

MG DICE

RULES FOR MG Dice

The rules for MG Dice at this casino, set out below, are our commitment to the players in ensuring that the gambling we offer is 'Fair and Open'. Any complaints or disputes should be brought to the immediate attention of venue management for resolution.

MG Dice is a table game played with two casino Dice.

- The player plays against the House.
- Players have the choice of two betting positions – Home and Away
- Each betting position has its winning combinations displayed within it.
- Wagers must be placed prior to the dice being thrown.
- The dice must be thrown by a player from the end of the table and land past the end line.
- The player must have a bet to throw the dice.
- The dice must come to rest and be flat on the table for a result to be announced.
- If a winning combination is thrown the losing wagers will be collected by the house before the winning wagers being paid at the appropriate odds (see table below)
- If there is no winning combination thrown, all bets stand, and the player rolls again.
- All wagers placed are only valid for one roll.
- All wagers must be within the specified minimums and maximums displayed at the table.
- Partnerships with a view to exceeding the maximum stake shall not be permitted.

	Pays 1 to 1	Pays 1 to 2
Home	1:1 2:2 1:2	3:3
Away	5:5 6:6 5:6	4:4

A PLAYER'S GUIDE TO THE HOUSE EDGE

The House Edge is a measure of how much mathematically the House expects to win, expressed as a percentage of the player's wager. For example, in a wager with a House Edge of 5% the player will lose, on average over the duration of time, £5 for every £100 wagered.

House Edges vary by casino and game. In some games, player betting or skills decisions can affect the Edge, but it's important to keep in mind that the House always has some advantage against the typical player.

THE HOUSE EDGE FOR 'MG Dice': 5%

'TAKE TIME TO THINK'

For more information and advice visit www.begambleaware.org