

- 2. Betting Phase 2 Before 2nd roll, place 1 additional bet or Double Down when Rider calls "Second Bets Up". Bet 2 only applies if Rider makes a 2nd roll. There are no late bets!
- 3. Rider Completes Turn
- 4. Collect Bets & Issue Payouts Each card is a \$2 bet. Successful Bets: Payout from bank to Gambler. Bet amount goes to Rider on Ride a Bull, back to Gambler on Bucked Off and Dismount. Failed Bets: Go to bank.

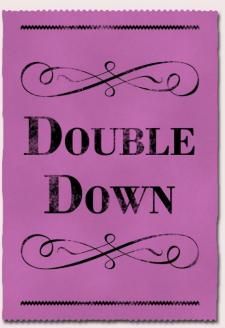
End Game: Every \$5 = 1 point

Buy Foul Tokens:

\$7 each or 2 for \$12 - once on Rider's turn.

Sell Foul Tokens:







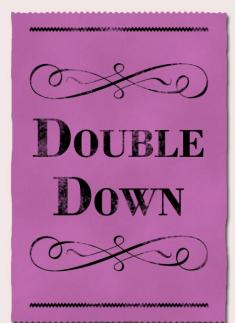




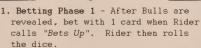












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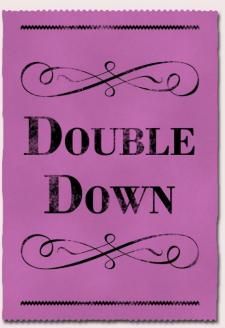
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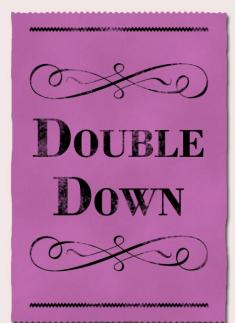




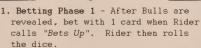












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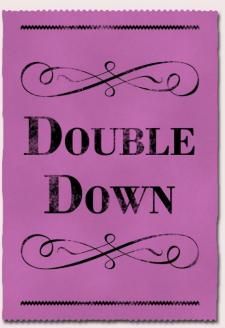
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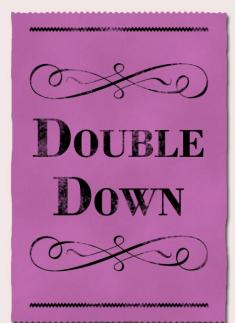




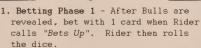












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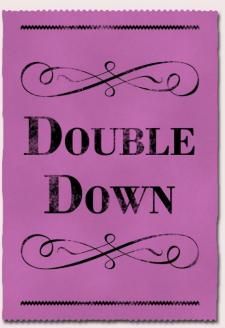
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Sell Foul Tokens:















- 1. Betting Phase 1 After Bulls are revealed, bet with 1 card when Rider calls "Bets Up". Rider then rolls the dice.
- 2. Betting Phase 2 Before 2nd roll, place 1 additional bet or Double Down when Rider calls "Second Bets Up". Bet 2 only applies if Rider makes a 2nd roll. There are no late bets!
- 3. Rider Completes Turn
- 4. Collect Bets & Issue Payouts Each card is a \$2 bet. Successful Bets: Payout from bank to Gambler. Bet amount goes to Rider on Ride a Bull, back to Gambler on Bucked Off and Dismount. Failed Bets: Go to bank.

End Game: Every \$5 = 1 point

#### Buy Foul Tokens:

\$7 each or 2 for \$12 - once on Rider's turn.

#### Sell Foul Tokens:

\$5 each - any time



### Vegas Showdown Betting Reference

revealed, bet with 1 card when Rider

place 1 additional bet or Double Down

calls "Bets Up". Rider then rolls

2. Betting Phase 2 - Before 2nd roll,

when Rider calls "Second Bets Up".

Bet 2 only applies if Rider makes a

2nd roll. There are no late bets!

4. Collect Bets & Issue Payouts - Each

card is a \$2 bet. Successful Bets:

amount goes to Rider on Ride a Bull,

back to Gambler on Bucked Off and

Dismount. Failed Bets: Go to bank.

Payout from bank to Gambler. Bet

\$7 each or 2 for \$12 - once on

3. Rider Completes Turn

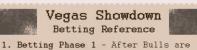
End Game: Every \$5 = 1 point

Buy Foul Tokens:

Sell Foul Tokens:

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Rider's turn.



1. Betting Phase 1 - After Bulls are revealed, bet with 1 card when Rider calls "Bets Up". Rider then rolls

Vegas Showdown

Betting Reference

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End Game: Every \$5 = 1 point

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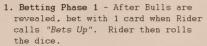
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Vegas Showdown Betting Reference



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End Game: Every \$5 = 1 point

#### Buy Foul Tokens:

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#### Sell Foul Tokens:

S5 each - anv time

