

GAME RULES

YO!

The game of Yo! requires the use of two sets of two dice for a total of four dice rolled for each round of play. The main aspect of the game is to roll the two sets of two dice simultaneously from the Random Roll Dice Cup to determine payouts. The first set of two dice is a darker color and are referred to as the Game Dice and the other set of two dice, the lighter color, are referred to as the Bonus Dice.

To play Yo!, the player must make a Play wager. Each player may roll the dice like the game of Craps. The first player to the dealer's immediate left is the initial delegated shooter to begin a game. After the shooter sevens out, the dice continue to move clockwise to the next willing shooter. Once a shooter rolls the dice using the Random Roll Dice Cup, the objective of the game is establish a point of 4, 5, 6, 8, 9 or 10.

If the initial roll of the Game Dice is a seven before a point, the Play wager is a push/tie – it is neither paid nor taken. If 11 rolls by the Game Dice before the point, the Play wager pays 4 to 1 and if a 2, 3 or 12 rolls the Play wager loses. When the Bonus Dice rolls an 11 after a point is established the Yo! Bonus wager is paid. Any number other than 11 rolled by the Bonus Dice is irrelevant throughout the game of play.

THE PLAY WAGER

The Play wager must be played in order to place any other bets on the game of Yo! and is a wager on rolling the established point. Once a 4, 5, 6, 8, 9 or 10 rolls as a point, that same number must roll again for the Play wager to win even money. Once a player places a Play wager, the dealer drops the four dice into the Random Roll Dice Cup and hands the cup of dice to the delegated shooter. The player shakes the dice and then must turn the cup upside down and allow the dice to tumble onto the layout. At the beginning of a game before a point is established, the Play wager pays according to the following pay table.

THE PLAY WAGER PAY TABLE (before a point)

Game Dice Roll	Payout Odds
7.....	Push/tie
11.....	4 to 1
2, 3 or 12.....	Lose
4, 5, 6, 8, 9 or 10.....	Point established, game continues

When a point is rolled again by the Game Dice, the Play wager wins even money and the game starts over again. If a 7 rolls by the Game Dice before the established point, then all wagers lose except the Play wager pushes/ties. There is an option of a Late Play wager that a player may request for the dealer to place inside the box of the established point.

LATE PLAY WAGER PAY TABLE (after a point)

Game Dice Roll	Payout Odds
4 and 10.....	9 to 5
5 and 9.....	7 to 5
6 and 8.....	7 to 6

After a point is established and a player wants to bet on the point, the dealer places the Late wager in the box of the marked point and it pays the same as a Place Bet in Craps. When a Late Play wager is placed, a player cannot add a More wager and is not eligible to place a Yo! Bonus wager.

THE MORE WAGER AND YO! WAGER

Once a point is established, the player may bet the optional More wager and or optional Yo! wager. The More wager is similar to odds placed in Craps. Differentiating from Craps, however, a player cannot alter or remove the More wager until the game determines a winner of the point. The Yo! Bonus wager shares the same rule as the More wager and cannot be picked up or altered until an outcome of the game is by the Game Dice. The Play, Late Play, More and Yo! wagers are contract bets.

MORE WAGER PAY TABLE

The payouts are determined by which number is rolled just like Craps. The More wager is in between the Play betting circle and the Yo! betting circle.

Game Dice Roll	Payout Odds
Point of 4 and 10	2 to 1
Point of 5 and 9	3 to 2
Point of 6 and 8	6 to 5

YO! BONUS PAY TABLE

The Yo! Bonus wager only pays when the Bonus Dice rolls an eleven and only loses when a 7 rolls by the Game Dice after a point is established. If a player chooses to bet the Yo! Bonus before a point, the Yo! wager is considered OFF until a point is determined and then is active once a point is established.

Yo! Bonus Dice Roll	Payout Odds
11 and game dice of 11	20 to 1
11 and any game dice Pair	4 to 1
11 with any game dice number except 7.....	1 to 1

A Yo! Bonus wager is a push if the Game Dice roll a 7 with the simultaneous roll of 11 by the Bonus Dice.

BETTING ARC

The Betting Arc consists of self-service one roll bets that either win or lose on the next roll of the Game Dice. Self-service indicates that players must place their wagers within each delegated betting area and collect their winnings accordingly without dealer assistance.

BETTING ARC PAY TABLE

Game Dice Roll	Payout Odds
High 8, 9, 10	3 to 2
Low 4, 5, 6	3 to 2
Pairs 2/2, 3/3, 4/4, 5/5.....	7 to 1
11.....	15 to 1
2, 3, 12.....	7 to 1

Betting Arc bets are either taken or paid on each roll of the Game Dice only. In order to play any of the Betting Arc wagers, the player must place a Play or Late Play wager first.

Side wagers are prohibited.

