



Exhibit 1

Rules of Play



Fire Bet – Rules of Play

Description:

A “*Fire Bet*” is an optional wager that can be made in conjunction with the operation of a standard casino Craps game. *All casino policies, procedures and house rules will remain the same.

General Information:

- The players can only make a bet on this bonus wager before the “Come Out” roll of a new shooter and a new point is established. *NOTE:* If a new shooter rolls a 2, 3, 7, 11, or 12, the players can still make Fire Bets before the next roll. Once a point is established by a new shooter (4, 5, 6, 8, 9, or 10), then no more Fire Bets will be accepted.
- Fire Bet limits and payouts are posted at each table.
- A Fire Bet cannot be taken down or “called off”, once the new shooter has established the *initial* point.
- This bonus wager shall be paid according to the number of “INDIVIDUAL POINTS” the shooter successfully makes before the dice “Seven-Out”.
NOTE: The term “INDIVIDUAL POINTS” shall mean, when a point is successfully made from the pool of possible points (4, 5, 6, 8, 9, or 10) more than once, it shall neither advance nor subtract from the player’s goal of reaching a Fire Bet payoff threshold. **THUS, MAKING A POINT MORE THAN ONCE, WILL ONLY COUNT AS ONE “INDIVIDUAL POINT” MADE.**
- Points DO NOT HAVE TO BE IN ANY SPECIFIC ORDER.
- Winning or losing on the “Come Out” roll will not affect this bonus wager. Only the “Seven Out” or successfully making all (6) Individual Points, will terminate the bet.

- Markers shall be used to keep track of each “Individual Point” that the shooter has successfully made. For example: once a point has been successfully made a Fire Bet Marker will replace the standard (larger, white) puck that was used to denote that “point”. The Fire Bet Markers will be placed accordingly as additional “Individual Points” are made until a “Seven Out” occurs or an ultimate Fire Bet Payoff threshold has been reached. If a “Seven Out occurs the Fire Bet Markers are collected and the process will repeat for the new and successive shooters.
- As this is a “multi level” payoff structure, ONLY THE HIGHEST PAYOFF LEVEL MET, WILL BE PAID. *Example:* If (5) “Individual Points” are successfully made, ONLY the (5) point payoff will be made and not the lesser payoff threshold met.

Betting Procedures:

- Players making a bet on this bonus wager must place their wager on the appropriate, numerically marked “Fire Bet circle” on the layout directly below their gaming position. (See Game Layout)
 - When playing Fire Bet on an electronic player terminal:
 - Bets can be placed during the betting period by selecting the desired betting chip and either moving the chip to the Fire Bet position or touching the Fire Bet position to complete the bet.
- On a 12’ Craps table there are (14) numeric betting spaces located around the rim of the Layout, beginning with #1 to the left of “third base” and proceeding clockwise to #7 next to the “Stick”; continuing on the opposite side of the “Stick” with #8 around to “Second base” concluding with #14. Note: On a 14’ Craps table there are (16) numeric betting spaces. (See Game Layout)
- Once a Fire Bet wager is made, the base dealer will be instructed by the Box Person to bring the “bets in”. If the wager is more than *one chip high* the Base dealer *must* then “splash” or “fan” the Fire Bet wager so Surveillance will be able to confirm the exact amount of the wagers. Once all the bets have been proved, they should be brought up and placed in the corresponding “numerical betting circles” located in front of the Box Person at the top of the proposition box. (See Game Layout)
- “Fire Bet” wagers will remain in these numeric betting circles, until the bet is lost or paid.
- Players should be reminded that they must place a “Fire Bet” wager in the circle below their betting position, and not throw them into the stickperson.
- Every attempt should be made to have “Fire Bet” wagers brought into the Prop Box area in *numerical order* at one time, and preferably after all other bets have been made, and always prior to the *initial point being established by a new shooter*.

Examples:

- When the Player has bet \$2.00 and (4) “Individual Points” are successfully made, and then a “Seven-out” occurs, the payoff will be \$50.00 (*and “down”*) and the “Fire Bet” wager will be taken down (25 for 1).

**Note: The 3rd, 4th & 5th (depending on the payable) “Individual Point” Payoffs will be paid from the Dealer’s “working stacks”.*

**The procedure for making the 6th “Individual Point” Payoff will be as follows:*

After the 6th “Individual Point” has been “successfully” made, the Floor Supervisor will instruct the Box Person to “cut out” the appropriate payoff behind the coordinating Fire Bet wager (using the highest denominational chips available.) Note: The Fire Bet payoffs should be “splash” or “fanned” in order to confirm its accuracy for Surveillance.

- Bets will be paid in *numerical order* in conjunction with a player's betting position after all *usual* "take and pay procedures", AFTER THE SHOOTER HAS "Sevned-Out" and no new Fire Bet wagers will be accepted until after the shooter has "Sevned-Out".

**Note: While cleaning up the layout after the "Seven-Out", be sure not to remove the "Fire Bet pucks" until the Fire Bet payoffs (if applicable) have been made.*

**Note: When playing Fire Bet on an electronic player terminal, the winning and losing wagers are resolved automatically.*

Game Protections:

- The Floor Supervisor will be notified after (4) "Individual Points" have been made.
 - *The Supervisor will retrieve the 5th and 6th "Individual Point" markers, and provide them to the table.
 - *The Supervisor will notify Surveillance after the 4th "Individual Point" has *been made*, so as to be able to scrutinize any additional points made.
 - *The Supervisor will notify the Casino Shift Manager after the 5th "Individual Point" has been successfully made.
- Prior to the 6th "Individual Point" Payoff being made, Surveillance should review to see that the total number of *payoffs*, equals the total number of FIRE BET *wagers made*, before that shooter's original Come Out roll. Any discrepancies should be reported to the Pit Manager immediately.
- The Pit Manager, must be notified before any adjustments or corrections, of the placement of any "Individual Point" markers are made.

**NOTE: The Dealer should make every attempt to place a Fire Bet Puck on the appropriate number box before they "un mark" the point after that point, has been successfully made, in conjunction with the approved rules of the Fire Bet wager.*



Exhibit 2

Paytables

Fire Bet Paytables

Points*	1*	2*	3	4	5	6
6	1,000 for 1	999 to 1	300 for 1	299 to 1	500 for 1	499 to 1
5	250 for 1	249 to 1	150 for 1	149 to 1	200 for 1	199 to 1
4	25 for 1	24 to 1	30 for 1	29 to 1	40 for 1	39 to 1
3			7 for 1	6 to 1		
House Edge	21.27%	21.27%	20.96%	20.96%	24.20%	24.20%
Hit Frequency	1.05%	1.05%	4.39%	4.39%	1.05%	1.05%