

## How to Play



The objective is quite simply to roll the result on which you have a wager. You place your wager in the appropriate area.

So if you have a wager on Heads that wager will win if Heads are thrown and loose if Tails are thrown.

If you have a wager on Tails then that wager will win if Tails are thrown and loose if Heads are thrown.

If an Odd is thrown before a Head or a Tail then all bets are "frozen", which means that the wager must remain where it was placed until there is a result of Heads or Tails.

Heads and Tails wagers all loose if 5 consecutive Odds are thrown.

If you wish to, you can place a bet on Odds which will win if 5 consecutive Odds are thrown, but will loose if a Head or a Tail is thrown.


In Two Up Dice the traditional 'Spinner" has now become the "Shooter". To start the game a player
needs to put a bet on either Heads or Tails in the "Shooter" area, this player then becomes the "Shooter". The "Shooter's" wager is paid out at $71 / 2$ to 1 and wins when;

Heads is thrown 3 times before Tails, or

Tails is thrown 3 times before Heads, depending on which the "Shooter" has chosen.

The "Shooter's" bet will loose if 5 consecutive Odds are thrown.

The "Shooter' retains control of the dice until such a time that the Shooter's bet looses. Then a new "Shooter" is selected by the dealer by asking players in turn if they wish to be the "Shooter"


| Wager | Payout odds |
| :---: | :---: |
| Heads | 1 to 1 |
| Tails | 1 to 1 |
| 5 odds | 30 to 1 |
| Shooter's bet | 7.5 to 1 |

