



Training Manual

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Ranking and Winning hands 3 Card Roo

Object of Game

Roo is a card game based on the concept of a Kangaroo Straight. A Kangaroo Straight, or Roo Straight for short, is a series of cards in ascending order from left to right. The object is to form a Roo Straight using 3 cards. To do so, players initially receive 2 cards that they must place in a specific configuration. They must designate their 2 cards as the low and middle, the low and high, or the middle and high cards of their final hand. They will then be dealt a third card to the open position of their Roo hand. Next, the dealer will also attempt to form a 3-card Roo Straight. To win, a player must first form a Roo Straight and then beat the dealer's hand. Winning hand is determined by highest ranked cards. 2 side wagers are available to bet on called Pocket Roo and Pairs Pay.

Ranking of Hands

Game is played with one standard deck of 52 playing cards.

Kings are high and aces are low. Ranking: K-Q-J-10-9-8-7-6-5-4-3-2-A

Qualifying Hand

A qualifying hand is formed with 3 cards.

A qualifying hand must be a valid ROO straight.

A kangaroo straight, or ROO straight for short, is a series of cards in ascending order from left to right.

Specifically, the first card is a lower value than the second card and the second card is a lower value than the third card.

Valid ROO straights: 2-3-4 and 6-9-K

Invalid ROO straights: 4-3-9, A-K-J, and any pairs 5-5-9. Invalid ROO straights lose to the dealer.

If players first 2 dealt cards are a pair game is a push.

Winning and Losing Hands

Players with a valid ROO straight play against the dealer's cards.

Dealer or player with the highest ranked cards WIN.

Hands are compared by highest card first, then 2nd highest card, then 3rd highest card.

If player and dealer have 3 equally ranked cards, game ends in a PUSH.

If dealer has a pair with his 2 dealt cards, players with valid ROO straights win, but no 7 Roo bonus is paid.

If dealer doesn't form a valid Roo straight with his 3rd card, players with valid ROO straights win, and receive a 7 Roo bonus if player qualifies for one.

If dealer forms a valid ROO straight and has a lower ranking hand than player, player wins.

If dealer forms a valid ROO straight and has a higher ranking hand than player, player loses.

Player's winning hand pays 1 to 1.

7 ROO bonus is a valid ROO straight with a 7 in the hand and paid on players play bet.

Royal Roo (A-7-K) pays 10 to 1

Any 7 Roo pays 1 to 1

Side Bets are paid by a pay table (on additional page)

HOUSE RULES FOR DEALER

If dealer's 2 cards are 9 or less, dealer must play for high position.

Dealer must always leave the position open that has the highest opportunity to form a Roo Straight with the highest ranking.



Betting and Dealing Procedures 3 Card Roo

Betting Procedures

All wagers are made before any cards are dealt.

Player must make a wager on the play bet to play.

Player may make an optional wager on any of the 2 side games, (1) Pocket Roo and/or (2) Pairs Pay.

Dealing Procedures

Dealer deals 2 cards face up to all players and 2 cards face down to the dealer.

Players place their 2 cards face up on 2 of the 3 available positions. (low, middle and high)

Players that have a pair with their first 2 cards, should place both cards face up on the middle position.



If player has a pair with his 2 dealt cards and a Play wager, game ends in a push on the Play bet.

If player has a pair with his 2 dealt cards and a Pocket Roo wager, player loses the Pocket Roo bet.

If player has a pair with his 2 dealt cards and a Pairs Pay wager, player wins the Pairs Pay bet.

Dealer will collect all lost bets and pay all winning Pairs Pay bets. Dealer will collect all settled pair hands.

Dealer will deal the 3rd card to the open position of all remaining players from the dealer's left.

Players that don't form a Roo Straight that have a Play wager lose Play bet.

Players that don't form a Roo Straight that have a Pocket Roo wager lose the Pocket Roo bet.

Players that don't form a Roo Straight that have a Pairs Pay wager and no pair lose the Pairs Pay bet.

Players that don't form a Roo Straight that have a Pairs Pay wager and do have a pair win the Pairs Pay bet.

All losing Roo, Pocket Roo and Pairs Pay bets will be collected. All winning Pairs Pay bets will be paid.

Dealer will collect all settled unqualified hands.

Players that form a Roo Straight, will compare their hands with the dealer's hand after the dealer's hand is complete.

Dealer will turn over his 2 cards and position them by house rules.

If dealer has a pair with his 2 dealt cards, game is over.

Dealer will pay all players with a valid Roo Straight, but no 7 Roo Bonus is paid.

Dealer will pay all players with a qualifying Pocket Roo Wager.

If dealer doesn't have a pair, dealer will deal 3rd card. If dealer doesn't form a Roo Straight game is over.

Dealer will pay all players with a valid Roo Straight, and any 7 Roo Bonuses to qualified players.

Dealer will pay all players with a qualifying Pocket Roo Wager.

If dealer does form a Roo Straight, dealer will compare dealer's hand to player's hand.

Dealer or player with the highest ranked cards WINS.

Hands are compared by highest cards first, then 2nd highest cards if tied, then 3rd cards.

If player and dealer have 3 equally ranked cards, game ends in a PUSH. 7 Roo Bonus is paid if qualified.

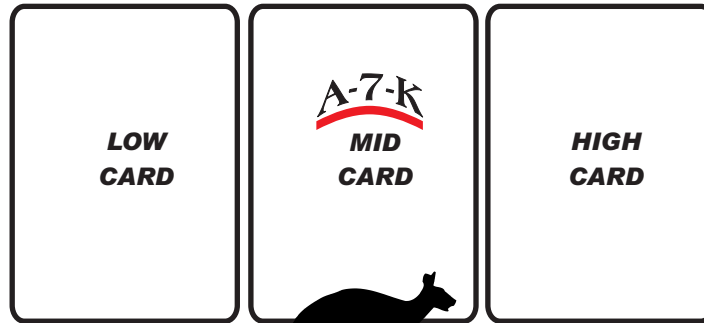
If player wins Play bet, player will be paid 1 to 1 plus the 7 Roo Bonus if qualified.

If player loses Play bet, wager will be collected. If player loses to dealer and qualifies for a 7 Roo Bonus, bonus will be paid.

Qualifying Pocket Roo wagers will be paid regardless of win or loss of the Play bet.

Single Player Layout

3 Card Roo



7 ROO BONUS

ROYAL ROO (A-7-K) 10-1
ANY 7 ROO 1-1



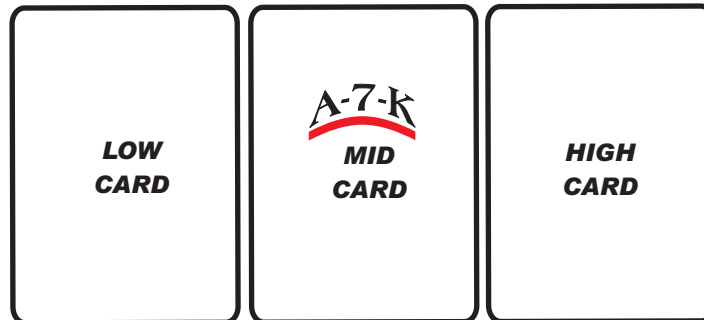
POCKET PAYOUT

ROYAL ROO FLUSH 50-1
ROYAL ROO (A-7-K) 40-1
4-10 ROO 9-1
10 ROO 2-1
4 ROO 2-1



PAIRS PAYOUT

2 CARD PAIR OF 7s 12-1
2 CARD PAIR 7-1
3 CARD PAIR OF 7s 6-1
3 CARD PAIR 3-1



2 CARD PAIR RECEIVES PUSH ON PLAY BET - 2 CARD PAIR LOSES ON POCKET BET



Odds and Probability 3 Card Roo

Event	Pays	Combinations	Probability	Frequency	EV
Player Pair	0	215,560,800	5.8824%	17.0	0.0000%
Player Does Not Qualify	-1	1,496,323,584	40.8326%	2.4	-40.8326%
Dealer Pair	1	114,568,704	3.1264%	32.0	3.1264%
Dealer Does Not Qualify	1	818,102,144	22.3249%	4.5	22.3249%
Wins	1	484,262,144	13.2148%	7.6	13.2148%
Ties	0	2,042,496	0.0557%	1794.1	0.0000%
Losses	-1	533,673,728	14.5632%	6.9	-14.5632%
Total		3,664,533,600	100.0000%		-16.7297%

Royal Roo Bonus	10	9,989,568	0.2726%	366.8	2.7260%
Seven Roo Bonus	1	409,572,288	11.1767%	8.9	11.1767%
Other	0	1,418,518,656	38.7094%	2.6	0.0000%
Total			50.1586%		13.9027%

House Edge **2.8270%**

Event	Pays	Combinations	Probability	Frequency	EV
Player Pair	0	215,560,800	5.8824%	17.0	0.0000%
Player Does Not Qualify	-1	1,496,323,584	40.8326%	2.4	-40.8326%
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Dealer Does Not Qualify	1	818,102,144	22.3249%	4.5	22.3249%
Wins	1	484,262,144	13.2148%	7.6	13.2148%
Ties	0	2,042,496	0.0557%	1794.1	0.0000%
Losses	-1	533,673,728	14.5632%	6.9	-14.5632%
Total		3,664,533,600	100.0000%		-16.7297%

Royal Roo Bonus	8	9,989,568	0.2726%	366.8	2.1808%
Seven Roo Bonus	1	409,572,288	11.1767%	8.9	11.1767%
Other	0	1,418,518,656	38.7094%	2.6	0.0000%
Total			50.1586%		13.3575%

House Edge **3.3722%**

Event	Pays	Combinations	Probability	Frequency	EV
Player Pair	0	215,560,800	5.8824%	17.0	0.0000%
Player Does Not Qualify	-1	1,496,323,584	40.8326%	2.4	-40.8326%
Dealer Pair	1	114,568,704	3.1264%	32.0	3.1264%
Dealer Does Not Qualify	1	818,102,144	22.3249%	4.5	22.3249%
Wins	1	484,262,144	13.2148%	7.6	13.2148%
Ties	0	2,042,496	0.0557%	1794.1	0.0000%
Losses	-1	533,673,728	14.5632%	6.9	-14.5632%
Total		3,664,533,600	100.0000%		-16.7297%

Royal Roo Bonus	5	9,989,568	0.2726%	366.8	1.3630%
Seven Roo Bonus	1	409,572,288	11.1767%	8.9	11.1767%
Other	0	1,418,518,656	38.7094%	2.6	0.0000%
Total			50.1586%		12.5397%

House Edge **4.1900%**



Player Optimal Playing Strategy 3 Card Roo

	ANTE	POCKET	DEALER		ANTE	POCKET	DEALER
K,Q	L	L	L	9,8	L	L	H
K,J	L	L	L	9,7	L	L	H
K,10	L	L	L	9,6	H	H	H
K,9	L	L	L	9,5	H	H	H
K,8	L	L	L	9,4	H	H	H
K,7	L	L	L	9,3	M	M	H
K,6	M	M	M	9,2	M	M	H
K,5	M	M	M	9,A	M	M	H
K,4	M	M	M	8,7	H	H	H
K,3	M	M	M	8,6	H	H	H
K,2	M	M	M	8,5	H	H	H
K,A	M	M	M	8,4	H	H	H
Q,J	L	L	L	8,3	H	H	H
Q,10	L	L	L	8,2	H	H	H
Q,9	L	L	L	8,A	H	H	H
Q,8	L	L	L	7,6	H	H	H
Q,7	L	L	L	7,5	H	H	H
Q,6	M	M	M	7,4	H	H	H
Q,5	M	M	M	7,3	H	H	H
Q,4	M	M	M	7,2	H	H	H
Q,3	M	M	M	7,A	H	H	H
Q,2	M	M	M	6,5	H	H	H
Q,A	M	M	M	6,4	H	H	H
J,10	L	L	L	6,3	H	H	H
J,9	L	L	L	6,2	H	H	H
J,8	L	L	L	6,A	H	H	H
J,7	L	L	L	5,4	H	H	H
J,6	L	L	L	5,3	H	H	H
J,5	M	M	M	5,2	H	H	H
J,4	M	M	M	5,A	H	H	H
J,3	M	M	M	4,3	H	H	H
J,2	M	M	M	4,2	H	H	H
J,A	M	M	M	4,A	H	H	H
10,9	L	L	L	3,2	H	H	H
10,8	L	L	L	3,A	H	H	H
10,7	L	L	L	2,A	H	H	H
10,6	L	L	L				
10,5	M	L	M				
10,4	M	M	M				
10,3	M	M	M				
10,2	M	M	M				
10,A	M	M	M				

Some Stats for the Player, using an optimal playing strategy:

Event	Probability
Pair	5.88%
No Qualify	40.83%
Qualify	53.29%



Side Bets
3 Card Roo

Pocket Roo

A Pocket Roo is a bet that you will form a Roo Straight containing specific cards or combinations of cards. Qualifying Pocket Roo wagers will be paid regardless of win, loss, or push to dealer.

- Royal Flush Roo
- Royal Roo (A-7-K)
- Any Roo with a 4 and 10
- Any Roo with a 10
- Any Roo with a 4

Hand	Pays	Combinations	Probability	Frequency	EV
Royal Flush Roo	100	12	0.0181%	5,525.0	1.8100%
Royal Roo	45	180	0.2715%	368.3	12.2172%
4 & 10 Roo	8	1728	2.6063%	38.4	20.8507%
10 Roo	2	6848	10.3288%	9.7	20.6576%
4 Roo	2	6208	9.3635%	10.7	18.7270%
Seven Roo	-1	5312	8.0121%	12.5	-8.0121%
other	-1	46012	69.3997%	1.4	-69.3997%
Total		66300	100.0000%		-3.1493%

House Edge 3.15%

Hand	Pays	Combinations	Probability	Frequency	EV
Royal Flush Roo	70	12	0.0181%	5,525.0	1.2670%
Royal Roo	45	180	0.2715%	368.3	12.2172%
4 & 10 Roo	8	1728	2.6063%	38.4	20.8507%
10 Roo	2	6848	10.3288%	9.7	20.6576%
4 Roo	2	6208	9.3635%	10.7	18.7270%
Seven Roo	-1	5312	8.0121%	12.5	-8.0121%
other	-1	46012	69.3997%	1.4	-69.3997%
Total		66300	100.0000%		-3.6923%

House Edge 3.70%



Hand	Pays	Combinations	Probability	Frequency	EV
Royal Flush Roo	50	12	0.0181%	5,525.0	0.9050%
Royal Roo	40	180	0.2715%	368.3	10.8597%
4 & 10 Roo	9	1728	2.6063%	38.4	23.4570%
10 Roo	2	6848	10.3288%	9.7	20.6576%
4 Roo	2	6208	9.3635%	10.7	18.7270%
Seven Roo	-1	5312	8.0121%	12.5	-8.0121%
other	-1	46012	69.3997%	1.4	-69.3997%
Total		66300	100.0000%		-2.8054%

House Edge 2.81%



Side Bets
3 Card Roo

Pairs Pay

If player's cards form a pair from their 2 dealt card or their 3rd card forms a pair player wins

Dealt 2 Card Pair of 7's
Any Dealt 2 Card Pair
3rd Card Pair of 7's
Any 3rd Card Pair



Hand	Pays	Permutations	Probability	Frequency	EV
Dealt Pair of 7's	12	300	0.4525%	221.0	5.4299%
Dealt Pair, Other	7	3,600	5.4299%	18.4	38.0090%
Non Dealt Pair of 7's	6	576	0.8688%	115.1	5.2127%
Non Dealt Pair, Other	3	6,912	10.4253%	9.6	31.2760%
No Pairs	-1	54,912	82.8235%	1.2	-82.8235%
Total		66,300	100.0000%		-2.8959%

House Edge 2.90%

Hand	Pays	Permutations	Probability	Frequency	EV
Dealt Pair of 7's	10	300	0.4525%	221.0	4.5249%
Dealt Pair, Other	7	3,600	5.4299%	18.4	38.0090%
Non Dealt Pair of 7's	6	576	0.8688%	115.1	5.2127%
Non Dealt Pair, Other	3	6,912	10.4253%	9.6	31.2760%
No Pairs	-1	54,912	82.8235%	1.2	-82.8235%
Total		66,300	100.0000%		-3.8009%

House Edge 3.80%

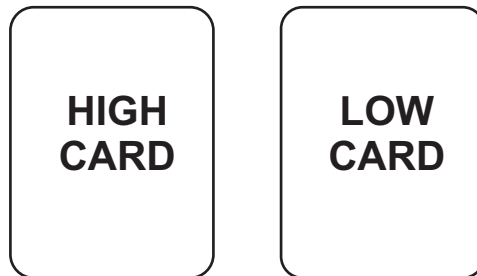
ROO

2 Card Roo

WHAT IS A ROO?

If the high card is in the high card position and the low card is in the low card position, a Roo is made. This is known as a Kangaroo Straight.

Each player and the dealer receive 1 card face down.
Player places his card on the high or low card position face down.
Ace plays as highest or lowest card, all other cards by rank.



Dealer will now deal a card to the open position, then turn over player's face down card.

Players that don't make a ROO will lose.

Players that pair their 1st card will receive a push in the game.

If player makes a ROO, player will play against the dealer's hand.

Dealer will now turn over his first card and place that card in the high or low position.

Dealer's first card positioning rule: If dealer's first card is 8 or lower, dealer will place his card on the low card position.
If dealer's first card is 9 or higher, dealer will place his card on the high card position.

Dealer will now deal a card to his open position.

If dealer doesn't Roo or pairs his first card (including Aces), dealer loses to all players that made a ROO.

If dealer makes a ROO, player or dealer with the highest ROO wins. Winning hand holds the highest card.

If there is a tie on the high card, the low card will break the tie. If there is still a tie, player wins.

Player's winning Hand pays 1 to 1.

If multiple decks are used, dealer will bury 2 cards before dealing the next game to avoid any card counting.

Side Wager: PAIRS PAY - If player gets a pair with his 2 cards, player wins 15 to 1.

Side Wager: FLUSH ROO - If player forms a ROO and it is a flush, the player wins.

Straight Flush Roo Pays 15 to 1

Flush Roo Pays 3 to 1

LAYOUT

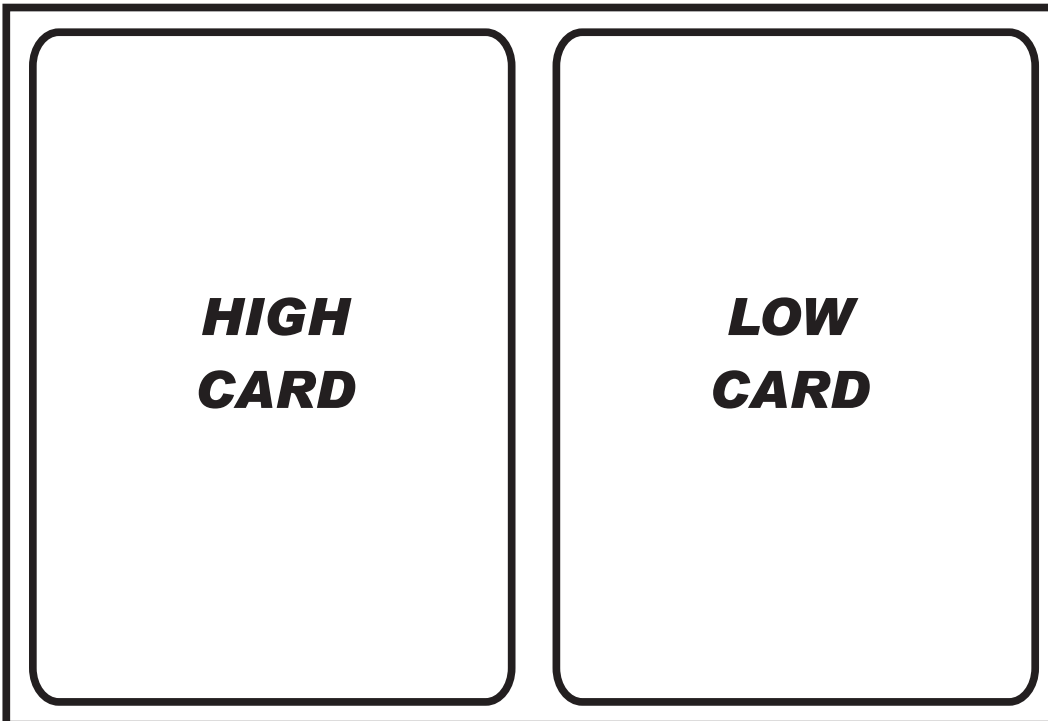
2 Card Roo

**PAIRS
PAY
15 TO 1**

FLUSH ROO PAYOUT
STRAIGHT FLUSH 15 TO 1
FLUSH 3 TO 1

**FLUSH
ROO**

ROO BET PAYOUT
BEAT THE DEALER PAYS 1 TO 1



ACE PLAYS AS HIGH OR LOW

ROO

2 Card Roo

Odds 1 Deck

Table 1. House Edge summary

House Way Low	Player Win Ties	Flush Wins Pay	Pairs Push?	Wager EV	House Edge
8	no	1	yes	-0.035	3.49%
8	yes	1	yes	-0.031	3.05%

Side Wager

1 DECK

Flush Roo Side Bet

Description: A side bet that pays if the player makes a valid 2 card roo that's also a 2-card flush.

Play 2-9 as low

Outcome	Pays	Permutations	Probability	Frequency	Return
2-Card S traight Flush	15	52	1.96%	1 in 51.0	29.41%
2-Card S traight	-1	156	5.88%	1 in 17.0	-5.88%
2-Card Roo Flush	3	436	16.44%	1 in 6.1	49.32%
2-Card Roo	-1	1320	49.77%	1 in 2.0	-49.77%
Invalid roo	-1	688	25.94%	1 in 3.9	-25.94%
Total		2652	100.00%		-2.87%

House Edge 2.87%

Play 2-7 as low

Outcome	Pays	Permutations	Probability	Frequency	Return
2-Card S traight Flush	15	52	1.96%	1 in 51.0	29.41%
2-Card S traight	-1	156	5.88%	1 in 17.0	-5.88%
2-Card Roo Flush	3	452	17.04%	1 in 5.9	51.13%
2-Card Roo	-1	1368	51.58%	1 in 1.9	-51.58%
Invalid roo	-1	624	23.53%	1 in 4.3	-23.53%
Total		2652	100.00%	1	-0.45%

House Edge 0.45%

Pairs Insurance

Description: A side bet that pays if the player's two cards form a pair.

Outcome	Pays	Combinations	Probability	Frequency	Return
AA	15	12	0.45%	1 in 221.0	6.79%
22	15	12	0.45%	1 in 221.0	6.79%
33	15	12	0.45%	1 in 221.0	6.79%
44	15	12	0.45%	1 in 221.0	6.79%
55	15	12	0.45%	1 in 221.0	6.79%
66	15	12	0.45%	1 in 221.0	6.79%
77	15	12	0.45%	1 in 221.0	6.79%
88	15	12	0.45%	1 in 221.0	6.79%
99	15	12	0.45%	1 in 221.0	6.79%
TT	15	12	0.45%	1 in 221.0	6.79%
JJ	15	12	0.45%	1 in 221.0	6.79%
QQ	15	12	0.45%	1 in 221.0	6.79%
KK	15	12	0.45%	1 in 221.0	6.79%
No Pair	-1	2496	94.12%	1 in 1.1	-94.12%
Total		2652	100.00%		-5.88%

House Edge 5.88%