

Casino-To-Go



Rules and Playing Guide

Chuck-A-Luck

House Rules – Chuck-A-Luck

Chuck-A-Luck (table game) is a lively game where three dice tumble in a spinning cage and you place wagers on how many dice will come up with your chosen number when the cage stops spinning. It probably originated in British Pubs many years ago and started without cages. Instead, gamblers used a horn-shaped chute made of leather or metal to "chuck" the 3 dice across a table and then take their "luck" on how they landed.

Today, Chuck-A-Luck is a popular at many first-class casinos around the world. It's fun and easy to learn, so beginners take to it quickly, yet the simple premise offers the excitement and high payout that keeps seasoned players coming back for more.

Game Play

The dice are standard six-sided cubes, with sides numbered 1 through 6 (represented as a corresponding number of dots). There are three dice and they are tumbled together in an hour-glass shaped cage that spins around it's horizontal axis. Players place bets by moving chips into various boxes on the table.

The cage cannot start spinning until at least one bet has been placed on the board. The Dealer will announce 'No more bets!' and all bets placed are then frozen, awaiting the outcome of the Dealer tumbling the dice.

Several seconds later the cage stops spinning and the dice come to rest at the bottom of the cage. The resulting numbers are taken off the top face of each dice to determine the winning bets.

Our Chuck-A-Luck table offers six different ways to make bets:

- Numbers Bet
- Field Bet
- High Bet (Over 10)
- Low Bet (Under 11)
- Jackpot—all three dice showing the same number

Numbers Bet

If you place a wager on any of the six numbered boxes in the "Numbers Bet" area (1, 2, 3, 4, 5 or 6) you will win according to how many of the 3 dice come up with that number on their top surface when they come to rest.

Matching Dice	Payoff
1 (a Single)	1:1
2 (a Double)	2:1
3 (a Triple)	10:1

Thus, if all three dice come up with the number 4, any wager on the Number 4 bet would pay 10 to 1. You can bet on as many individual Numbers as you like.

All of the remaining four bet types are based on the sum of the Numbers showing on the 3 dice. Thus, a result with a 5, a 2 and a 4 would yield a point total of 11. Point totals can range from 3 (triple 1's) to 18 (triple 6's).

1	2	3	4	5	6
6	5	4	3	2	1
3 - 4 - 5 - 6 - 7 - 13 - 14 - 15 - 16 - 17 - 18 FIELD					
PAYS HIGH PAYS EVEN OVER 10 EVEN		JACKPOT		PAYS HIGH PAYS EVEN OVER 10 EVEN	
PAYS LOW PAYS EVEN UNDER 11 EVEN		Any 3 of a kind 30 to 1		PAYS LOW PAYS EVEN UNDER 11 EVEN	

Field Bet

If you place your wager in the "Field Bet" area then you are betting that all three dice will add up to

one of the numbers featured on the Field. It doesn't matter where on the Field you place your chips. If the point total of the 3 dice adds up to any one of the numbers shown on the Field, you will be paid 1:1 on your wager.

High Bet (Over 10)

If you place chips in the High box, then you are wagering that the sum total of the 3 dice will be greater than 10. The payoff is 1:1 unless there is a high Triple (12, 15 or 18), in which case the High bet loses. There are 108 possible combinations of the 3 dice that add up to Over 10, and only 3 of them are Triples.

Low Bet (Under 11)

If you place chips in the Low box, then you are wagering that the sum total of the 3 dice will be less than 11. The payoff is 1:1 unless there is a low Triple (3, 6 or 9), in which case the Low bet loses. There are 108 possible combinations of the 3 dice that add up to Under 11, and only 3 of them are Triples.

Jackpot

Bets placed on 'Jackpot' only win if all three dice show the same number (e.g. all '3's) and are paid at thirty to one (30:1). However, the House wins if the Triple is all '1's or all '6's.