

Chuck-A-Luck Rules

Chuck-A-Luck is a lively game where three dice tumble in a spinning cage and you place wagers on how many dice will come up with your chosen number when the cage stops spinning. It probably originated in British Pubs many years ago and started without cages. Instead, gamblers used a horn-shaped chute made of leather or metal to "chuck" the 3 dice across a table and then take their "luck" on how they landed.

An interesting footnote to this is that metal chutes were easier to fashion than leather ones – with tin being cheaper than brass – and enterprising patrons who set up games with little money and a metal chute were called "tin-horned gamblers".

Today, Chuck-A-Luck is a popular game at carnivals, fund raisers and many first-class casinos around the world. It's fun and easy to learn, so beginners take to it quickly, yet the simple premise offers the excitement and high payout that keeps seasoned players coming back for more.

GAME PLAY

The dice are standard six-sided cubes, with sides numbered 1 through 6 (represented as a corresponding number of dots). There are three dice and they are tumbled together in an hour-glass shaped cage that spins around it's horizontal axis. Players place bets by moving chips into various boxes on the table.

The cage cannot start spinning until at least one bet has been placed on the board. Players can click the Spin button to start it as soon as they've finished placing bets.

At that point all bets must stand. Several seconds later the cage stops spinning and the dice come to rest at the bottom of the cage. The resulting numbers are taken off the top face of each dice to determine the winning bets.

OUR CHUCK-A-LUCK TABLE OFFERS 6 WAYS TO MAKE BETS

1. [NUMBERS BET](#)
2. [FIELD BET](#)
3. [HIGH BET \(Over 10\)](#)
4. [LOW BET \(Under 11\)](#)
5. [ODD BET](#)
6. [EVEN BET](#)

NUMBERS BET

If you place a wager on any of the six numbered boxes in the "Numbers Bet" area (1, 2, 3, 4, 5 or 6) you will win according to how many of the 3 dice come up with that number on their top surface when they come to rest.

Matching Dice Payoff

1 (a Single)	1:1
2 (a Double)	2:1
3 (a Triple)	10:1

Thus, if all three dice come up with the number 4, any wager on the Number 4 bet would pay 10 to 1. You can bet on as many individual Numbers as you like.

All of the remaining five bet types are based on the sum of the Numbers showing on the 3 dice. Thus, a result with a 5, a 2 and a 4 would yield a point total of 11. Point totals can range from 3 (triple 1's) to 18 (triple 6's).

FIELD BET

If you place your wager in the "Field Bet" area then you are betting that all three dice will add up to one of the numbers featured on the Field. It doesn't matter where on the Field you place your chips. If the point total of the 3 dice adds up to any one of the numbers shown on the Field, you will be paid 1:1 on your wager.

HIGH BET (Over 10)

If you place chips in the High box, then you are wagering that the sum total of the 3 dice will be greater than 10. The payoff is 1:1 unless there is a high Triple (12, 15 or 18), in which case the High bet loses. There are 108 possible combinations of the 3 dice that add up to Over 10, and only 3 of them are Triples.

LOW BET (Under 11)

If you place chips in the Low box, then you are wagering that the sum total of the 3 dice will be less than 11. The payoff is 1:1 unless there is a low Triple (3, 6 or 9), in which case the Low bet loses. There are 108 possible combinations of the 3 dice that add up to Under 11, and only 3 of them are Triples.

ODD BET

If you place chips in the Odd box, then you are wagering that the sum total of the 3 dice will be an Odd number. The payoff is 1:1 unless there is an Odd Triple (3, 9 or 15), in which case the Odd bet loses. There are 108 possible combinations of the 3 dice that add up to Odd numbers, and only 3 of them are Triples.

EVEN BET

If you place chips in the Even box, then you are wagering that the sum total of the 3 dice will be an Even number. The payoff is 1:1 unless there is an even Triple (6, 12 or 18), in

which case the Even bet loses. There are 108 possible combinations of the 3 dice that add up to Even numbers, and only 3 of them are Triples.

GAME CONTROLS

- Spin – Starts the cage spinning to tumble the dice. Spin is inactive until at least one bet has been placed on the table.
- Re-Bet – Places the same wager amounts on the same bets as you had for the previous Spin.
- Clear – Clears all wagers from the table and returns the amounts to your balance.