

## **'WONDER DICE' TABLE GAME**

### **Object of the game:**

The main objective of *Wonder Dice* is to gamble on the outcome of 3 dice.

### **Rules of the game:**

*Wonder Dice* is played with three standard dice and a dice cup. After players have placed their bets, the dealer will shake the dice cup and dump the dice onto the table. The face up value of each of the dice will be considered the final result for that round of the game and payouts will be determined by the same. If any of the dice are not laying flat on the surface of the table, the round will be considered void and the dice shall be rolled again. The dealer shall never look into the dice cup while they are shaking the dice or immediately before dumping the dice onto the table. Additionally, no dealer shall place the dice into the cup in any specific configuration, other than to simply pick up the dice and drop them into the dice cup.

Each player will play with non-cash value chips, with a different color chip given to each player at the table. Each player may designate their chip value at the time that they buy in. No single chip shall be less than \$1 in value or greater than \$10 in value. When a player is done playing the game, they shall exchange their non-cash value chips for the equivalent in cash value chips.

At the start of each round, players shall place their bets on any betting position(s) of their choice. A player must place at least one bet to be in the game, but may place wagers on as many bet positions as they desire, so long as no individual bet exceeds the maximum bet allowable under RSA 287:D, or the posted table maximum bet. Additionally, players may be required to wager no less than the posted minimum bet for the game.

If at any time during a round of play, one or more dice leave the surface of the table, that round of play will be considered void and the dice shall be rolled again.

Players may make wagers on the following bet positions:

#### **Numbers Bet**

Players may bet on a single number, including 1, 2, 3, 4, 5, or 6 and are paid even-money for each die that comes up on the number chosen. For example, if a player bets on number "3" and one die has a 3, the player shall be paid 1 to 1. If two dice come up with a "3", the players shall be paid 2 to 1. If all three dice come up with a "3" the players shall be paid 3 to 1.

#### **Field Bet**

A wager on the "field" is a bet that the total of all three dice will be between 5 and 8 or 13 and 16. This bet pays even money, or 1 to 1. If the total of the dice is 3,4,9,10,11,12,17, or 18, the player loses.

**High Bet (Over 11)**

A wager on "high" is a bet that the total of the three dice will be over 11. This bet pays even money, or 1 to 1. If the total of the dice is less than 12, the player loses. Additionally, if each of the three dice land on the same number (any triple), the player loses.

**Low Bet (Under 10)**

A wager on "low" is a bet that the total of the three dice will be under 10. This bet pays even money, or 1 to 1. If the total of the dice is over 9, the player loses. Additionally, if each of the three dice land on the same number (any triple), the player loses.

**Any Triple**

A wager on "any triple" is a bet that all three dice will be the same. This bet pays 30 to 1. If