WIND CREEK®
CHICAGO SOUTHLAND

GAMING GUIDE

WINDCREEK.COM

PREMIER GAMING
AT WIND CREEK CHICAGO SOUTHLAND

Welcome to Wind Creek Chicago Southland. This guide is provided to assist you with questions you might have about gaming in our state-of-the-art casino.

Here you will find all the information needed to learn such exciting games as Craps, Face Up 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 Wind Creek gaming experience can be even more rewarding if you choose to become a member of Wind Creek Rewards. Wind Creek Rewards card makes you eligible for a variety of benefits including invitations to special events, invitations to casino promotions, food, beverages and more. To receive your complimentary membership, please visit Player Services.

We hope you will find this guide informative. However, a guest of Wind Creek Chicago Southland should always feel free to ask questions. When you are at Wind Creek Chicago Southland and require assistance, please do not hesitate to ask any of our Team Members.

SLOTS

Wind Creek Chicago Southland offers a wide variety of slot machines. Our slots range in denomination from 1¢ to $100. For immediate service, all of our slots are equipped with bill acceptors that allow you to add credits on your machine without leaving your seat.

Wind Creek Chicago Southland offers many unique game themes and Jackpot progressive machines. A large variety of exciting multi-line, multi-coin, interactive bonus screen games are also offered. Wind Creek 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. Interactive help screens and written instructions on the glass are offered on video machines for your convenience.

Don't forget to join Wind Creek Rewards before you play your favorite slot machines or Table Games. Once enrolled, simply insert your Wind Creek Rewards card into the card reader or present it to your dealer at the table game and start earning comps for food and beverage plus WStore, sweepstakes entries, and other great promotional offerings. PLUS, based on your play, you may receive valuable offers in the mail or via e-mail! It's our way of recognizing and rewarding our valued players every time they play.

To join today, stop by our conveniently located Player Services and ask a Wind Creek Team Member to assist you with your card sign-up—the privilege is ours!

MINI/MIDI BACCARAT

Mini/Midi 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 mini/midi 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. Before cards are dealt from the shoe, everyone places their bet on the side they think will win (Banker or Player). The dealer 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 third card for either 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% commission. We collect commissions as we are paying out.

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 8 to 1.

We invite you to sit down at any of our mini/midi 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	

5 TREASURES

5 Treasures are a group of optional side bets that may be offered by the casino in addition to the regular baccarat game. Players may make wagers on the Fortune 7, Golden 8, Heavenly 9, Blazing 7's and/or the Cover All side bets. These bets are decided independently from the base baccarat game and any other side bets offered by the casino. These bets are detailed below.

1. The Fortune 7 wager wins and pays according to the posted pay table if the Banker hand wins with three (3) cards totaling seven (7) points.

2. The Golden 8 wager wins and pays according to the posted pay table if the Player hand wins with three (3) cards totaling eight (8) points.
3. The Heavenly 9 wager wins and pays according to the posted pay table (see below) if one or both of the Player and Banker hands have three (3) cards totaling nine (9) points.
4. The Blazing 7's wager can be configured in two (2) ways. The Blazing 7's wager will always win in the event that the Player and Banker hands both contain three (3) cards totaling seven (7) points and may also win if both hands contain two (2) cards totaling seven (7) points depending on the pay table configuration (see below).
5. The Cover All wager wins and pays according to the posted pay table if any of the events occur that would qualify for a Fortune 7, Golden 8, Heavenly 9 or Blazing 7's win.
6. Players will place their traditional mini baccarat wager(s) and/or their optional 5 Treasures wagers before any cards are dealt. When the hand is over, the dealer will reconcile the traditional mini baccarat wagers according to the house procedures before acting on the 5 Treasures wagers.

EZ BACCARAT

EZ Baccarat is a variation of mini baccarat that plays as regular mini baccarat except that it replaces the taking of the commission on every winning banker's hand by barring one (1) specific winning bank hand: a three (3) card total of seven (7) points.

1. The appearance of the three (3) card total of seven (7) points hand is called the "Dragon."
2. Players may also make an optional insurance bet, the "Dragon 7" bet that pays forty (40) to one (1) when this three (3) card winning banker's hand of seven (7) points occurs.
3. All procedures of EZ Baccarat remain consistent with the base mini-baccarat game with some notable exceptions. If the banker hand is a "dragon" (wins with a three [3] card total of seven [7] points), the banker hand is a push, the player and the tie hands lose and the optional "Dragon 7" bet wins. The "Dragon 7" loses on all other results. Additionally, no commission is assessed on all other winning banker hands.
4. "Panda 8" is an additional side wager available in EZ Baccarat. A "Panda 8" refers to a player hand win with a three (3) card total of eight (8) points. This only applies to player hands not banker hands.
5. The optional "Panda 8" wager must be placed prior to any cards being dealt for the hand and pays twenty-five (25) to one (1).

DRAGON BONUS

Dragon Bonus is a baccarat side bet that pays when your hand is a natural winner or when it wins by a large margin. The highest payout is for a non-natural that wins by nine points.

Play starts by making a Dragon Bonus wager in the marked betting area, you may either bet for the Player or the Banker hand, in addition you are required to make a standard Baccarat wager.

The Dealer will then deal and reconcile the Baccarat hands according to the house procedures. Natural winners pay even money on the Dragon Bonus wager and in the event of a natural that ties, the Dragon Bonus wager pushes. Non-natural winners that win by at least four points pay even money, and the larger the margin of victory, the larger the payout.

DRAGON BONUS PAY TABLE

Win by 9 Points	30 to 1
Win by 8 Points	10 to 1
Win by 7 Points	6 to 1
Win by 6 Points	4 to 1
Win by 5 Points	2 to 1
Win by 4 Points	1 to 1
Natural Winners	1 to 1
Natural Ties	Push

BLACKJACK

Blackjack is one of the most popular casino table games. The object of the game is to have your cards total 21 or as near 21 as possible without going over. Everyone plays against the dealer (the House) who begins the game by dealing each player two cards and dealing the house one card face up and one card face down.

RULES

Cards are counted at their face value. Kings, Queens and Jacks count as 10. Aces count as 1 or 11. If the first two cards you are dealt total 21, you have Blackjack. Blackjack pays 3 to 2 and you cannot lose, but you could tie if the Dealer also has Blackjack. If you are dealt any combination other than Blackjack, you can signal the Dealer to either “Stand” (Take no more cards) or “Hit” (Draw additional cards). Remember, the objective is to get 21 or as close to 21 as possible without going over. You also want your hand to be closer to 21 than the Dealer’s hand. If your card count is closer to 21 than the Dealer’s hand, you win; if it is less, the House wins. If you tie with the Dealer, you “Push” (Nobody wins and nobody loses). If you should go over 21 (“Bust”), you immediately lose. After each player takes their turn, the Dealer turns over the House Face-Down Card. If the Dealer “Busts,” the House may pay all the Players still in the game. In the game of Blackjack, the player has many options to choose from.

SPLITTING PAIRS

If your first two cards have the same numerical value, you may split them up to three times for a total of four hands. Aces are only allowed to be split once. The bets on the subsequent hands must be equal in value to the original bet.

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.

BLAZING 7'S

Blazing 7's is an exciting new progressive side bet for Blackjack. By placing a $5 wager on the Blazing 7's sensor you give yourself the opportunity to win part or all of the progressive jackpot listed on the screen. Once the dealer collects all Blazing 7's wagers the round is dealt as in regular Blackjack. Your first two cards and the dealer's up card are used to settle the Blazing 7's wager. The payout structure for this side bet is as follows:

PAYOUTS

Three 7's same suit .....100% of meter
Three 7's same color ..... 10% of meter
Three 7's different color .....200 for 1
First 2 cards (two 7's) ..... 25 for 1
Either of the first 2 cards (one 7) .....2 for 1

Original wager is NOT returned.

TRILUX BONUS

Wind Creek Chicago Southland offers Blackjack with optional side bets! The first is called Trilux Bonus. This exciting new side bet combines traditional Blackjack with a touch of Three Card Poker. If you are someone that enjoys playing these games, then Trilux Bonus is the game for you.

THE RULES ARE RELATIVELY SIMPLE TO LEARN:

In addition to the normal betting circle there is also another smaller circle where you place your Trilux Bonus bet. This bet is paid out according to the chart below.

TRILUX BONUS PAYOUTS

	STANDARD	DOUBLE DECK
Straight Flush	9 to 1	5 to 2
Three of a Kind	9 to 1	5 to 2
Flush	9 to 1	5 to 2
Straight	9 to 1	5 to 2

As an example, if you receive a pair of 8's on the first two cards of your Blackjack hand and the Dealer's up card is an 8, then you have a Three of a Kind. You will receive a payout of 9 to 1 on your Trilux Bonus bet.

TRILUX SUPER 3 OPTION*

If the Trilux Bonus wager is made, there is an optional secondary wager known as Super 3 that gives the guest the chance to win a higher payout according to the chart below.

TRILUX SUPER 3 PAYOUTS

Three of a Kind Suited ..... 270 to 1
Straight Flush..... 180 to 1
Three of a kind ..... 90 to 1

*Trilux Bonus bet must be made to bet Super 3.

CRAPS

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 rolls, or lose if 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 on 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 any time 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 2 to 1 on 12. You lose on 5, 6, 7 or 8.

BUY AND LAY BETS

A buy bet is the similar to a “place bet” with the exception that “buy bets” are paid at true odds. A 5% commission is charged at the placement of the wager and is based on the amount of the wager. This is referred to as “vig” or “vigorish”

If the shooter rolls any of these numbers before a 7, you win the following payoffs: 2 to1 on 4 and 10, 3 to 2 on 5 and 9, and 6 to 5 on 6 and 8. A “buy bet” may be taken off any time before the next roll.

A “lay bet” is the opposite of a “buy bet”. For each number you “lay” you will be paid if the 7 rolls before that number. Once again the “vig” or commission is collected at the placement of the “lay bet” but the 5% is based on the amount potentially won. Since it is the opposite of a “place bet” the payouts are reversed. For example: A $40 “lay bet” on the 4 would pay $20 on a win. The 5% vig would be $1 based on the $20 win. A “lay bet” may be taken off any time before the next roll.

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 7 to 1
Aces (2) or Twelve (12) .....Pays 30 to 1
Ace-Deuce (3) or Eleven (11). .....Pays 15 to 1
Any Seven (7) .....Pays 4 to 1

COMBINATION PROPOSITION BETS

Horn Bet - (A wager divided equally between 2, 3, 11 or 12)
Horn High Bet - (2, 3, 11, or 12, a wager divided equally by 5 with an extra bet on the number of your choice)
World Bets - (A wager divided equally between 2, 3, 11, 12 or 7)

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 7 to 1
Hard Six or Eight..... ..... Pays 9 to 1

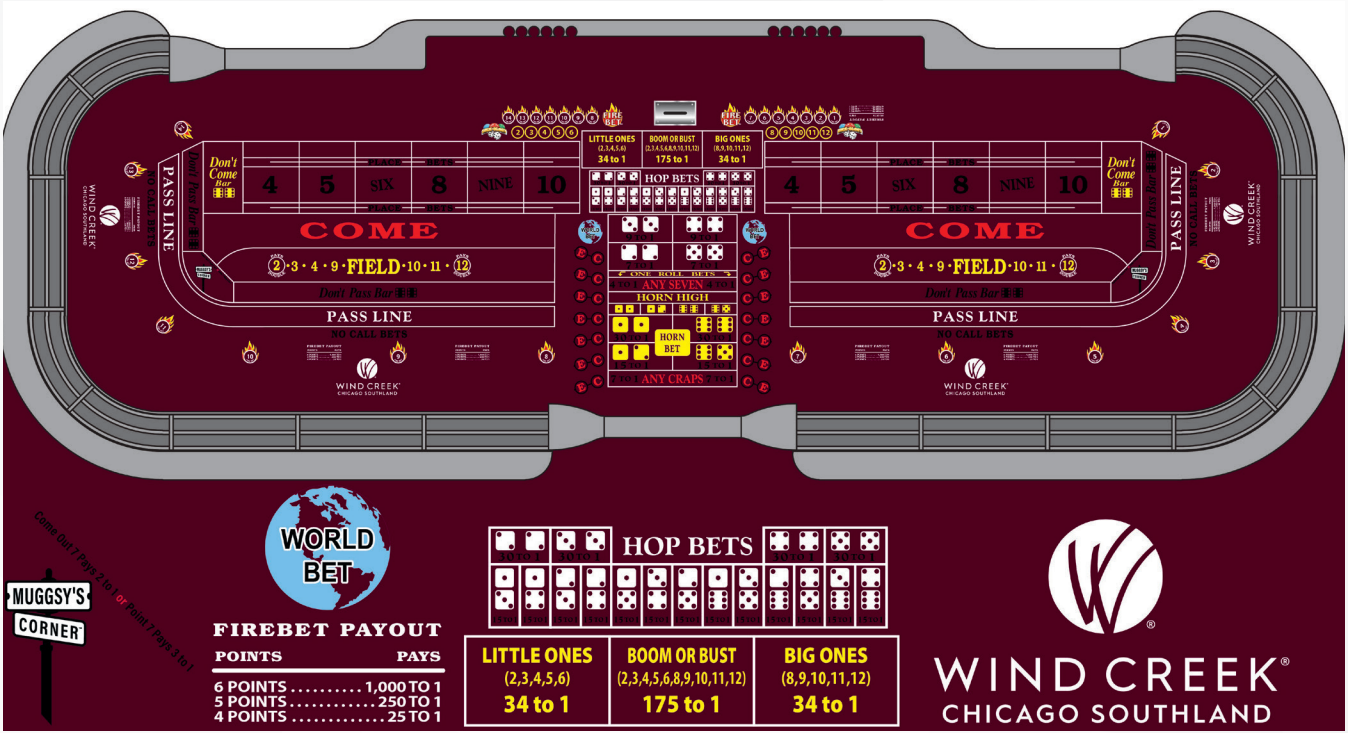
MUGGSY'S CORNER®

The player places the bet in the MUGGSY'S CORNER® Betting Spot before the Come-Out roll.

The dice are rolled. IF the Come-Out roll is a 7, the player WINS AND IS PAID 2 to 1. IF the Come-Out roll is a 4-5-6-8-9-10 the bet remains in action!

The dealer will place a Marker in the MUGGSY'S CORNER® Betting Spot to show that the bet is still working. The very next roll of the dice determines if the MUGGSY'S CORNER® bet wins.

IF the very next roll is a 7, the player WINS AND IS PAID 3 to 1. If the very next roll is not a 7, the player loses.


LITTLE ONES
(2,3,4,5,6)
34 to 1
BOOM OR BUST
(2,3,4,5,6,8,9,10,11,12)
175 to 1
BIG ONES
(8,9,10,11,12)
34 to 1
HOP BETS
Don't Come Bar
4
5
SIX
8
NINE
10
COME
2 · 3 · 4 · 9 · FIELD · 10 · 11 · 12
Don't Pass Bar
PASS LINE
NO CALL BETS
ANY SEVEN
HORN HIGH
HORN BET
ANY CRAPS
WIND CREEK
CHICAGO SOUTHLAND
WORLD BET
FIREBET PAYOUT
POINTS PAYS
6 POINTS ..... 1,000 TO 1
5 POINTS ..... 250 TO 1
4 POINTS ..... 25 TO 1
MUGGSY'S CORNER
Come Out 7 Pays 2 to 1 or Point 7 Pays 3 to 1
WIND CREEK®
CHICAGO SOUTHLAND

FIRE BET

Fire Bet is an optional side bet for the standard casino game of Craps. A player can wager only before the first “come out” roll of a new shooter and cannot take the wager back once a shooter has established their first point. The player must maintain a consistent line bet to maintain the Fire Bet side bet.

The bet is not affected by a win or loss on the come out roll. The objective of the bet is to establish as many unique “Individual Points” as possible before the shooter “Sevens Out”. “Individual Points” constitute rolls of 4, 5, 6, 8, 9 and 10. Making the same point more than once only counts as one point, but otherwise has no effect on the game.

Players can make the points in any order.

DICEOLOGY

Dice-Ology is a side wager for Craps that can be placed after a 7 is rolled or after one of the bets are won and paid off, and consists of three side bets: Little Ones, Big Ones, and Boom or Bust. The Little

Little Ones bet wins if each of the totals 2, 3, 4, 5, and 6 are rolled before a 7 is rolled.

Big Ones bet wins if each of the totals 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.

Boom or Bust bet wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are rolled before a 7 is rolled. Each of the three bets loses when a 7 is rolled, even on the come out roll.

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, 00 and 000. Bets on red or black, odd or even pay 1 to 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.

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: 0-00-000-1-2-3.

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.

2G$

2G$ is an optional wager that the player can make to win if any of the 0, 00, 000 repeat back-to-back.

The player can wager anytime if the last number was not 0, 00 or 000. If 0, 00, or 000 does not hit on the next spin, all 2G$ wagers lose.

If 0, 00, or 000 hit, on the next spin, all 2G$ wagers push and the dealer will mark it with the 2G$ sign (even if there are no wagers the dealer will still mark it).

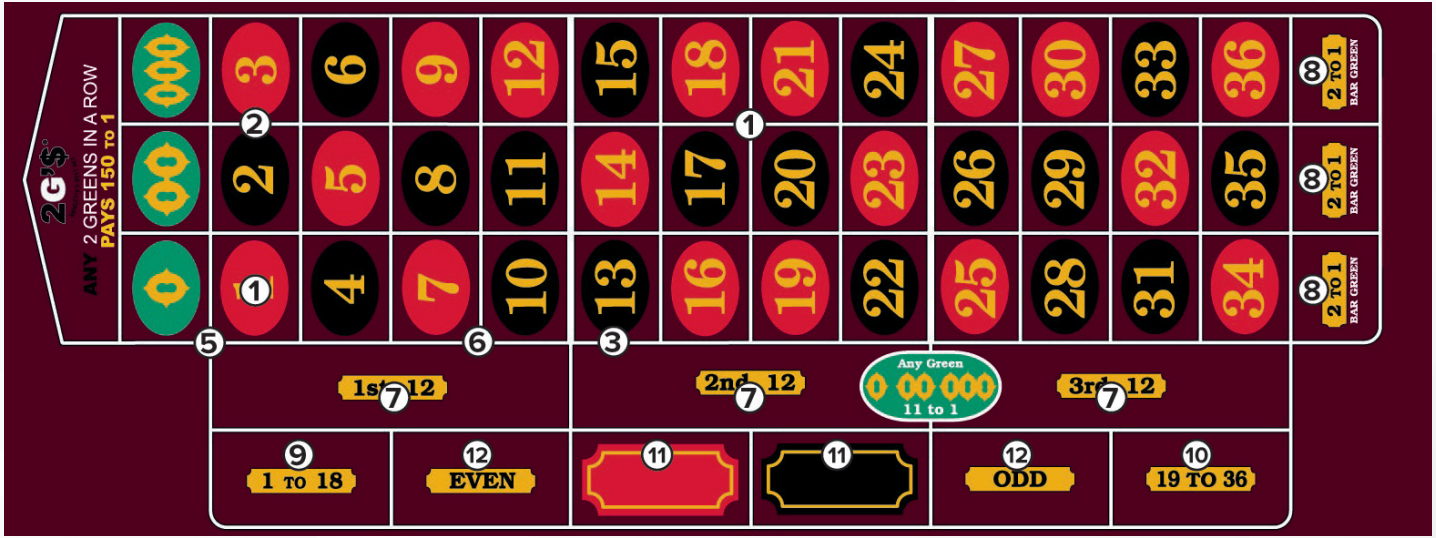
Once the 2G$ sign is marked, no more 2G$ wagers will be allowed.

If 0, 00, or 000 hit again after the sign is marked, all wagers are paid according to the payout odds below. All wagers lose if any other number hits.

2G$ sign will be removed after this spin.

Triple 0 (000) ..... Pays 150 to 1
Double 0 (00) ..... Pays 350 to 1

Table Max: $10-$200 Triple 0 (000), $10-$100 (00)


2G's
ANY 2 GREENS IN A ROW
PAYS 150 TO 1
000 3 6 9 12 15 18 21 24 27 30 33 36
00 2 5 8 11 14 17 20 23 26 29 32 35
0 1 4 7 10 13 16 19 22 25 28 31 34
2 TO 1 BAR GREEN
2 TO 1 BAR GREEN
2 TO 1 BAR GREEN
1st 12
2nd 12
3rd 12
Any Green
0 00 000
11 to 1
1 TO 18
EVEN
ODD
19 TO 36

FACE UP PAI GOW

Face Up Pai Gow is an exciting variation of our current Fortune Pai Gow Poker offering. It follows the same rules and payouts with the following exceptions:

The dealer will expose and set their cards according to house ways, before the players looks at and set their hands.

There is no commission charged on winning player hands.

If the dealer's hand is an Ace-high 'pai gow', all player main wagers are a push (no one wins or loses).

ACE HIGH SIDE WAGER

An additional 'Ace High' side wager is offered and paid according to the following pay table:

ACE-HIGH WAGER	RAISE
Dealer and Player Ace-High	7 to 1
Dealer Ace-High (with joker)	10 to 1
Dealer Ace-High (no joker)	25 to 1

FORTUNE AND ENVY BONUS

Description of what fortune and envy is and how it works

BONUS PAYOFF TABLE	FORTUNE	ENVY
7 Card Straight Flush (no joker)	5,000 to 1	$1,000
Royal Flush + Royal Match*	1,000 to 1	$250
7 Card Straight Flush (with joker)	750 to 1	$100
5 Aces	250 to 1	$50
Royal Flush	100 to 1	$25
Straight Flush	50 to 1	$10
Four of a Kind	20 to 1	$5
Full House	5 to 1	-
Flush	4 to 1	-
Three of a Kind	3 to 1	-
Straight	2 to 1	-
Three Pair	Push	-

HIGH CARD FLUSH

High Card Flush is a house-banked game played with a standard 52-card deck. Each player and dealer will be dealt 7 cards face down. The object of the game is for the Player's hand to have more cards of the same suit (known as a flush) than the Dealer's hand. Additional optional bonus wagers, that are not dependent on the base game's outcome, are also available.

RULES OF THE GAME

A player must make an 'Ante' wager to play.

Optional 'Flush' and/or 'Straight Flush' side bets may be made with the qualifying 'Ante'.

Only the highest number of cards in a Flush determine the winning hand. If two hands contain the same number of cards, the winning hand is determined by the highest-ranking cards (Ace-2) in the flush of each hand. If the highest-ranking card is the same in both hands, the second highest card is the determining factor and so on. This rule follows until a winner or a tie is determined. Note: In a straight flush, it is still only the highest card that matters, not the poker ranking.

Copy hands are a tie (push).

A guest may lose his 'Ante' and 'Raise' bets, but still win additional bonus bets.

Dealer needs a 3-card flush, 9 high, to qualify. If the dealer does not qualify, the player automatically wins the 'Ante', and the 'Raise' bet is a push (it does not win or lose).

Winning 'Ante' and 'Raise' wagers are paid even money. Winning 'Flush' and 'Straight Flush' wagers are paid in accordance with the appropriate pay table.

TO PLAY

A player must make an 'Ante' wager in the designated spot prior to the start of play.

Optional 'Flush' and/or 'Straight Flush' side bets may be made at this time only.

Once all players and the dealer have received their cards, and the deal is verified as valid, the players may look at their cards.

The player will then decide to fold their 'Ante' wager or 'Raise', in accordance of the box below:

	RAISE
1x	If 2, 3 or 4 Card Flush
2x	If 5 Card Flush
3x	If 6 or 7 Card Flush

A player who decides to raise will take their best flush cards and place them face down and horizontally over the 'Raise' spot. The proper raise amount will then be placed on top of the cards (carefully as not to damage the cards).

The remaining cards will be placed face down to the players right of the 'Ante' wager.

Once all hands have been acted upon, the dealer will expose his hand and determine if it qualifies, and if so, set the best flush.

The dealer will then proceed clockwise around the layout, taking and paying as necessary, including the optional 'Flush' and 'Straight Flush' wagers

FLUSH AND STRAIGHT FLUSH BONUS WAGER

A player must make an 'Ante' wager in the designated spot prior to the start of play.

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

STRAIGHT FLUSH	
3 CARD	7 to 1
4 CARD	60 to 1
5 CARD	100 to 1
6 CARD	1000 to 1
7 CARD	8000 to 1

IRREGULARITIES

A player may have 2 flushes, including a 3-card straight flush. If the player chooses to play, they may place the higher value flush with the 'Raise' as usual, then place the 3-card straight flush face up next to their straight flush wager to indicate a winning hand.

A player may receive a straight flush with a low value high card, such as a 3-4-5, and not opt to raise. They may fold their 'Ante'. To the right of the 'Ante' spot, they should place the 4 discards face down, and the 3-card straight flush face up on top to indicate a winning hand.

ULTIMATE TEXAS HOLD EM

Ultimate Texas Hold'em® is a poker-based casino game in which the player may make one raise at any time during the course of the hand. The earlier the raise is made the higher it may be. Unlike other poker-based games, raises made after the ante still have action, even if the dealer doesn't open.

RULES OF THE GAME

1. The game is played with a single ordinary 52-card deck.

2. The player must make an equal bet on both the Ante and Blind, and can also make an optional Trips bet.

3. Two cards are dealt face down to the player and dealer. The player may look at his own cards.

4. The player can check or make a Play bet equal to three or four times the Ante.

5. The dealer turns over three community cards.

6. If the player previously checked, then he may make a Play bet equal to two times his Ante. If the player already made a Play bet, then he may not bet further.

7. Two final community cards are turned over.

8. If the player previously checked twice, then he must either make a Play bet equal to exactly his Ante, or fold, losing both his Ante and Blind bets. If the player already raised, he may not bet further.

9.The player and dealer will both make the best possible hand using any combination of their own two cards and the five community cards.

10. The dealer will need at least a pair or player's ante will push.

11. The following table shows how the Blind, Ante, and Play bets are scored, according to who wins, and whether the dealer opens.

12. Winning Ante and Play bets pay 1 to 1. Winning Blind bets pay according to the following pay table.

FIVE-CARD HAND	TRIPS	BLIND
ROYAL FLUSH	50 to 1	500 to 1
STRIGHT FLUSH	40 to 1	50 to 1
FOUR OF A KIND	20 to 1	10 to 1
FULL HOUSE	7 to 1	3 to 1
FLUSH	6 to 1	3 to 2
STRAIGHT	5 to 1	1 to 1
THREE OF A KIND	3 to 1	-

ULTIMATE PAIRS BONUS*

The optional "Ultimate Pairs Bonus" wager is an optional bet that will win based on the following pay table.

FIVE CARD PROGRESSIVE (NEXUS) HAND	PAYOUT
A-A(Player) VS A-A(Dealer)	1000 to 1
A-A	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J	10 to 1
A-Q or A-J (Unsuited)	5 to 1
2-2 Thru 10-10	3 to 1

*Only the top payout on the Ultimate Pairs Bonus paytable includes both the player's and Table Games Dealer's cards. The rest of the payouts are based on the player's two cards ONLY.

THREE CARD POKER PROGRESSIVE

The player has the option of making two separate wagers at the start of each game. Three cards will be dealt to each player and three cards will be dealt to the dealer. The first wager is called the "Pair Plus." This bet wins with a player's hand of a pair or higher. Winning pair plus bets will be paid in accordance with the following payout schedule.

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

The second wager that can be made is called the "Ante." This bet is made in order to play against the dealer. The object of the bet is to have a hand that ranks higher than the dealer's hand. After receiving the three cards, the player decides to either play the hand or fold. If the decision is to play the hand, the player places an additional bet (equal to the ante wager) in the "play" box. The Dealer must have a Queen or better to qualify. If the dealer does not qualify, the player automatically wins the ante, and the play bet is a "push" (it does not win or lose). If the dealer qualifies and the player's hand is higher than the dealer's, the player will be paid even money plus a bonus for the following hands:

Straight	1 to 1
3-of-a-Kind	4 to 1
Straight Flush	5 to 1

6 CARD BONUS PAYOUT TABLE	
5-Card Royal Flush	1,000 to 1
5-Card Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	25 to 1
5-Card Flush	15 to 1
5-Card Straight	10 to 1
Three of a Kind	5 to 1

Progressive bet wins if you have a Straight or higher. If you receive a Ace-King-Queen of Spades you win 100% of the Progressive Jackpot. Also top pays trigger Envy Bonuses. You can win multiple Envy Bonuses in a round, but you cannot win Envy Bonuses on your own hand or the Dealer's hand.

HAND	PAYS	ENVY
Ace-King-Queen Spades	100% of Meter	$100
Ace-King-Queen Hearts		
Diamonds-Clubs	500 for 1	$25
Straight Flush	70 for 1	
Three of a Kind	60 for 1	
Straight	6 for 1	

Any of our friendly dealers will be happy to answer any questions you may have about Three Card Poker Progressive.

SPANISH 21

Spanish 21 is a variation of blackjack, that in some cases is the best bet in the casino. Spanish 21 uses six or eight Spanish decks, each deck consisting of 48 cards — the regular 52 cards less the four tens.

In locations where the dealer stands on a soft 17, or redoubling is allowed, Spanish 21 may be a better bet than blackjack, depending on the specific blackjack rules. If you are looking for a change of pace from traditional blackjack but insist on a game with a low house edge, then you may find new excitement in Spanish 21.

RULES OF THE GAME

1. Late surrender allowed.
2. Double after split allowed.
3. Re-splitting aces allowed.
4. A player 21 always wins.
5. Player blackjack beats dealer blackjack.
6. Player may double on any number of cards.
7. Player may usually hit and double down after splitting aces.
8. Player may surrender after doubling, known as “double down rescue.” The player forfeits an amount equal to his original bet.
9. A five-card 21 pays 3 to 2, a six-card 21 pays 2 to 1, a seven or more card 21 pays 3 to 1. Bonus not honored after doubling.

10. A 6-7-8 or 7-7-7 of mixed suits pays 3 to 2, of the same suit pays 2 to 1, and of spades pays 3 to 1. These bonuses do not pay after doubling.

11. Suited 7-7-7 when the dealer has a seven face up pays $1000 for bets of $5-$24 and $5000 "Super Bonus" for bets of $25 or over. In addition, all other players receive a $50 "envy bonus." This bonus does not pay after doubling or splitting.

VARIABLE RULES

1. Dealer stand on a soft 17 and above.

2. 6 or 8 Spanish decks can be used.

MATCH THE DEALER (MTD) SIDE BET

A Match the Dealer up Card wager (MTD) is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up card in rank.

In order to play the MTD wager, the player must make a regular 21 wager. There are two kinds of matches for this wager, a suited match and an unsuited match. One or both cards may be suited or unsuited to win.

SINGLE MATCH	PAYS
Unsuited Rank Match	3 to 1
Suited Rank Match	12 to 1

DOUBLE MATCH	PAYS
Unsuited + Unsuited Rank Match	6 to 1
Unsuited + Suited Rank Match	15 to 1
Suited + Suited Rank Match	24 to 1

MISSISSIPPI STUD

Mississippi Stud is a popular poker-based table game by Scientific Games. The game is simple to play. Wins are based only on the player's final five card hand. The skill is in deciding how much to raise, or fold, as the cards are revealed.

RULES

1. Player makes ante wager.

2. Dealer gives each player two cards face down, and three community cards face down. Player may examine his own cards.

3. Player may fold or make a "3rd Street" bet, of one to three times the ante.

4. First community card is turned over.

5. Player may fold or make a "4th Street" bet, of one to three times the ante.

6. Second community card is turned over.

7. Player may fold or make a "5th Street" bet, of one to three times the ante.

8. Third community card is turned over.

9. All wagers paid according to the following pay table.

HAND PAY TABLE

ORIGINAL BET (3RD/4TH/5TH STREET & ANTE)

HAND	PAYS
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
1 Pair of Jacks or Better	1 to 1
1 Pair of 6's – 10's	Push

THREE CARD BONUS

HAND	PAYS
Mini-Royal	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
One Pair	1 to 1

CASINO WAR

Casino War is without a doubt the easiest card game to play in the casino. If you have ever played war as a child, or simply made a bet on who could draw the highest card, then war will seem instantly familiar. Following are the specific rules.

THE RULES

1. The game is played with six decks. Cards are ranked as in poker, except aces are always high. The suit does not matter.

2. After the players have made a wager each player and the dealer shall get one card.

3. Each player's card shall be compared with the dealer's card. If the player's card is higher, he wins even money. If the dealer's card is higher the player loses.

4. In the event of a tie the player shall have two choices: (1) surrender and forfeit half the bet or (2) go to war (see rule 5)

5. If the player elects to go to war, he must raise his bet by an amount equal to his original wager. The dealer will then burn three cards and give the players another card and burn three cards again then give dealer another card. If the player's second card beats the dealer, then the player shall win even money on the raise only and the original wager shall push. If the dealer's second card is greater the player shall lose both bets. If the dealer and the player both card equal, then the player's raise wager will get pay 2 to 1.

6. A tie bet is also available, which pays 10 to 1 if the first two cards tie.

POKER

Poker is played against other players, the casino is not involved. If you are an experienced player or just beginning your first adventure in poker, you will feel welcome and comfortable playing at Wind Creek Chicago Southland.

Wind Creek Chicago Southland has 10 games that offer live poker games in a wide range of limits. We offer a wide array of cash games including but not limited to Texas Hold'em, No Limit Texas Hold'em, Seven Card Stud, Pot Limit Omaha, 5 Card Omaha, 5 Card Omaha High Low Split 8 or better, Omaha High Low Split 8 or better, and various mixed games. The setting is perfect for enjoying great poker action that is safe, friendly and smoke free.

The dealers are trained to run the games professionally, while the management team and poker rules are your assurance that our games uphold the highest standards of integrity and fair play. The games, limits, and the amount of the rake (house commission) are clearly posted in the Poker Room.

Ranking of Hands: At the showdown, a poker hand consists of the best five cards ranked from highest to lowest (as well as most rare to likeliest), according to the following list.

RANKING OF HANDS

Royal Flush – An Ace-high straight flush.

Straight Flush – Five cards of the same suit in sequence.

Four Of A Kind – Four cards of the same rank.

Full House – Three cards of the same rank and two cards of the same rank.

Flush – Five cards of same suit.

Straight – Five cards in sequence.

Three Of A Kind – Three cards of same rank.

Two Pair – Two cards of same rank and two other cards of same rank.

One Pair – Two cards of same rank.

High Card – The highest ranking card in the hand.

WHAT IS RESPONSIBLE GAMING?

"Gambling has become an accepted part of America's mainstream culture, comparable to leisure activities such as movies, athletic events and the theater. A large majority of Americans who gamble do so recreationally without adverse consequences. However, for some, gambling is no longer entertainment, becoming something they need to do, rather than something they want to do."

- National Council on Problem Gambling

THE RESPONSIBLE GAMER

- Understands that gambling is risky.
- Understands that responsible gaming is done for limited amounts of time, both in frequency and duration.
- Understands that responsible gaming has predetermined limits for losses.
- Avoids "chasing" lost money.
- Creates emotional balance in his or her life.
- Does not gamble to escape or avoid emotional or physical pain.
- Makes private rules such as not gambling on credit.
- Becomes educated on the signs of problem gambling.

COMMITTED TO RESPONSIBLE GAMING

Wind CreekChicago Southland endeavors to provide an enjoyable and responsible gaming experience for our customers. As a company, we are committed to the understanding and recognition of problem gambling habits. We will provide resources to guide customers struggling with problem and compulsive gambling to the appropriate professional help they may need. Wind CreekChicago Southland will also endeavor to prevent gambling by intoxicated customers and will prohibit underage customers access to thegaming floor and any gambling privileges.

WHERE TO FIND HELP

Must be 21 years of age or older. If you or someone you know has a gambling problem, crisis counseling, and referral services can be accessed contacting management on duty by calling 1-800-gambler (1-800-426-2537).

MUST BE 21 YEARS OF AGE OR OLDER. IF YOU OR SOMEONE YOU KNOW HAS A GAMBLING PROBLEM, CRISIS COUNSELING, AND REFERRAL SERVICES CAN BE ACCESSED BY CALLING 1-800-GAMBLER (1-800-426-2537).