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HOW TO PLAY



Draw 'n Shoot 21 combines variations of Blackjack and Craps into a single game.

- ◆ The **21** game is like regular blackjack except:
 - 1- you play against a payable instead of the dealer;
 - 2- you get one initial card instead of two;
 - 3- your final hit is a roll of two community dice; and
 - 4- basic strategy is painlessly quick & easy to master!
- ◆ **QuickCraps** uses one card plus the community roll to make a natural or point, with multiple payouts ranging up to 40 to 1.

Playing 21 (Dicey Blackjack)

Start by placing your ante on the betting spot labeled "1." The dealer then gives each player one card face up. After seeing your card, you have the option to raise one or two times your ante (double or triple) by placing your wager on the betting spot labeled "2." Then, at your turn, indicate whether you wish to stand or draw additional cards. After all players have received their cards, the dealer shakes the dice cup and removes its cover to reveal the dice. Your final score is the total of your card(s) added to the total of the dice.

Playing CRAPS (QuickCraps™)

Start by making a wager on the 'Craps' betting spot. The dealer will give you a card face up. When the dice are rolled at the end of the game, you automatically win if they turn up any Craps (2, 3 or 12) and push or win if they turn up 7. If the dice turn up any other number, you 'make your point' and win if your card is equal in rank to the dice total (referred to as a match); otherwise, you lose. The match card for a roll of 11 is the Ace.

— PAY TABLES and STRATEGY on other side —

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Pay Tables

21		QuickCraps	
Player Score	Pays	Draw	Shoot Pays
Blackjack	2 to 1	Ace	11 20 to 1
21 other	6 to 5	9 to 5	Match Draw 4 to 1
18 - 20	1 to 1	10 or Face	10 2 to 1
17	Push	Any Card	Any Craps 1 to 1
		Any Card	7 Push
Raise Option		FourPlay	
Player may double or triple ante after 1 st card		Four Hardway 8	40 to 1
All hits after raise decision		Four	4 10 to 1
		Draw is 1 st player card	

A blackjack is a score of '21' made with one card. The blackjack possibilities are:

- ◆ Draw an Ace and roll 10
- ◆ Draw a 10, J, Q or K and roll 11
- ◆ Draw a 9 and roll 12

Basic Strategy

RAISE? You have an advantage and should always raise when you draw a first card Ace, 2, or 3. You have even odds and can play your hunch when you are dealt a ten card (T, J, Q or K).

STAND or HIT? Always hit on hard card totals 8 and lower and on soft totals 15, 16, 17, and 18. Stand on all other totals. (Soft totals are hands that contain an Ace that can be counted as 11 or 1.)

GOOD LUCK!