



Spin N Win is the exciting new table game that combines fun, excitement, profitability, and player interaction in casino gaming. Spin N Win's unique new spinning device, an eight-sided Top, brightly colored playing surface, and unique lighted color sign offers great visual attraction and fast-paced player interaction, that draws players to the table gaming area of your establishment. The method of play is unlike that of any other game in the industry and provides strong attraction through an inherent 'curiosity' to examine this fresh new game.

Spin N Win is a game of colors. The outcome of the game is decided by simultaneously spinning two eight-sided colored Tops; one is spun by the dealer and the other by the player. The color facets that land face-up determine the winners. The exciting new Top, or spinner, gives each player the opportunity to try their luck and interact with the game in a hands-on manner similar to the craps table. One of the most enticing features of this new game is the utter simplicity of play.

General Procedures:

1. This is a unique game. It is important that the dealers be outgoing and interactive with the customers. Be prepared to answer questions and instruct players.
2. Keep the game moving at a good pace, but do not rush the players.
3. Watch the players' hands and listen to conversations. Be alert to irregular play. If suspicious, call a floor supervisor.
4. Similar procedural rules apply in this game as in your other casino games. These rules include but are not limited to:
 - A. Take and pay methods
 - B. Game protection
 - C. Cheque and currency handling

Bets and Limits:

1. There are two betting areas in each player position on the table listed as follows:
 - Single Bets – this area is for betting on the occurrence of one specific color
 - Combo Bets – this area is for betting on the occurrence of a specified color combination, the order of which is irrelevant.
2. All bets are placed by the player. Single Bets are placed on any of the five available single bets in the player's designated betting area. Combo Bets are placed on any of the seven available combo bets in the player's designated betting area. Players may place as many Single Bets or Combo bets as they like. They can mix or match any combination of bets.



3. Minimum and maximum bets will be at the casino's discretion.

Dealing Procedures:

1. Players place their wagers on Single Bets, Combo Bets, or a combination of both.
2. Dealer selects the first player at either end of the table to begin play. In a manner similar to craps and/or at the casino's discretion, the customer may retain the right to spin on subsequent plays until their bet(s) loses. The Top then passes to the next player to the dealer's right. If the player declines to spin or is unable to spin, the dealer may either spin both Tops or pass to the next player.
3. The dealer has one Top and the player has the other. The dealer will call for a spin when all bets are made.
4. Game commences when the dealer and player both spin the Tops simultaneously.
5. While there is no formal definition for a "valid" spin, the Mississippi Gaming Commission's recommendation is that as long as the top has made 4-5 successive revolutions along its designed axis, it has proven to be a sufficiently random spin. This, of course, is at the discretion of both the casino and dealer. Should the dealer feel that the player has NOT executed a valid spin; the dealer is to immediately pick up both Tops and declare it a non-valid spin and give the Top back to the player to re-spin.
6. When the Tops land, the dealer announces the winning colors.
7. Dealer takes all losing bets.
8. Dealer pays all winning Single Bets and Combo Bets in each player's designated betting area. Payouts are placed adjacent to the initial bets. Original Single Bets and Combo Bets are left in place by dealer.
9. If the spinning player wins, he continues spinning and starts a new game at the dealer's call.
10. If the spinning player loses, the spinner is passed to the next player. Game restarts at the dealer's call.



The Top or 'Spinner' Device:

To decide game winners, the player and dealer each simultaneously spin an eight-sided, 4 color, precision machined, acrylic, top-like device that spins simply and easily with outstanding visual and emotional appeal to the players. The Top's sides are divided into four different color groups, with two blue sides, two red sides, two green sides, one yellow side, and one joker side. The two devices, started simultaneously, spin for approximately 8-12 seconds and fall over. The sides that are facing up determine the outcome of that play. Both Tops are identical to each other.

The Table:

The Spin N' Win table is visually attractive and appealing with its bright colors and professionally manufactured base. It is available in a number of colors and finishes. It is slightly larger than a standard blackjack table and will accommodate up to seven players. Betting areas on the table are clearly marked on the felt playing surface.

The Play:

SPIN N' WIN is an extremely simple game based on the outcome of two Tops that have color facets. Players simply bet on which color facet or facets will land face up. There are four color possibilities (plus the Joker) and the players bet on these colors or a combination of these colors.

There are two Tops used in the game. Players make their respective bets, one player chooses a Top and the dealer takes the second Top. Both Tops are spun at the same time. Whichever colors land face-up determine the winners. The Joker symbol is wild and substitutes for any color.

After the Tops stop spinning and the outcome is decided, the dealer announces the winners verbally. The dealer then takes all losing bets and pays all winning bets.

The winning player continues to spin until the player loses, at which time the Top is passed to the next bettor. The game is designed to provide 45 to 55 decisions per hour. If a player chooses not to spin, or is physically unable to spin, they may pass the spinner to the next player.



The Bets:

SPIN N’ WIN has two betting options: Single Bets and Combo Bets.

Single Bets (Specific Color Bet):

Single Bets allow the customer to bet on the occurrence of ONE color. As long as one Top shows the color, it wins. If both Tops display the same color, the payout doubles.

A player can place a bet on any of the five available Single Bets; Red, Blue, Green, Yellow, or Joker. Winners are declared following each spin based on which colors land face up on the Tops. The Joker is a wild symbol, and substitutes for any color. If two Jokers land face up, every bet placed on the table is a winner.

With Single Bets, the player wins if their color lands face up once or twice. The bet loses if the color does not land face up on either Top. If their color lands face up once, they receive the payout listed on the felt. In this documentation you may see reference to a Single Bets (1X). This refers to the fact that only one Top displays the winning color. If their color lands face up twice, they receive double the payout listed on the felt. In this documentation you may see reference to a Single Bets (2X). This refers to the fact that both Tops display the winning color. This methodology only applies to Single Bets.

Single Bets - Payout:

<u>Color</u>	<u>No. Of Times Color Faces Up</u>	<u>Payout</u>
Red, Green, or Blue	1	½ to 1 (1 to 2)
Red, Green, or Blue	2	1 to 1
Yellow	1	1 to 1
Yellow	2	2 to 1
Joker	1	3 to 1
Joker	2	6 to 1

The Joker is wild and substitutes for any color.



Combo Bets (Color Combination Bet):

Combo Bets allow the customer to bet on the occurrence of color combinations. Both Tops must show the correct combination for the bet to win. The colors do not have to come up in any particular order.

A player can place a bet on any of the seven available Combo Bets listed below. Winners are declared following each spin based on which colors land face up on the Tops. The Joker is a wild symbol, and substitutes for any color. If two Jokers land face up, every bet placed on the table is a winner and will be paid out as if the Tops displayed each bet individually

With Combo Bets, the player wins if the combination of colors shown on both Tops equals the color combination bet. The bet loses if any other colors are revealed other than the ones bet.

If your two colors or two Jokers come up, your Combo Bet wins and is paid exactly the same as if the Tops displayed the specific combination upon which the bet was placed. The color combo bets are placed in the appropriate section marked Combo Bets located below the Single Bets area.

The following Combo Bets are available:

- | | | |
|-------------|--------------|-------------|
| Red-Green | Red-Blue | Green-Blue |
| Yellow-Red | Yellow-Green | Yellow-Blue |
| Joker-Joker | | |

Combo Bets - Payout:

<u>Combination</u>	<u>Payout</u>	<u>Combination</u>	<u>Payout</u>
Red-Green	2 ½ to 1 (5 to 2)	Yellow-Red	4 ½ to 1 (9 to 2)
Red-Blue	2 ½ to 1 (5 to 2)	Yellow-Green	4 ½ to 1 (9 to 2)
Green-Blue	2 ½ to 1 (5 to 2)	Yellow-Blue	4 ½ to 1 (9 to 2)
Joker-Joker	60 to 1		



**Outcome of the
Two Tops**

**Payouts to Players: Single Color Bets (SCB)
Color Combo Bets (CCB)**

R	R	(SCB) Red (2X) 1 to 1
R	G	(SCB) Red ½ to 1 – Green ½ to 1 (CCB) R/G – 2 ½ to 1
R	B	(SCB) Red ½ to 1 – Blue ½ to 1 (CCB) R/B – 2 ½ to 1
R	Y	(SCB) Red ½ to 1 – Yellow 1 to 1 (CCB) Y/R – 4 ½ to 1
R	J	(SCB) Red (2X) 1 to 1 – Green ½ to 1 – Blue ½ to 1 (SCB) Yellow 1 to 1 – Joker 3 to 1 (CCB) Y/R 4 ½ to 1 – R/B 2 ½ to 1 – R/G 2 ½ to 1
G	R	(SCB) Green ½ to 1 – Red ½ to 1 (CCB) R/G 2 ½ to 1
G	G	(SCB) Green (2X) 1 to 1
G	B	(SCB) Green ½ to 1 – Blue ½ to 1 (CCB) G/B 2 ½ to 1
G	Y	(SCB) Green ½ to 1 – Yellow 1 to 1 (CCB) Y/G 4 ½ to 1
G	J	(SCB) Red ½ to 1 – Green (2X) 1 to 1 – Blue ½ to 1 (SCB) Yellow 1 to 1 – Joker 3 to 1 (CCB) R/G 2 ½ to 1 – G/B 2 ½ to 1 – Y/G 4 ½ to 1
B	R	(SCB) Blue ½ to 1 – Red ½ to 1 (CCB) R/B 2 ½ to 1



**Outcome of the
Two Tops**

**Payouts to Players: Single Color Bets (SCB)
Color Combo Bets (CCB)**

<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">B</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">G</div>	(SCB) Blue ½ to 1 – Green ½ to 1 (CCB) G/B 2 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">B</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">B</div>	(SCB) Blue (2X) 1 to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">B</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">Y</div>	(SCB) Blue ½ to 1 – Yellow 1 to 1 (CCB) Y/B 4 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">B</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">J</div>	(SCB) Red ½ to 1 – Green ½ to 1 – Blue (2X) 1 to 1 (SCB) Yellow 1 to 1 – Joker 3 to 1 (CCB) R/B 2 ½ to 1 – G/B 2 ½ to 1 – Y/B 4 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">Y</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">R</div>	(SCB) Red ½ to 1 – Yellow 1 to 1 (CCB) Y/R – 4 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">Y</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">G</div>	(SCB) Green ½ to 1 – Yellow 1 to 1 (CCB) Y/G – 4 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">Y</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">B</div>	(SCB) Blue ½ to 1 – Yellow 1 to 1 (CCB) Y/B – 4 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">Y</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">Y</div>	(SCB) Yellow (2X) 2 to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">Y</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">J</div>	(SCB) Red ½ to 1 – Green ½ to 1 – Blue ½ to 1 (SCB) Yellow (2X) 2 to 1 – Joker 3 to 1 (CCB) Y/R 4 ½ to 1 – Y/G 4 ½ to 1 – Y/B 4 ½ to 1
<div style="display: inline-block; border: 1px solid black; padding: 2px 5px; margin-right: 10px;">J</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 5px;">J</div>	Pays all Bets! (SCB) Red (2X) 1 to 1 – Green (2X) 1 to 1 – Blue (2X) 1 to 1 (SCB) Yellow (2X) 2 to 1 – Joker (2X) 6 to 1 (CCB) Y/R 4 ½ to 1 – Y/G 4 ½ to 1 – Y/B 4 ½ to 1 (CCB) R/G 2 ½ to 1 – R/B 2 ½ to 1 – G/B 2 ½ to 1 (CCB) Joker/Joker 60 to 1



The House Advantage:

Single Bets

Red – Green – Blue – Joker	1.5625%	(4 Bets)
Yellow	6.2500%	(1 Bet)

Combo Bets

Any non-yellow combination	7.0313%	(3 Bets)
Any yellow combination	5.4688%	(3 Bets)
Joker – Joker	4.6785%	(1 Bet)

Statistical Analysis by:

Dr. Robert Hannum, University of Denver Department of Statistics & Operations, May 2004

New.....Exciting.....Fun.....Profitable

‘SPIN N’ WIN’ TODAY’S ACTION, TOMORROW’S WINNER