

HOW TO PLAY

NUTZ



The fast paced dice game
that's NUTZ!



TCSJOHNHUXLEY

Introducing Nutz, the fun and easy to play dice game where players aim for five of a kind in the first roll – or **NUTZ IN ONE!**



Players must choose at least one of seven wagers to take part in the game. The game starts by the Dealer offering a player to shake the five dice in the Dice Cup.

If the outcome of the first roll is a Full House, No Hand, Straight or Five of a Kind (Nutz) combination, the round is complete and bets are paid and taken accordingly.

If any of the dice form a Pair, Trips, Quads or Two Pair after the first shake, the matching dice will be retained and the unmatched dice will be shaken again. After the second shake, if any or all of the dice match each other or the retained dice, they will also be retained.

Following the third and final shake, the round of play is complete and the five dice form the player's hand.

Once play starts the same player will shake all three times (if required) in a round of play. If the player does not wish to shake the dice, the Dealer will shake the dice to complete the hand.



Payout Combinations

Nutz - Five dice displaying the same number

Quads - Four dice displaying the same number and an additional die displaying a different number.

Full House - Three dice displaying the same number, and an additional two dice displaying the same number that is different to the other three dice.

Trips - Three dice displaying the same number and an additional two dice displaying different numbers.

Two Pair - Two dice displaying the same number, and an additional two dice displaying the same number that is different to the number displayed on the first two dice. The remaining die displays a number different to the other four dice.

Pair - Two dice displaying the same number. The remaining three dice display different numbers to the first two dice.

Straight - Five dice displaying a different number in consecutive order where no two dice have the same number (one is not considered to be consecutive to six)

No Hand - Any combination of five dice that does not form a Nutz, Quads, Full House, Trips, Two Pair, Pair or Straight hand.

Nutz Pay Table

Hand / Combination	Payout
Nutz (on the first roll)	100:1
Nutz (subsequent roll)	25:1
Pair	25:1
Straight	9:1
No Hand	9:1
Quads	5:1
Trips	5:1
Two Pair	3:1
Full House	2:1



The interactive dice game that players go Nutz for!

For more details on this and other games visit:
www.tcsjohnhuxley.com