



# GAMING GUIDE





Welcome to Mohegan Sun where you'll discover unforgettable experiences. World-class gaming, great entertainment, endless dining choices, sensational shopping, luxurious hotel accommodations, a relaxing spa, golf and electrifying nightlife are waiting with the opportunity for you to play the way you want to play. Imagine the possibilities.

Mohegan Sun offers a world-class gaming experience, packed into three phenomenal casinos, with nearly 4,000 slot machines and more than 300 table games, including Blackjack, Poker, Roulette, Baccarat, Craps, Pai Gow and more. A state-of-the-art Race Book adds to the list of action-packed games.

If you're new to gaming or just new to a game, we hope this guide will assist you! Be sure to speak to a Player's Club representative about joining our Momentum program. As a Momentum member, you can earn Momentum Dollars on your card while you play. Momentum Dollars can be redeemed for hotel accommodations, dining, Mobil gas, Kids Quest, Momentum Travel & Experiences, shopping, tickets to our legendary entertainment and more. As a member, you'll also be eligible to participate in monthly promotions exclusively for Momentum members. Membership is FREE. Join today and start enjoying the benefits!

Every attempt has been made to ensure that this guide is accurate. However, the official rules are contained in Mohegan Tribe Standards of Operation and Management. Thank you for visiting Mohegan Sun and good luck!





# MOMENTUM RULES

- Members must be 21 years or older to participate. Membership is free.
- Valid photo identification, including date of birth, must be presented upon registration for Momentum membership and to establish your Personal Identification Number (PIN). To qualify for additional promotional offers and notifications, include your email address upon registration.
- In order to earn Momentum Dollars when playing slot machines, insert your Momentum card into the card reader on the slot machine you have chosen to play. It is your responsibility to ensure that the Momentum card is accepted prior to playing the machine. The card must remain in the slot machine for the duration of your play in order to earn Momentum Dollars.
- To be rated while playing at the tables, the Momentum card must be presented to the pit supervisor. To earn Momentum Dollars in the Race Book, present the Momentum card at the Race Book window or insert the card into a self-service terminal.
- A valid identification and/or a PIN shall be required to redeem Momentum Dollars for all transactions.
- Momentum Dollars may be redeemed for goods and services offered by Mohegan Sun (CT) and tenants of Mohegan Sun (CT) and Mohegan Pennsylvania.
- Momentum Dollars earned at Mohegan Pennsylvania may be redeemed for goods and services at Mohegan Sun (CT) and tenants of Mohegan Sun (CT).
- Each Momentum Dollar is equivalent to one dollar and is not redeemable for cash.
- Momentum accounts without rated play activity for the most recent twelve consecutive months shall be considered inactive and Momentum Dollars will be removed from the account.
- Momentum membership benefits are non-transferable. The Momentum card shall only be utilized by the guest whose name appears on the Momentum card for table games rating, slot ratings and for promotional events (i.e. giveaways, tournaments, promotions, etc.).
- Should you lose or misplace your card, a duplicate card may be requested at any Player's Club booth with valid identification. Mohegan Sun is not responsible for lost or stolen cards or for Momentum Dollars used in conjunction with a lost or stolen card.
- Players who are excluded shall forfeit Momentum benefits, including Momentum Dollars and promotional offers.
- Mohegan Sun management reserves the right to adjust any Momentum Dollar balance resulting from malfunction, operational errors or manipulation.
- MTGA reserves the right to market to Momentum membership unless otherwise notified by the guest in writing or by visiting any Player's Club booth or contacting VIP Services at 1.888.226.7711.
- Mohegan Sun management reserves the right to revise or cancel this program without prior notice and without liability.
- Mohegan Sun reserves the right to approve, deny or revoke membership in the Momentum program to any individual or refuse to fulfill any Momentum Dollar redemption request for any reason.
- All rewards and benefits under the Momentum program are offered at the sole discretion of Mohegan Sun. Mohegan Sun reserves the right to alter or amend any program feature or benefit at any time, including, without limitation, adjusting point accrual or redemption criteria, establishing condition of expiration for inactive accounts, or canceling or suspending the Momentum program at any time.
- Mohegan Sun reserves the right to contact a Momentum member if such member's account is inactive for twelve months, has a positive Momentum Dollar balance and/or meets other identified gaming criteria.
- Mohegan Sun only collects information necessary to deliver products and services you request.
- Rules may vary with specific promotions.
- Momentum rules apply to all Momentum cards including Core, Ignite, Leap, Ascend, Soar and Triumph.



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IS YOUR KEY TO MORE

# RACE BOOK

The Race Book offers all the thrills of wagering at a race track, with the excitement of a spectacular video display. Fans can bet with our self-wagering machines located throughout the room or on the personal betting touch pads. Premier racing from the New York Racing Association (NYRA), thoroughbred, harness and greyhound tracks are featured daily. We open at 11:00am (operating hours depend on business needs). We pay track prices and offer all of your favorite types of exotic wagers. The live action is so real, you'll think you're standing at the finish line.

## HOUSE RULES OF RACE BOOK

1. Failure to Combine Pools: Mohegan Sun Race Book pays full track odds in accordance with the rules in effect at the host track. However, in the event that any bet accepted by Mohegan Sun Race Book fails to be appropriately included and combined in the single-track pool due to circumstances reasonably beyond the control of Mohegan Sun Race Book, all bets made shall be placed into an independent pool and the payoffs shall be made in accordance with applicable rules. An immediate announcement shall be made to the public when other track odds will result.
2. Please check all wagering information displayed on the screen for accuracy before issuing such tickets.
3. Please check your tickets for complete accuracy.
4. Wager Early: Mohegan Sun Gaming Regulations prohibit wagers from being accepted after the judges have locked the wagering terminals. We assume no responsibility for inaccurate tickets or incomplete transactions that may be the result of miscommunication, misunderstanding, error or any other cause. Please make every effort to place your wagers early.
5. Information: Data including printed programs and/or electronic displays is generally accurate, but occasionally errors and omissions occur as a result of incorrect data received by others, mistakes in processing and other causes. Race Book disclaims any responsibility for any such errors, but would appreciate such errors being called to our attention.
6. Official: Please hold all tickets until judges have declared the event official.
7. Minors: Persons under the age of 21 are not permitted in the Race Book.
8. Advance Wagering: Players may make advance wagers on any performance available in the Race Book betting system.
9. Refunds: All bets received on an entry that does not start or in a race that is canceled or postponed shall be refunded on the basis of the refund policy in effect at the track.
10. IRS: The IRS requires the reporting of all gambling winnings in the amount of \$600 or more, if such winnings are at least 300 times the amount of the total wager. If these winnings are more than \$5,000 from a wagering transaction, they are subject to Federal Income Tax withholdings. Two forms of identification are required for payment, one of which must display your Social Security number.
11. Mail-In Redemptions: All winning tickets can be redeemed by registered or certified mail up to one year from the date of issuance. Tickets can be mailed to:  
Mohegan Sun  
VP Casino Accounting  
1 Mohegan Sun Blvd.  
Uncasville, CT 06382
12. Ticket Cashing: Tickets may be cashed in the Race Book at the cashing kiosk.
13. Conduct: To make the Mohegan Sun Race Book an enjoyable racing experience for all guests, proper conduct is encouraged and appreciated.



# SLOT GAMING

## VIDEO AND MECHANICAL REELS

Mohegan Sun is proud to offer the best variety of slot machines and mechanical reels in the casino industry. Now you can play one line or a hundred! Want to bet one credit per line? How about twenty credits per line? With a wide range of denominations from ¼ cent to \$500, it's all up to you. Video Reel Games often feature exciting multiple level bonus rounds. If you do well enough on the first bonus round you may have a chance to try your luck with the next bonus round. Remember, the bonus rounds are not only fun, but you can also win big money by making the right choices at the right time.

## VIDEO POKER GAMES

Mohegan Sun is proud to make a wide variety of single and multi-hand Video Poker Games available to our players with a wide variety of pay tables and the highest payback poker pay table in the industry.

### LET'S DOUBLE UP!

Video Poker just got a little more interesting. Look for the games that offer exciting bonus round features where you have the option to play for double or nothing!

With these varieties of Video Poker games, the player has the option to take a winning hand and turn it into a showdown against the machine. How high can you get it before you decide that the risk is too much?

Note: As with all slot machines, you should be sure to familiarize yourself with the basic points of information with these games prior to starting your play:

- What denomination is this game?
- How many lines can I play?
- What is the maximum possible bet on this game?
- Is there a minimum that I must bet to win the top award or trigger a bonus feature?

## THINGS EVERY SLOT PLAYER SHOULD KNOW

### REPORTABLE JACKPOTS

Any single award of \$1,200 or over is reported by Mohegan Sun as taxable income to the United States Internal Revenue Service. When you hit a reportable jackpot, you will need to provide us with two forms of identification in order to prepare and process an IRS form W2-G. The first form of identification must be a valid Government-issued Driver's License, a valid Government-issued Identification Card, valid military I.D. or a valid U.S. Passport. The second form of identification may be a Social Security card (originals only), a valid major credit card (MasterCard, Visa, American Express or Discover) or a Mohegan Sun Momentum card. A passport can be used as a second form of I.D. if your first form of I.D. is a valid Driver's License.

### MAX BET

Please take a moment to look over the buttons and the screen of the slot machine you are about to play. Look over the pay table and the denomination of the game. Please make sure that you check to see what the maximum possible bet is on this game.

### REDEMPTION TECHNOLOGY

Slot Tickets make it easier than ever for you to manage your winnings! Just a clean, efficient ticket that you can grab and get going! Want to move from a nickel game to a fifty-cent game? It's easier than ever! Slot Tickets at Mohegan Sun are easily accepted into the bill validator of any machine that can print a Slot Ticket. We also offer a number of Redemption Kiosks located throughout the property so that you can cash out your winnings wherever it is convenient for you.

- **Important:** Tickets generated and dispensed by the slot machines are only valid for 180 days from the day of issuance.
- Read every Slot Ticket that you get from any of our slot machines in order to ensure accuracy. If you have any questions about the Ticket, please put on the service light and one of our Slot Operations Team Members will be happy to help you in any way possible.

### WATCH YOUR BILL VALIDATOR

Be sure to always watch your bill validator when inserting currency or a Slot Ticket. Sometimes the validator will reject Slot Tickets or currency if they are crinkled or inserted incorrectly. If you are having difficulty in using a bill validator, signal for assistance by using the service button located on every slot machine.

### AGE RESTRICTION FOR PLAY

Players must be 21 years or older to play the slot machines at Mohegan Sun.

### IMPORTANT SAFETY TIPS

- We would be happy to hold and secure your game for you for a few moments at your request. Never ask another guest to hold your machine for you.
- If you are riding a bus, please try to keep in mind that technical difficulties can and do cause delays with some transactions. With that in mind, we ask that you do try to give yourself ample time to cash out and still make it to your bus on time.

**Important: Slot malfunction voids  
pays and plays.**



# TABLE GAMES

## BACCARAT

Baccarat is a game dating back to ancient times. It is played with eight decks of cards and the object is to get a point count closest to nine. Picture cards, 10's and any combination of cards totaling 10 have no value. All other cards are counted at face value. An Ace is valued at one. The "modern" innovations of Mini Baccarat and Midi-Baccarat have recently been developed and are played basically the same as regular Baccarat; however, the table sizes vary.

The player acting as the banker deals from the shoe. Two cards are dealt to the player's hand and two are dealt to the banker's hand. The dealer will call out the point totals of each hand. If the point value of the first two cards drawn for either hand is an eight or nine, it is called a "natural" and no additional cards will be drawn. If neither hand is a "natural," both hands draw one more card.

In Mini Baccarat, the dealer is the only one allowed to touch the shoe.

A player has the choice of three bets on any Baccarat game; the banker, the player and the tie. Players choose sides and place their bets. When all are placed, the dealer will announce, "no more bets and ask the banker to deal the cards. Whichever side has a point total closer to nine wins. If both the player's and the banker's hand have the same total, it is declared a tie. Winning player and/or banker bets are paid one to one and ties are paid eight to one. A winning banker's hand is charged a 5% commission. The commission will be accounted for by the dealer and must be paid at the end of the shoe.

If the player's hand wins, the dealing shoe passes to the next player giving each player the opportunity to deal the shoe.

### OPTIONAL BETS

#### Dragon Bonus:

The game of Mini Baccarat offers an optional Dragon Bonus wager. If the player's hand is a "natural" or a "non-natural" that wins by four points or more they win the Dragon Bonus wager. The maximum combined payout to each player per hand shall not exceed \$75,000.

Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 6	4 to 1
Win by 5	2 to 1
Win by 4	1 to 1
Natural winner	1 to 1
Natural ties	Push

\*Non-naturals

## BANKER'S HAND RULES

Banker's Point Count	Draws when the Value of the Player's Third Card is:	Doesn't Draw if the Value of the Player's Third Card is:
0	Always	Not Applicable
1	Always	Not Applicable
2	Always	Not Applicable
3	0-1-2-3-4-5-6-7-9	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	Not Applicable	Always
8	Not Applicable	Always
9	Not Applicable	Always

When the Banker's First Two Cards Total:	Draws when the Player's Third Card is:	No Draw when the 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
9, 0		
7	Stand	Stand
8, 9	Either Natural Stands, no draw hand.	





# TABLE GAMES (CONTINUED)

## BLACKJACK

Perhaps the most popular casino table game is Blackjack. The object is to draw cards closer in value to 21 than the dealer's cards without exceeding 21.

To play, you place a bet on the table in the betting circle in front of you. The dealer shall deal you two cards face up and two cards to the dealer; one face up and one face down. The second card is the "hole card." The dealer then proceeds left to right around the table, announcing card point totals. Any card from two to 10 counts at face value; Jacks, Queens and Kings are counted as 10; and the Ace is counted as 11 unless that would produce a point total in excess of 21, in which case it is then counted as one. Players are responsible for correctly computing their card point totals.

If the first two cards dealt to you total 21, the dealer announces that you have a Blackjack; if the dealer has an "up card" of two through nine, you win immediately and the dealer pays your bet based on posted limits and removes your cards.

If you have a Blackjack and the dealer's up card is a 10 or Ace, you must wait until the dealer reveals their hole card. If the dealer's hole card and up card do not equal 21 or if the dealer has a total of 21 in more than two cards, you win. The dealer then pays your bet based on posted limits and removes your cards.

### PLAYER OPTIONS

**Splitting Pairs:** If a player's first two cards dealt are the same value, the player may split them into two hands. The exception is a player may not split 10's or face cards. To split, the player places a wager equal to their initial wager. The dealer completes the first hand then progresses to the second hand. When splitting Aces, players receive only one card on each hand. If the dealer has a Blackjack, you only lose your original bet. In split hands, an Ace and a ten equal 21, not a Blackjack.

**Re-Splitting Pairs:** If after splitting the player receives another card of the same value, the player may split again. The exception is Aces may only be split once. A player must bet the exact amount of their original bet for each additional bet. If the dealer has a Blackjack, you only lose your original bet.

**Doubling Down:** After two cards have been dealt to the player, or after being dealt the second card on a split, players may make an additional wager less than or equal to their original bet. This is called "Doubling Down." The exception is players may not Double Down when their first two cards total 21. Double Down hands may only draw one additional card. If the dealer has a Blackjack, the players only lose their original bet.

**Insurance:** Insurance is an extra bet that can be made only when the dealer has an Ace as the up card. In order to play the insurance bet, you may wager up to half your original bet. If the dealer has Blackjack, the insurance bet pays two to one.

If the dealer does not have Blackjack, the insured wager loses and the game continues as usual. An insurance bet is placed immediately after you receive your first two cards.

**Even Money:** If the player has a Blackjack and the dealer's face up card is an Ace, the player may request to accept "Even Money" for his Blackjack, which is accepting an Even Money payoff in lieu of taking insurance. Players must decide to take Even Money before the dealer determines whether the dealer's hand is a Blackjack. If the player accepts Even Money, the player's Blackjack shall be paid Even Money regardless of whether the dealer has a Blackjack or not.

**Surrender:** After receiving their two original cards, a player may elect to discontinue play of that hand for that round and surrender one half of their wager. If the dealer has a Blackjack, the player shall lose the entire wager.

**Match The Dealer (MTD):** Players may bet that either or both of their initial two cards will match the dealer's exposed card(s) on tables designated with the "Match the Dealer" option and logo. MTD is an additional bet players can make after they have made a regular wager and is paid as a fixed payout.

Payoff amounts for Match the Dealer are as follows:

1 Non-suited match	Pays 4 to 1
2 Non-suited matches	Pays 8 to 1
1 Suited match	Pays 11 to 1
1 Non-suited & 1 Suited match	Pays 15 to 1
2 Suited matches	Pays 22 to 1

### TABLE OPTIONS

No Mid-Shoe Entry: Mohegan Sun also offers a "No Mid-Shoe Entry" option whereby a player arriving during a round of play must wait until that shoe is completed before joining the game.

### OPTIONAL BETS

**Super 4 Progressive Jackpot:** An optional bet can be made on the Super 4 Progressive Jackpot. A player may play this by placing an additional \$5 bet on the table. If the player chooses to participate in the Progressive wager, they place a five dollar chip in the designated area of the table to indicate their choice to compete for the Super 4 Progressive Jackpot. This will enable the player to win the Super 4 Progressive Jackpot amount on the progressive meter regardless of the outcome of the dealer's hand.

Progressive Jackpot payouts are as follows:

Royal Flush in Diamonds	100% of meter 1
Royal Flush (hearts, spades or clubs)	100% of meter 2
3-of-a-Kind	100% of meter 3
Straight Flush	100% of meter 4
Must Hit	100% of meter 5
Flush	\$300
Two Pair	\$200
All Cards Same Color	\$100
Pair	\$50
Any Hand (nothing)	\$25
Dealer Ace Up (No BJ)	\$10

### Dealer Controlled Electronic Table Games

Mohegan Sun offers \$5 Blackjack in Dealer Controlled Electronic Table Games.



# TABLE GAMES (CONTINUED)

## CARIBBEAN STUD POKER

Caribbean Stud Poker is a five-card stud poker game. To play, a player makes a bet in the "Ante" box. All Ante bets must be made prior to the dealer's announcing "no more bets."

Players are dealt five cards face down and the dealer is dealt four cards face down and one card face up.

Players now look at their cards and decide to play or fold. If a player chooses to play, they place a bet in the "Bet" box exactly twice the Ante. If a player chooses to fold, they lose the Ante bet.

After all of the players have made their decisions, the dealer reveals their hand. If the dealer has an Ace and a King or better, they play their hand.

The dealer compares the dealer's hand to the player's hands one at a time. If a player's hand beats the dealer's, the player is paid one to one on the Ante and the Bet wager will be paid as follows:

1 Pair or Less	1 to 1
2 Pairs	2 to 1
3-of-a-Kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
4-of-a-Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	100 to 1

The maximum payout per hand on Ante wagers and Bet wagers is \$5,000.

### OPTIONAL BETS

**Progressive Jackpot:** An optional bet can be made on the Progressive Jackpot. A player may play this by placing an additional \$5 bet on the table. If the player chooses to participate in the Progressive wager, they place a five dollar chip in the designated area of the table to indicate their choice to compete for the Progressive Jackpot. This will enable the player to win the Progressive Jackpot amount on the progressive meter regardless of the outcome of the dealer's hand.

Progressive Jackpot payouts are as follows:

Royal Flush	Mega Jackpot
Straight Flush	Major Jackpot
4-of-a-Kind	Minor Jackpot
Full House	\$250
Flush	\$200
Straight	\$150
3-of-a-Kind	\$45

## CRAPS

Perhaps any casino's most exciting game is Craps. This fast-paced game has been around for centuries. It is played by placing various bets on a Craps table and throwing two dice to the opposite end of the table. Each roll is independent and the game moves at a brisk pace.

### BETTING OPTIONS

**Pass Line:** Pass Line Bets can be made only before the first roll of the dice known as the "Come Out Roll." Players win on a natural seven or 11 and lose on craps two, three or 12 on the Come Out Roll. Any other number rolled becomes the point and a shooter must roll their point again before rolling a seven in order to win. After the point is established and a seven is rolled, the shooter will lose. When the shooter rolls a losing seven the game ends, bets are paid and the dice are passed to the next shooter. A Pass Line Bet cannot be reduced or removed after the Come Out Point has been established.

**Don't Pass Line:** Don't Pass Bets are the exact reverse of the Pass Line Bets. Don't Pass Bets can only be made before the Come Out Roll. Don't Pass Bets lose on a natural seven, or 11 on the Come Out Roll, win on craps two and three, but should the shooter roll a 12 the bet does not win or lose, it is a "Push." Any other number rolled becomes the point and the player shall win if the shooter rolls a seven before rolling their point. The bet will lose if the shooter rolls their point before rolling a seven. Don't Pass Bets may be removed or reduced at any time during the hand, however the bet may not be increased or replaced once the point has been established.

**Come Bets:** Come Bets are made any time after a shooter has rolled a point. These bets are similar to Pass Line Bets in that they become subsequent points during a shooter's roll. As with the Pass Line, Come Bets win on a seven or 11 and lose on two, three or 12. A Come Point must be rolled again before a seven is rolled in order to win and be paid. If a seven rolls before a Come Point has been rolled a second time, the player loses. A Come Bet cannot be reduced or removed after a number is established for that bet. Come Bet odds are inactive on the come out roll unless otherwise stated by the player.

**Put Bet:** Put Bets are wagers that can be placed in the Come Bet number box before or after the point has been established.

**Don't Come Bets:** Don't Come Bets are also made any time after a shooter has established their point. As with Don't Pass Bets, Don't Come Bets lose if a seven or 11 is rolled and win if two or three is rolled, and, as with the Don't Pass, 12 is a push. Any other number that rolls becomes the Don't Come Point. The player wins if a seven is rolled before the Don't Come Point is rolled again; the player loses if the point is rolled before a seven.

**Field Bets:** A Field Bet is a one-roll bet that can be made at any time. If any of the printed numbers in the Field section of the layout are rolled, the player wins (i.e. two, three, four, nine, 10, 11 or 12). Winning bets are paid even money on the numbers three, four, nine, 10 and 11; two to one on the numbers two and 12.





## TABLE GAMES (CONTINUED)

**Place Bets:** Place Bets can be made at any time during play and can be made on any or all of the point numbers: four, five, six, eight, nine and 10. Place Bets win when that number is rolled before a seven. A Place Bet may be increased or decreased at any time during play prior to the roll of the dice. Place Bets are off on the Come Out Roll unless the player specifies that the bets are in action.

**Buy Bets:** A Buy Bet may be made on any point number four, five, six, eight, nine and 10. The bet wins if the number rolls before a seven is rolled and loses if the seven is rolled before the number bet. A Buy Bet receives true odds and a 5% vigorish is charged on the amount bet.

**Lay Bets:** A Lay Bet can be made against any of the point numbers four, five, six, eight, nine and 10. The Lay Bet wins if a seven rolls before the point number that has been laid and loses if the point number is rolled before a seven. A Lay Bet receives true odds and a 5% vigorish is charged on the amount the bet can win.

**Any Craps:** Any Craps is a one-roll bet. If two, three or 12 is rolled, the bet wins. If any other number is rolled, the bet loses.

**Any Seven Bet:** Any Seven Bet is a one-roll bet. If a seven is rolled, the bet wins. If any other number rolls, the bet loses.

**Two, three, 11 or 12 Bets:** Two, three, 11 or 12 Bets are four different individual one-roll bets. If the number that is bet is rolled, the bet wins. If any other number rolls, the bet loses.

**Horn Bets:** A Horn Bet is a one-roll bet made with equal amounts of money on each of the two, three, 11 and 12. If any of these numbers are rolled, the bet wins. If any other number is rolled, the bet loses.

**Horn High Bets:** A Horn High Bet is similar to the Horn Bet with the exception that one designated number has one extra unit bet on it. Horn High Bets are made in unit amounts of five. The player wins if any two, three, 11 or 12 is rolled and loses if another number is rolled.

**World Bets:** A World Bet is a one-roll bet composed of 20% of the wager on the Any Seven and 80% on the Horn. If two, three, 11 or 12 is rolled, the bet wins. If seven is rolled, no money is won or lost on the World Bet. If any other number rolls, the bet loses.

**Hardways:** Hardways are defined as an even point number four, six, eight and 10 rolled as pairs on the dice. An example would be the hard six would be rolled as two three's. A hard number rolled as a pair would win. A Hardway loses if the number is rolled any way other than two pairs or if a seven is thrown. Hardway bets are inactive on the Come Out Roll unless the player specifies that the bets are in action.

**Fire Bets:** The object of the bet is for the shooter to make as many "individual points" as possible before they seven out. A player may only make a wager on this side bet before a new shooter establishes his or her first point. "Fire Bet" betting limits are \$1 to \$5.

**Hop Bets:** A Hop Bet is one of many one-roll bet combinations able to be played during a roll. Payouts will vary.

## CRISS CROSS POKER

Criss Cross Poker is a card game which can be played Across, Down, or in the Middle.

The rank of the cards used in Criss Cross Poker for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. An ace may be used to complete a "straight flush" or a "straight" formed with a two, three, four and five.

The permissible poker hands at the game of Criss Cross Poker, in order of highest to lowest rank, shall be:

1. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, except for a royal flush as defined above;
3. "Four-of-a-Kind" is a hand consisting of four cards of the same rank;
4. "Full house" is a hand consisting of a "Three-of-a-Kind" and a "Pair;"
5. "Flush" is a hand consisting of five cards of the same suit, not in consecutive order;
6. "Straight" is a hand consisting of five unsuited cards of consecutive rank;
7. "Three-of-a-Kind" is a hand consisting of three cards of the same rank;
8. "Two Pairs" is a hand consisting of two "Pairs;" and
9. "Pair" is a hand consisting of two cards of the same rank.

All wagers at Criss Cross Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted. All initial wagers shall be placed before the first card of the round has been dealt or by the time the Dealer has announced no more bets. Prior to the first card being dealt for each round of play each guest at the game of Criss Cross Poker shall make two equal Ante bets (Ante Across and Ante Down) and an optional five Card Bonus wager. The minimum and maximum bet amount for the five Card Bonus wager is \$1 and \$200 respectively. To participate in the five Card Bonus guests must place the required Ante bets.

During the round of play an Across Bet, Down Bet, and Middle Bet shall be made in accordance with the procedures stated below. A guest shall be permitted to make these wagers in advance. The guest shall not be required to view his or her cards prior to making these wagers. At its discretion, Mohegan Sun may allow a guest to wager on up to three adjacent guest locations. Backline Wagers are not authorized on Criss Cross Poker.

**Across Bet:** After being given the option to examine his or her cards but before the Dealer exposes any community cards, the guest shall make an additional wager ranging from one to three times the amount of the Ante Across wager in the designated Across Bet betting area or fold and forfeit the Ante Across and Ante Down wagers. After all guests have either placed an Across Bet or folded, the Dealer shall then turn over and reveal the first and third community cards of the horizontal axis.

**Down Bet:** Each guest who placed an Across Bet shall then make an additional wager ranging from one to three times the amount of the Ante Down wager in the designated Down Bet betting area, or fold and forfeit the Ante Across, Ante Down and Across Bet. After all guests have either placed a Down Bet or folded, the Dealer shall then turn over and reveal the first and third community cards of the vertical axis.

# TABLE GAMES (CONTINUED)

**Middle Bet:** Each guest who placed a Down Bet shall then make an additional wager ranging from one to three times the amount the Ante Across wager in the designated Middle Bet betting area, or fold and forfeit the Ante Across, Ante Down, Across Bet and Down Bet. After all guests have either placed a Middle Bet or folded, the Dealer shall then turn over and reveal the middle community card.

The Ante Across and the Across Bet are wagers on the Across Hand and the Ante Down and the Down Bet are wagers on the Down Hand. The Middle Bet shall be a wager on the higher ranking hand. If the payout odds are the same for the Across Hand and the Down Hand, the Middle Bet shall be a wager on the Across Hand. All losing wagers and forfeited wagers shall be collected and placed in the table inventory. After exposing the guest's two cards on unfolded hands, the best possible five-card poker hand for the Across Hand and the Down Hand shall be determined. A guest may indicate to not have his or her two cards faced by waving off and shall forfeit the Ante Across, Ante Down, Across Bet, Down Bet and Middle Bet.

Winning Ante Across and Ante Down wagers shall be paid in accordance with the pay table below (see exhibit one). Winning Criss Cross wagers (Across Bet, Down Bet, and Middle Bet) shall be paid in accordance with the pay table below (see exhibit two). Winning five Card Bonus wagers shall be paid in accordance with the pay table below (see exhibit three). There is a \$75,000 maximum combined payout per player per hand. Maximum combined payout includes all wager payouts.

After all wagers are settled, each guest's two cards shall be collected and placed in the discard rack. After all guest wagers have been settled, the five community cards shall be collected and placed in the discard rack.

## Bonus Spin Progressive Jackpot

Mohegan Sun will offer players at Criss Cross Poker tables the option to make a \$5 Bonus Spin wager. To participate in the Bonus Spin Progressive Jackpot, at the beginning of each round the player must make a regular Criss Cross Poker wager and the optional Bonus Spin wager.

### Exhibit 1

#### Ante Bet Pay Table

Pair of Jacks or better	1 to 1
Two 6's through 10's	Push

### Exhibit 2

#### Criss Cross Pay Table

Royal Flush	500 to 1
Straight Flush	100 to 1
4-of-a-Kind	40 to 1
Full House	12 to 1
Flush	8 to 1
Straight	5 to 1
3-of-a-Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6's through 10's	Push

There is a \$75,000 maximum combined payout per player per hand. Maximum combined payout includes all wager payouts stated above.

### Exhibit 3

#### 5 Card Bonus Pay Table

Royal Flush	250 to 1
Straight Flush	100 to 1
4-of-a-Kind	40 to 1
Full House	15 to 1
Flush	10 to 1
Straight	6 to 1
3-of-a-Kind	4 to 1
Two Pair	3 to 1
Pair of 6's through 10's	1 to 1

## DOUBLE DRAW POKER

Double Draw Poker is a five card poker game on which players compete solely against a posted payout table by placing an ante and bonus wager of equal amounts within the posted minimum and maximum wagers. The player has the opportunity to place up to two additional draw wagers that are each equal to the ante wager.

The rank of cards used in Double Draw Poker for the determination of winning hands, in order of highest to lowest rank shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Two jokers shall be used to play the game which may be used as an ace or to complete straights and flushes (excluding royal flush). The permissible poker hands in order of highest to lowest rank shall be:

- i. "Five Aces" is a hand consisting of four aces and a joker or three aces and two jokers.
- ii. "Natural Royal Flush" is a hand consisting of an ace, king, queen, jack, and 10 of the same suit (joker cannot be used to complete natural royal flush);
- iii. "Wild Royal Flush" is a hand consisting of an ace, king, queen, jack, and 10 of the same suite (jokers can be used to complete a wild royal flush);
- iv. "Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking (jokers can be used to complete a straight flush);
- v. "Four-of-a-Kind" is a hand consisting of four cards of the same rank;
- vi. "Full House" is a hand consisting of "Three-of-a-Kind" and a "Pair"
- vii. "Flush" is a hand consisting of five cards of the same suit (jokers can be used to complete a flush);
- viii. "Straight" is a hand consisting of five cards of consecutive rank with an ace, king, queen, jack and 10 being a straight and also an ace, two, three, four, five being a straight (jokers can be used to complete a straight)
- ix. "Three-of-a-Kind" is a hand consisting of three cards of the same rank;
- x. "Two Pairs" is a hand consisting of two "Pairs."

Mohegan Sun also offers players at Double Draw Poker tables the option to make a \$5 Bonus Spin wager. To participate in the Bonus Spin Progressive Jackpot, at the beginning of each round the player must make a regular Double Draw Poker wager and the optional Bonus Spin wager.

After all wagers are placed the cards are dealt according to the house rules of the game. If a player who placed a Bonus Spin wager has a full house or better in the final five cards, the Bonus Spin is triggered and that player will have the opportunity to spin the Bonus Wheel after the entire round is played.

After the initial game is played the dealer will settle all regular Double Draw Poker wagers from right to left (seat six to seat one) and then determine if there are any Bonus Spin winners.

# TABLE GAMES (CONTINUED)

If a player folds a winning Bonus Spin hand, they must leave the hand over the Bonus Spin sensor for the dealer to verify at the end of the round.

### Bonus Wager Pay Table

Five Aces	500 to 1
Natural Royal Flush (No Jokers)	100 to 1
Wild Royal Flush	50 to 1
Straight Flush	50 to 1
4-of-a-Kind	20 to 1
Full House	5 to 1
Flush	3 to 1
Straight	2 to 1
3-of-a-Kind	1 to 1
Two Pair	Push

Ante and Draw wagers pay one to one on hands of Two Pair or better. There is a \$75,000 maximum combined payout per player per hand on Ante, Bonus, and Draw wagers.

## FOUR CARD POKER

Four-Card Poker offers three innovative ways to play: Players wager against the dealer and bet up to three times the amount of their "Ante" bet if they choose to stay in the game. Players can also wager on the total value of their hands against the Pay Table by placing an "Aces Up" wager. If players really want to have fun, they can do both!

### BETTING OPTIONS

**Player vs. Dealer – Ante Bet:** When playing against the dealer, the player must form a four-card poker hand either higher in rank or equal to the dealer's hand. Players use their best four of the five cards dealt to them whereas the dealer uses the best five out of six cards. To play against the dealer, players must make an Ante wager. After players are dealt the five cards face down, they can either fold (forfeit) both the hand and Ante wager or continue to play by placing a Play wager that is at least equal to the Ante wager or up to three times the Ante.

The Ante and Play bets win one to one and the player wins all ties.

Certain player's hands receive an "Automatic Bonus." These payouts are made against the Ante wager. "Automatic Bonus payouts are always paid, even if the player has a losing hand.

### Automatic Bonus Pay Table

4-of-a-Kind	25 to 1
Straight Flush	20 to 1
3-of-a-Kind	2 to 1

**Player vs. Play Table – Aces Up:** Players may choose to bet the optional Aces Up wager. If the player's hand contains a pair of Aces or better, they win the Aces Up wager. If the player's hand does not contain a pair of Aces or better, the hand that contains the highest ranking card(s) wins. Ace is high except in four-three-two-Ace sequence.

### The Aces Up Pay Table

4-of-a-Kind	50 to 1
Straight Flush	40 to 1
3-of-a-Kind	8 to 1
Flush	5 to 1
Straight	4 to 1
Two Pairs	3 to 1
Pair of Aces	1 to 1

**Playing Both Aces Up and Ante:** When players bet both the Aces Up and the Ante (with the Play) wagers, they are playing against two separate Pay Tables with two different criteria for the payouts: Ante, in which the object of the game is to get a four-card poker hand that beats the dealer's best four-card hand and Aces Up, where the object of the game is to be dealt a pair of Aces or better.

If a player has placed an Ante wager and an Aces Up wager but does not make a Play wager, the player shall forfeit the Ante wager but not the Aces Up wager.

## FUSION HYBRID GAMING

Fusion Hybrid Gaming is live action Casino gaming played with a twist! Dealers deal to multiple players at the same time from a dealing station which is transmitted to an Electronic Gaming Device, similar to a regular slot machine. Players may choose between Blackjack, Roulette, and Baccarat, they can play one game or multiple games at once! All of the machines accept cash or TITO tickets and come equipped with touch screens for easy play.

## HIGH CARD FLUSH

High Card Flush is a house-banked card game played with a standard 52 card deck of playing cards. There are multiple wagers that may be made by the player. Ranking of hands are based upon the number of cards of the same suit (a Flush) in the player's or dealer's hand. The Ante and Raise wagers correspond to the player's hand versus the dealer's hand. Proposition wagers (flush and straight flush wagers) are based upon comparing the player's hand to a predetermined pay table as shown below. These wagers remain in action even if the player folds during play and forfeits their Ante and Raise wagers. Players must place an Ante Wager to place a proposition wager.

Each player plays against the dealer. Players that place an Ante wager and a proposition wager (if applicable) receive seven cards dealt face-down. The dealer also receives seven cards face-down. The object is to have more suited cards than the dealer, regardless of suit. In the event that both the dealer and player have the same number of suited cards in their flush, the winning hand is determined by the highest ranking card (two - Ace) of the Flush in each hand.

If the highest ranking card is the same in both hands, the second highest card is the determining factor. If the highest and second highest ranking cards are the same in both hands, the third highest card is the determining factor. This pattern continues until a winner or a tie is determined. Successive cards of the same suit (Straight Flush) have no significance (as it does in a standard Poker game) unless a Straight Flush wager is placed (see next page).

After examining their cards, each player must either fold their hand and surrender their Ante wager or place a Raise wager. The Raise wager amount must be equal to the Ante wager amount unless the player's hand consists of five or more of the same suit. If the dealer does not have at least a Nine High three-card flush, all remaining players will receive an even money payout on their Ante wager, and their Raise wager is a push. If the dealer has at least a Nine High three-card flush, the dealer's hand is compared to each player's hand and reconciled as stated below: Flush Bonus Wager - Players who place a Flush Bonus wager win when their hand matches one of the hands on the pay table below (see exhibit one), even if they folded their hand on the Ante/Raise wager.



# TABLE GAMES (CONTINUED)

**Straight Flush Bonus Wager** - Players who place a Straight Flush Bonus Wager win when their hand matches one of the hands on the pay table below (see exhibit two), even if they folded their hand on the Ante/Raise wager. Should a player's seven-card hand consist of more than one Straight Flush, only the highest ranking Straight Flush will be paid.

**Exhibit 1**  
**Flush Bonus Pay Table**

7	300 to 1
6	100 to 1
5	10 to 1
4	1 to 1

**Exhibit 2**  
**Straight Flush Bonus Pay Table**

7	8000 to 1
6	1000 to 1
5	100 to 1
4	60 to 1
3	7 to 1

Maximum aggregate payout combined for all of a player's wagers per hand is \$100,000 which includes the Flush Bonus payout and the Straight Flush Bonus payout.

## LET IT RIDE

Let It Ride is a variation on the standard game of Stud Poker. However, players have an opportunity to exercise more control over their wagers. Players do not play against the dealer or each other and they have the option to take back the first two of their three initial bets. The object of the game is to have the player make the best five-card poker hand using their three cards and two of the dealer's community cards.

To play, a player places three equal bets on the Let It Ride layout in each of the three spots; (One) (Two) (Three).

The dealer then gives three cards to everyone playing, as well as the dealer. The dealer's cards act as community cards and the dealer reveals them one at a time as the game progresses.

To begin, players look at their first three cards. The dealer then asks each player in turn if they wish to take back their first bet or stay in the game and "Let It Ride."

The dealer then burns the bottom card and turns over the first community card. Players are again asked if they would like to take back their second bet or once again, "Let It Ride." At this time, players place their cards face down on the layout in front of them.

The dealer then turns over the second community card and in turn, each of the players' cards. Losing wagers are then collected and winners are paid according to the payout schedule.

No matter what players have opted to do with their two previous hands, a player's third bet may not be removed, as this bet is a "Contract Bet."

At no time may players show their cards to another player.

The maximum combined payout to each player per hand shall not exceed \$100,000 (includes Let it Ride Bonus and Three Card Bonus payouts). Posted aggregates on the table apply.

**Payout Schedule**

Royal Flush	1,000 to 1
Straight Flush	200 to 1
4-of-a-Kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
3-of-a-Kind	3 to 1
Two Pair	2 to 1
Pair of 10's (or better)	1 to 1

**OPTIONAL BETS**

**Let it Ride Bonus:** Players may choose to place an optional \$1 Let it Ride Bonus wager. To receive a Bonus payout the player must have a pair of tens or better. Players receiving a Bonus payout will not have their original Bonus wager returned to them.

**Let It Ride Bonus Payoff Odds**

Royal Flush	\$20,000
Straight Flush	\$1,000
4-of-a-Kind	\$100
Full House	\$75
Flush	\$50
Straight	\$25
3-of-a-Kind	\$4
Two Pair	\$3
One Pair of 10s or Better	\$1

**Three Card Bonus:** Players may place a second supplemental wager, betting on whether the player's first three cards dealt shall rank a Pair or better.

**Three Card Bonus Payoff Odds**

Mini Royal Flush	50 to 1
Straight Flush	40 to 1
3-of-a-Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

## MISSISSIPPI STUD POKER

Mississippi Stud Poker is a five-card poker game. Players compete against a pay table, not against the dealer or other players. Prior to the cards being dealt, players shall place an ante wager and an optional three Card Bonus side bet. Players must place an ante wager to place a three Card Bonus side bet. Working from left to right, the dealer places three community cards, face down in the assigned area. The dealer then gives each player two starting cards, face-down.

After looking at their two cards, players have a choice:

- i. Fold (and surrender their ante); or
- ii. Make a 3rd street bet of 1x to 3x their ante bet.

The dealer then reveals the first community card.

Players have a choice:

- i. Fold (and surrender their ante and 3rd street bets); or
- ii. Make a 4th street bet of 1x to 3x their ante bet.

# TABLE GAMES (CONTINUED)

The dealer then reveals the second community card. Players have a choice:

- i. Fold (and surrender their ante, 3rd street and 4th street bets); or
- ii. Make a 5th street bet of 1x to 3x their ante bet.

The dealer then reveals the third community card. Working from right to left, the dealer reveals each player's two-card starting hand and combines it with the three community cards. The dealer will also resolve the Three Card Bonus side bet wagers at this time. The dealer pays according to the posted pay table. A player needs a pair of Jack's or better to win, and a pair of six's to 10's to push. All winning bets will receive odds as stated below (see exhibit one).

### 3 Card Bonus

- i. The Three Card Bonus side bet is based on the three community cards only. The Three Card Bonus will receive action regardless if the player folds their hand. If the player has placed a wager on the Three Card Bonus side bet and folds, the dealer will remove the original wager(s), and tuck the folded cards under the players Three Card Bonus side bet. Winning hands will be paid based on the pay table below (see exhibit two).

### Multi-Game, Multi-Level Progressive Jackpot

- ii. Guests playing Mississippi Stud Poker are eligible to wager on the multi-game, multi-level progressive jackpot. Refer to SOM D-01.9 for rules, equipment, dealing procedures and irregularities of the multi-game, multi-level progressive jackpot.

### Exhibit 1

#### Mississippi Stud Poker Pay Table

Royal Flush	500 to 1
Straight Flush	100 to 1
4-of-a-Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
3-of-a-Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6's through 10's	Push

There is a \$75,000 maximum combined payout per player per hand on all wagers.

### Exhibit 2

#### 3 Card Bonus Pay Table

Straight Flush	40 to 1
3-of-a-Kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

The Three Card Bonus side bet is based on the three community cards only.

## PAI GOW

Pai Gow is an ancient Chinese game which has been played throughout Asia for centuries. The game is played with a set of 32 tiles. Each tile has a numeric value and a symbol ranking.

The 32 tiles used in Pai Gow are shuffled by the dealer. The tiles are placed in eight stacks of four. The players place their wagers and the dealer announces, "No more bets." The banker then shakes the Pai Gow Shaker containing three dice, three times. The sum of these dice determines which player will receive the first stack of tiles. The banker is always counted as seat number one, nine or 17 and the count proceeds counterclockwise, beginning with the banker. The dealer and each seated player are dealt one stack each, and arrange their tiles into two hands of two tiles each (a high hand and a low hand) and then sets both hands face down on the layout behind their bet. The object of the game is to have players set their hands so they have both combinations higher than the hands of their opponent. Once players have set their hand and they place their tiles face down on the table, players are not allowed to touch the tiles again. Players must keep the four tiles in full view of the dealer at all times. Players are responsible for setting their own tiles and no other player may touch the tiles. The dealer is the only other person allowed to touch a player's tiles. The dealer will always set their hand using a set of rules known as "House Ways.

When a player and the banker have two tiles totaling the same number, the combinations with the higher "single ranking" tile is the winner. When the two tiles that form the highest ranking hand "The Supreme Pair" (Gee Joon) are used separately, the numeric value is interchangeable. The three can be counted as a six and the six can be counted as a three.

When two hands have the same numeric value and identical high tiles, it is called a "Copy Hand." All Copy Hands are won by the bank.

### RANKING COMBINATIONS

To play Pai Gow well, a player must have a solid knowledge of the first 16 rankings.

The highest is the Supreme Pair or Gee Joon. The second through the sixteenth ranking Pairs are called "Bo" Pairs. The thirteenth to sixteenth ranking Pairs are not identical tiles; they are called Mixed (Chop) Pairs.

After the Pair ranking, the best combinations are the "Wong," which is the 12 and any nine. This is followed by the tiles two and any nine.

Next is "Gong," which is 12 and any eight, followed by two and any eight.

If the Bo Pairs, Wong or Gong combinations cannot be made, the next combinations are ranked from nine to zero.

When two hands have the same numeric value of zero, they are considered equally bad, regardless of the high tile. The bank will win all zero – zero tie hands regardless of ranking. To see the ranking of each tile, please refer to the ranking chart on the next page.

An interesting aspect with Pai Gow is the banker can be any player or the dealer. Each player has an opportunity to bank the play against all of the other players including the dealer. Players have the option to pass the bank to the next player if they do not wish to bank the game. Any player who wishes to bank accepts responsibility for all wagers made during that round of play. Players must be able to cover all bets and must have wagered in the last round in which the dealer acted as banker.

# TABLE GAMES (CONTINUED)

Players acting as banker also have an option to request that the dealer become their “co-banker” and cover 50% of the winning wagers during that round of play. When co-banking is in effect, the hand must be set according to House Ways.

The house will handle all bets and charge a 5% commission on all winning wagers. A winning wager pays even money. There is no commission on a “Pushed” or losing wager.

### Pai Gow Ranking Chart

#### Pairs Ranking

1st	2-4 with 1-2	“Gee Joon”
2nd	6-6 with 6-6	“Teen”
3rd	1-1 with 1-1	“Day”
4th	4-4 with 4-4	“Yun”
5th	1-3 with 1-3	“Gor”
6th	5-5 with 5-5	“Mooy”
7th	3-3 with 3-3	“Chong”
8th	2-2 with 2-2	“Bon”
9th	5-6 with 5-6	“Foo”
10th	4-6 with 4-6	“Ping”
11th	1-6 with 1-6	“Tit”
12th	1-5 with 1-5	“Look”
13th	4-5 with 3-6	“Chop Gow”
14th	2-6 with 3-5	“Chop Bot
15th	3-4 with 2-5	“Chop Chit
16th	2-3 with 1-4	“Chop NG”Wongs
17th	6-6 with 4-5 or 3-6	“Teen Gow Wong”
18th	1-1 with 4-5 or 3-6	“Day Gow Wong”

#### Gongs

19th	6-6 with 4-4 or 2-6 or 3-5	“Teen Gong”
20th	1-1 with 4-4 or 2-6 or 3-5	“Day Gong”

## PAI GOW POKER

Pai Gow Poker, also known as “Asian Poker,” is an exciting variation on standard poker 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, flush, straight flush or a royal flush. Players that have some knowledge of traditional poker should be able to understand Pai Gow Poker. Standard poker rankings are used in Pai Gow Poker.

Each seated player is dealt seven cards arranged into two hands; the first hand contains five cards and is known as the High Hand, the second contains the remaining two cards and is called the Second Highest Hand. The object of the game is to win by having both your High Hand and your Second Highest Hand rank higher than the hands of the banker.

Once the cards have been shuffled and the dealer has called for no more bets, a computerized random number generator displays a number from one through seven. Counting counterclockwise from the dealer, who is always considered number one, the dealer shall deliver the number one stack of seven cards to that person and move clockwise to deliver the rest of the cards to the remaining players.

Once players have arranged their cards into the High Hand (five cards) and Second Highest Hands (two cards), they place them face down on the layout. All players must keep their cards over the table and in full view of the dealer at all times. Players are not allowed to view or touch another player’s cards. The only firm requirement for players in setting their hands is the High Hand must have five cards and rank higher than the Second Highest Hand.

After all the players have set their hands the dealer then sets the dealer’s hand to House Ways.

In order for a player to win, both the High Hand and the Second Highest Hand must rank higher than the banker’s hand. If both rank lower, players lose their wager. However, if one is higher and the other is lower, the wager is considered a “Push” and neither side wins.

In Pai Gow Poker, it is also possible to have a “Copy Hand.” This occurs when a player has either a two- or five-card hand identical to that of the banker or dealer. The bank or dealer wins all Copy Hands.

Instead of paying a commission of up to 5% from each wager, a player may post the commission in advance by betting the amount of the commission in addition to his original wager. If the bet loses, the dealer will collect the entire wager. If the bet wins, the dealer will pay only the original wager, not the commission posted in advance. If the bet is a push, the dealer will not pay or collect either the original wager or the commission posted in advance.

Players also have the option to act as a banker or co-banker when it is offered to them. The only requirement for being the banker is the players must have sufficient money to cover the wagers bet during that hand and must have placed a wager the last time the dealer banked a game. When a player acts as the banker, all other hands on the table are compared to the hand of the players acting as banker and not to that of the dealer.

### OPTIONAL BETS

**Fortune Pai Gow Poker:** Players may choose to place a Fortune Pai Gow Poker side bet wager. The wager will win if the player has a Straight or better using all seven cards. The Fortune Pai Gow Poker wager is not returned to the player. The maximum combined payout to each player per hand shall not exceed \$75,000.

**Envy Bonus:** Any player wagering \$5 or more on the Fortune Pai Gow Poker side bet will receive an Envy Bonus for each player (excluding their own hand) who has received a seven-card hand valued at Four-of-a-Kind or higher. Players receiving a Fortune Pai Gow Poker payout are not eligible to receive the Envy Bonus.

#### Fortune Pai Gow Poker Payoff Odds

Seven Card Straight Flush without Joker	8,000 to 1
Royal Flush + Royal Match*	2,000 to 1
Seven Card Straight Flush with Joker	1,000 to 1
Five Aces	400 to 1
Royal Flush	150 to 1
Straight Flush	50 to 1
4-of-a-Kind	25 to 1
Full House	5 to 1
Flush	4 to 1
3-of-a-Kind	3 to 1
Straight	2 to 1

\*Royal Flush (with or without Joker) plus a Royal Match (suited King and Queen)



# TABLE GAMES (CONTINUED)

## Envy Bonus Payoff Odds

Seven Card Straight Flush without Joker	\$5,000
Royal Flush + Royal Match*	\$1,000
Seven Card Straight Flush with Joker	\$500
Five Aces	\$250
Royal Flush	\$50
Straight Flush	\$20
4-of-a-Kind	\$5

\*Royal Flush (with or without Joker) plus a Royal Match (suited King and Queen)

## PAI GOW POKER RANKINGS

### Second High Hand (Two-Card Hand)

One Pair  
High Card

### High Hand (Five-Card Hand)

Five Aces (Including Joker)  
Royal Flush  
Straight Flush (A, 2, 3, 4, 5 is the lowest straight flush)  
4-of-a-Kind  
Full House  
Flush  
Straight (A, 2, 3, 4, 5 is the lowest straight)  
3-of-a-Kind  
Two Pair  
One Pair  
High Card

## Fortune Pai Gow Poker Payoff Odds

Seven Card Straight Flush without Joker	8,000 to 1
Royal Flush + Royal Match*	2,000 to 1
Seven Card Straight Flush with Joker	1,000 to 1
Five Aces	400 to 1
Royal Flush	150 to 1
Straight Flush	50 to 1
4-of-a-Kind	25 to 1
Full House	5 to 1
Flush	4 to 1
3-of-a-Kind	3 to 1
Straight	2 to 1

## Envy Bonus Payoff Odds

Seven Card Straight Flush without Joker	\$5,000
Royal Flush + Royal Match*	\$1,000
Seven Card Straight Flush with Joker	\$500
Five Aces	\$250
Royal Flush	\$50
Straight Flush	\$20
4-of-a-Kind	\$5

# ROULETTE

Roulette is an exciting game of chance. A Double Zero Roulette wheel has thirty-six (36) numbers from one to 36, zero and double zero. The numbers are alternately colored red and black with zero and double zero colored green. The Roulette layout is numbered and colored the same as the Roulette wheel. A Double Zero Roulette wheel has 38 equally spaced compartments on the wheel.

A Single Zero Roulette wheel contains numbers one to 36 and zero. The numbers are alternately colored red and black with zero colored green. A Single Zero Roulette wheel contains 37 equally spaced compartments on the wheel.

Players may place bets with colored Roulette chips on any number or combination of numbers on the Roulette table. Chips are sold as a single color to a player to differentiate between multiple players. The color chip values are determined by the amount the player pays for the original stack of 20.

The Roulette wheel is spun in one direction while the dealer spins the Roulette ball in the opposite direction. Players may place bets on any number, combination of numbers or section of numbers, red or black colors, odd or even numbers or zero and/or double zero. The dealer signals the end of betting by saying, "No more bets." Please remember, where players place their chips on the Roulette table determines their bet and the player is responsible for the chips' correct placement.

After the ball falls onto a number on the Roulette wheel, the dealer calls out the winning number and places the marker "Dolly" on it. All losing bets are collected and winning bets are paid.

Note: Value chips can be utilized at the discretion of the dealer/floorperson.

# SIC BO

Players wager on the outcome of three dice in Sic Bo. The dealer will shake the three dice in the dice shaker and the winning combination will be the upward side of the three dice. The numbers on the three dice will be inputted into the computer on the table. The winning bets will be lit on the layout and will be paid at the odds listed on the table. The losing bets will not be lit. All bets must be placed before the dice are shaken. Players can bet on as many combinations as they choose.

The Sic Bo game may also be played on a U Shake Bo table.

Players may not place new bets until after all old bets have been taken or paid and after the Sic Bo light has been turned off.

# SPANISH 21

Spanish 21 is similar to a regular Blackjack game with more fun and more opportunities to win.

The game is played with a Spanish Deck of 48 cards; two-nine, J, Q, K, A; no number 10 cards. All cards count as their face value with the exception of Kings, Queens and Jacks, which count as 10. Aces count as either one or 11.

# TABLE GAMES (CONTINUED)

Spanish 21 is played like Blackjack with the following exceptions:

**Player's Blackjack:** Always beats a dealer's Blackjack and is paid three to two.

**Player's Total of 21:** Always beats a dealer total of 21 unless the dealer has Blackjack and the player has 21 with more than two cards. Winning player wagers are paid one to one. Certain player 21 totals result in additional Spanish 21 payouts.

**Double Down:** Players may Double Down once on two or more cards, on any total including after splitting. No payouts are permitted over one to one on double hands.

**Double Down Rescue:** After doubling, including doubling on a split hand, players may choose to rescue (take back) the doubled portion of the bet and forfeit the original bet.

**Bonus Payouts:** Paid for five, six and seven card hands totaling 21. Odds are listed on the table.

**Super Bonus Payouts:** Paid when a player holds three seven's of the same suit and the dealer's up card is a seven of any suit.

**Envy Bonus:** Paid to all players that participated in the round in which a Super Bonus Payout is made. This payout will be \$50 to all eligible bettors.

**Surrender:** Players may surrender one half of their wager on the first two cards. However, if the dealer has Blackjack the entire bet loses.

For additional information regarding the options allowed to a player, please reference the Blackjack section of this guide.

## PAYOFFS

### Spanish 21 Bonus Payouts

5Card 21	Pays 3 to 2
6Card 21	Pays 2 to 1
7+	Card 21 Pays 3 to 1
6-7-8	Mixed Pays 3 to 2
6-7-8	Suited Pays 2 to 1
6-7-8	Spades Pays 3 to 1
7-7-7	Mixed Pays 3 to 2
7-7-7	Suited Pays 2 to 1
7-7-7	Spades Pays 3 to 1

### Spanish 21 Bonus Spin

#### Player Pay Jackpot Community Pay

5,000	
500	100
750	
250	
200	50
100	15
75	
70	
60	
50	
40	

## Super Bonus

If a player has three Suited seven's when the dealer's exposed card is also a seven, the player is also paid a bonus depending on their wager; however, splitting or doubling down voids any bonus payout. Players wagering \$50 or more will receive \$5,000. Players wagering less than \$50 will receive \$1,000.

## Envy Bonus

An Envy Bonus of \$50 is paid to all players who participate in the round in which a Super Bonus Payout is made. Players receiving the Super Bonus are not eligible to receive the Envy Bonus.

## Match The Dealer (MTD)

Players may bet that either or both of their initial two cards will match the dealer's exposed card(s). MTD is an additional bet a player can make after he/she has made a regular wager and is paid as a fixed payout.

1 Non-suited match	Pays 3 to 1
2 Non-suited matches	Pays 6 to 1
1 Suited match	Pays 12 to 1
1 Non-suited and 1 Suited match	Pays 15 to 1
2 Suited matches	Pays 24 to 1

# THREE CARD POKER

Three-Card Poker is an exciting variation of Stud Poker in which players are challenged to make the best poker hand while playing with only three cards. Players may bet against the dealer or bet on the value of their own three-card hand or both. An "Ante Bonus" shall be paid if a player is dealt one of the three highest ranking hands in the game. The Ante Bonus is paid regardless of the dealer's hand.

## BETTING OPTIONS

To play Three-Card Poker, place an Ante wager or both "Pair Plus" and Ante wagers before the dealer announces, "No more bets."

An additional wager offered on the Three-Card Poker table is the "Play" wager. The Play wager must be equal to the Ante wager.

To play against the dealer, a player must first make an Ante bet or both the Ante and the Pair Plus bets. After players have viewed their cards, they have the option of either placing a Play wager equal to their Ante wager or forfeiting their original bets.

The dealer must have Queen High or better to qualify and the game moves on. If the dealer does not have a qualifying hand, the Ante wager is paid one to one and the Play wager is returned to the player.

If the dealer qualifies and the player's hand beats the dealer's hand, the Play and/or the Ante wager is paid one to one. In the event of a Tie Hand, the hand is called a Push and the wagers are returned.

**Play Pair Plus:** Bet the Pair Plus spot to bet on your own hand. If your hand contains a Pair or better, you win. The Play bet must equal the Ante wager. An Ante wager must be placed at the same time as Pair Plus.

The rankings of the hands in Three-Card Poker differ from traditional poker hands. In Three-Card Poker, a straight beats a flush.

# TABLE GAMES (CONTINUED)

## PROGRESSIVE PAYOUT SIDE BET

To participate in the optional progressive payout, the player must make at least one of the base wagers (Ante/Play or Pair Plus) to be eligible. The progressive payout is a one dollar (\$1) wager and must be placed before the cards are dealt. It is the player's responsibility to ensure that the progressive jackpot wager is accepted by ensuring that the "Indicator Light" is on. If a player receives an A-K-Q of spades and wins the progressive jackpot, all other players at the table who wagered on the progressive jackpot shall win an Envy Bonus of \$100. If a player receives an A-K-Q suited and wins the \$500 bonus, all other players who wagered on the progressive jackpot shall win an Envy Bonus of \$25. Players receiving the Progressive Jackpot are not eligible to receive the Envy Bonus.

### Three-Card Poker Pay Table

Hand	Ante Bonus	Pair Plus	Pair Plus (with Progressive)
Straight Flush	Pays 5 to 1	Pays 40 to 1	Pays 40 to 1
3-of-a-Kind	Pays 4 to 1	Pays 30 to 1	Pays 25 to 1
Straight	Pays 1 to 1	Pays 6 to 1	Pays 6 to 1
Flush		Pays 4 to 1	Pays 4 to 1
Pair		Pays 1 to 1	Pays 1 to 1

### Three-Card Poker Progressive Pay Table

Hand	Payout	Envy Bonus
Mini-Royal Spades	100% Major	\$500
Mini-Royal Other	100% Minor	\$125
Straight Flush	\$350	
3-of-a-Kind	\$300	
Straight	\$30	

## POKER

We keep the lines short and the action non-stop in our 33-table Poker Room. We have a variety of the most popular poker games with a wide range of limits. So come try your hand at a five-10 Hold 'Em game, or take a step up into our high limit area and experience our No Limit Action where you can enjoy your meal while you play.

### TEXAS HOLD 'EM

Hold 'Em is a community card game. Each player receives two cards. There are designated blinds in Hold 'Em (usually two: a small and a big in the first and second positions to the left of the dealer button). After the initial round of betting, three cards are turned up on the table, commonly referred to as a "flop." There is a betting round after the flop, then two more cards are turned up, one at a time, with a round of betting after each card. Players match their two hole cards with the five community cards on the board. The best five-card hand wins the pot.

### OMAHA

Omaha is similar to Hold 'Em, except each player is dealt four down cards instead of two. The betting is same as Hold 'Em. However, to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards.

### OMAHA HI LO SPLIT EIGHT OR BETTER

A variation of Omaha, players may use any combination of two hole cards and three board cards for their high hand and another (or the same) combination of two hole cards and three board cards for the low hand. A qualifier of Eight-or-better is required for the low hand. If no player can make a low hand, the high hand wins the entire pot.

### PINEAPPLE HOLD 'EM/CRAZY PINEAPPLE HOLD 'EM

A variation of Texas Hold 'Em, each player is dealt three down cards instead of two. After the initial round of betting, players must discard one of their hole cards before the flop. All other rules of Hold 'Em apply. Pineapple Hold 'Em can be played either high or high-low split. A qualifier of eight-or-better is usually needed to win the low hand in the split game. In Crazy Pineapple Hold 'Em, after the initial round of betting, players must discard one of their hole cards after the flop. All other rules of Pineapple Hold 'Em apply.

### POT LIMIT HOLD 'EM

In Pot Limit Hold 'Em, a player can open for any amount up to four times the size of the big blind. Any player may bet and raise the amount of money in the pot. In raising the pot, a player must consider the total amount of called bets including their own call as part of the pot. All raises must be equal to or greater than the size of the previous bet or raise.

### NO LIMIT HOLD 'EM

In a No Limit Hold 'Em game, there are designated blinds and/or antes plus a designated opening bet. Beyond this structure, any player may bet any amount of money they have on the table.

### 7 CARD STUD

Seven-card stud is played with two down cards and one up card, a betting round, followed by three more up cards (with betting round after each), then a final down card and a final round of betting. The best five card hand wins the pot. The initial action is made by the player with the lowest ranking up card. On subsequent betting rounds, action is started by the highest ranking card. In a fixed limit game, if there is an open pair on the fourth card, players have the option of making a bet or raising the higher limit.

### 7 CARD HI LO SPLIT EIGHT OR BETTER

A variation of 7-card stud, the best high hand splits the pot with the best low hand. However, in order to win the low half, the player must have an eight low or better. If there is no low qualifier, the high hand wins the entire pot.

### 7-CARD LO (RAZZ)

Razz is a low ball game. The lowest hand wins the pot. Aces are low and straights and flushes have no effect on the value of the hand. In Razz, the high card has the forced opening and the low hand is first to act thereafter.





# TABLE GAMES (CONTINUED)

## WHEEL OF FORTUNE

The Wheel of Fortune is simple and fun to play. All you do is place a bet on any wagering area on the table, number, numbers or symbol of your choice. All bets must be placed prior to the dealer spinning the wheel. The dealer spins the wheel and the number the wheel stops on is the winning number. Should the clapper stop on "re-spin" all bets will remain in action, no changes will be allowed and the wheel will be re-spun. If the clapper stops on a peg, the winning number or symbol will be the number or symbol that was last passed by the clapper.

Players are responsible for the correct placement of their wager and are responsible to accurately account for all of their wagers.

**The Payout Odds are as follows:**

A Bet On:	Pays:
1	1 to 1
2	2 to 1
5	5 to 1
10	10 to 1
20	20 to 1
"Mohegan Tribe Logo"	40 to 1
"Mohegan Sun Logo"	40 to 1

## TABLE GAMES RULES

- Any player may wager under or over the posted table minimums or maximum with prior approval from Casino Management.
- No partnership can exceed the table maximum limit without prior approval from Casino Management.
- Except as specifically permitted by Mohegan Sun, no person shall possess with the intent to use, or actually use, at or around any table game, either by themselves or in concert with others, any calculator, computer, or other electronic, electrical or mechanical device to assist in projecting an outcome at any table game or in keeping track of or analyzing the cards that have been dealt, the changing probabilities of any table game or the playing strategies to be utilized.
- Any player may be prohibited from playing any or all games or may be prohibited from placing any wager when deemed necessary by management for any reason. This prohibition may extend for any length of time deemed necessary by management.
- Mohegan Sun may, at any time, restrict the amount of any player's wager and may limit the number of hands played by each player.
- Mohegan Sun may, at any time, request a shuffle.
- Mohegan Sun may reserve an entire table for the exclusive use of one or more guests.
- If a player is at a gaming table, Mohegan Sun may require the guest to wager every hand, spin or roll.

- Any shoe may be prepared in advance of anticipated play without the presence of any player, but the player must still be given the opportunity to cut the cards and may request a re-shuffle.
- Any player actively wagering at a gaming table may continue to wager at the table limits posted when the player started playing even if the posted table limits are raised.
- If a player, regardless of player rating, has intentionally violated the Rules of the Game or intentionally committed a criminal activity such as "capping," "pinching" or "past posting," but the Connecticut State Police Representative has determined not to arrest the player, or it is deemed futile, then a decision to eject the guest will be at the discretion of the Table Games Shift Managers and above, and/or the Mohegan Tribal Gaming Commission.
- In the event that an irregularity or error occurs during the course of play of a casino game or at the cashier's cage, Casino Management shall contact the Surveillance Department to assist in making a determination as to how the irregularity or error occurred. If the Surveillance Department has CCTV video coverage of the irregularity or error, the decision to resolve the error must be consistent with events supported on the video. If the video is inconclusive, Casino Management has the authority to make a decision based on the facts available of the incident provided that any casino personnel (irrespective of job title) do not have the authority to render a decision inconsistent with the Gaming Compact, the SOMs or the Rules of the Game.

## MOHEGAN TRIBAL GAMING COMMISSION

While gaming at Mohegan Sun, if you feel that you have been unfairly treated or if you have a gaming related dispute concerning a particular game, please immediately register your complaint at the Gaming Commission booth located on the casino floor in Casino of the Earth. This will allow a Gaming Commission Inspector the opportunity to thoroughly review and investigate your complaint. You may also register your complaint by writing to the Commission. Any correspondence should include your name, address and Momentum number, the date and time of the incident and the game you were playing along with a brief description of the incident. Every attempt will be made to address your concerns in a timely manner. Please address all correspondence to:

Director of Regulations  
Mohegan Tribal Gaming Commission  
One Mohegan Sun Boulevard  
Uncasville, CT 06382





Problem Gambling Programs Work. Call Toll Free 1.888.789.7777.