list of available games. Other table games include Blackjack, Baccarat, Caribbean Stud, and Texas Hold'em. Other slot games include Sphinx. Please see pocket**casino** central for an updated list of available games.



Video Poker



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Enhance your enjoyment of league play throughout the season with a future bet. You may wager on your favorite team to win the upcoming Super Bowl, World Series, NBA Championship, and Stanley Cup.