



# DRAGON FIRE

## Contents

1. Definitions .....	2
2. Table Layout and Equipment.....	3
3. Dice Retention and Selection .....	3
4. The Roll of the Dice.....	5
5. Invalid Roll.....	5
6. Wagers .....	6
7. Minimum and Maximum Wagers .....	9
8. Play of the Game .....	9
9. Settlement Odds.....	9
10. Irregularities .....	10
11. General Provisions.....	11
DIAGRAM A .....	13

## 1. Definitions

1.1 In these rules, unless the contrary intention appears:

**“Assistant Gaming Manager”** means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

**“casino promotional token”** means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

**“casino supervisor”** means a person employed in a casino in a managerial capacity relating to the conduct of gaming;

**“dealer”** means a person responsible for the operation of the game;

**“Dragon’s Tail”** means an optional wager which may be made by a player in accordance with rule 6.1.7;

**“float tray”** means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

**“frozen”** means that the wager shall neither be paid, taken nor augmented until subsequent rolls determine a result and no further wagers may be placed in that wagering area until the result is determined;

**“gaming supervisor”** means a person responsible for the immediate supervision of the operation of the game;

**“inspector”** means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

**“pair”** means the uppermost sides of both die show the same number of dots either 1, 2, 3, 4, 5 or 6;

**“roll”** means the throw of the dice by the shooter;

**“round of play”** means one complete cycle of play that shall begin with the dealer calling ‘no more bets’ and conclude when all eligible wagers decided by that roll have been settled;

**“shooter”** means a player who rolls the dice in accordance with rule 3;

**“total”** means the sum of the numbers shown on the uppermost sides of the two dice on any given roll;

**“void”** means invalid with no result;

**“WND” (Winning Number Display)** means an electronic display and sensor that may, at the discretion of the casino operator, be attached to the table for the purpose of recording and displaying the present and most recent results at the table.

## **2. Table Layout and Equipment**

- 2.1 The game of Dragon Fire shall be played on a table, oblong in shape with rounded corners and high walled sides; having on one side places for the players and on the opposite side a place for the dealer(s).
- 2.2 The layout cloth of the table shall have an electronic area designated for the placement of wagers. The layout shall be marked in a manner substantially similar to that shown in diagram "A".
- 2.3 The table shall be fitted with electronic equipment which shall be programmed so that when the two winning numbers corresponding to a declared result of a game are entered into the equipment by the dealer by the activation of the relevant numbered buttons or switches, all the winning areas of the layout shall be illuminated.
- 2.4 An entry terminal, linked to the electronic equipment referred to in rule 2.3, shall be attached to the top of the table and have switches, buttons or touch screen display numbered 1, 2, 3, 4, 5 and 6.
- 2.5 A set of five dice shall be present at the table at the commencement of play. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.6 The following equipment shall also be used:
  - 2.6.1 a dice bowl for the retention of all dice not in active play;
  - 2.6.2 a stick designed for the dealer to retrieve and/or pass the dice;
  - 2.6.3 a float tray.
- 2.7 The table shall have a drop box attached to it.

## **3. Dice Retention and Selection**

- 3.1 The dealer or casino supervisor shall be responsible for the control of the dice.
- 3.2 At the commencement of play, the dealer shall offer the set of dice to the player immediately to their right, provided that the player has a wager on either the 'Dragon' or 'Fire' wagering areas. If that player rejects the dice, the dice are offered to:
  - 3.2.1 the player having either a Dragon or Fire wager, immediately to their right; and

- 3.2.2 if that player does not accept, to the next player having such a wager, in turn anti-clockwise around the table.
- 3.3 The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice bowl which shall be placed immediately in front of the gaming supervisor.
- 3.4 In the event of a die or dice going off the table the following procedures shall be implemented:
- 3.4.1 an immediate effort shall be made to retrieve the die or dice;
- 3.4.2 the remaining dice shall be offered to the shooter to select new dice. The shooter may select new dice or request the original dice back again.
- 3.4.3 If the missing die or dice are found they shall be checked by the gaming supervisor, then:
- 3.4.3.1 if requested by the player, returned to him/her; or
- 3.4.3.2 otherwise placed back in the dice bowl.
- 3.5 In the event that two dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set.
- 3.6 It shall be the option of the shooter after any roll, either to pass the dice or remain the shooter except that:
- 3.6.1 upon throwing a 7, the shooter will roll the dice again and if as a result of the roll the shooter's Dragon or Fire wager loses, the shooter will relinquish the dice;
- 3.6.2 the casino supervisor may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.
- 3.7 When a shooter relinquishes the dice in the course of play, the dice are offered to:
- 3.7.1 the player having either a Dragon or Fire wager, immediately to the right of the previous shooter; and
- 3.7.2 if that player does not accept, to the next player having such a wager, in turn anti-clockwise around the table.
- 3.8 In the event there is no player available to accept the dice and any undetermined wager remains, the dealer shall roll the dice until a determination has been reached.

#### **4. The Roll of the Dice**

- 4.1 To be eligible to roll the dice a player must have a valid wager on either Dragon or Fire.
- 4.2 Upon selection of the dice, the shooter shall roll the two selected dice so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the wall at the furthestmost end of the table.
- 4.3 Following the roll, a wager must remain on the Dragon or the Fire wagering area of the layout on each succeeding roll for the player to be able to continue as the shooter.
- 4.4 When the dice come to rest from a valid roll:
  - 4.4.1 Providing the dice are laying flat, a dealer or the casino supervisor shall announce the result by calling the number on the uppermost face of each dice, in order, from the lowest number to the highest and the total of the two dice;
  - 4.4.2 the dealer shall at once call out the total;
  - 4.4.3 only one face on each die shall be considered as uppermost; and
  - 4.4.4 in the event of a dispute as to which face is uppermost, the decision of the gaming supervisor shall be final.
- 4.5 After calling the roll, the dealer or casino supervisor shall collect the dice and bring them to the immediate area closest to the dealer. All wagers decided by that roll shall then be settled, following which the dealer or casino supervisor shall pass the dice to the shooter for the next roll.

#### **5. Invalid Roll**

- 5.1 A roll shall be invalid when the dealer or casino supervisor calls "no roll".
- 5.2 If a dealer or casino supervisor calls "no roll" all wagers with the exception of Dragon's Tail wagers shall be void.
- 5.3 The call of "no roll" may be made if:
  - 5.3.1 the dice do not leave the shooter's hand simultaneously; or
  - 5.3.2 either (or both) of the dice fail to strike an end of the table; or
  - 5.3.3 for any other reason the dealer or casino supervisor considers the roll to be irregular; or
  - 5.3.4 any other irregularity has occurred.
- 5.4 The call of "no roll" shall be made if:
  - 5.4.1 either or both the dice come to rest off the table;

- 5.4.2 one die comes to rest on top of the other;
- 5.4.3 either or both the dice come to rest in the wagering area of the table;
- 5.4.4 either or both the dice come to rest on the chips constituting the float;
- 5.4.5 either or both the dice come to rest in the dice bowl in front of the dealer or on one of the rails surrounding the table;
- 5.4.6 either or both the dice are cocked in such a way that it would be impossible to call its natural fall;
- 5.4.7 if any person other than the designated shooter picks up the dice and rolls them;
- 5.4.8 a fraudulent device or technique is used in the roll of the dice; or
- 5.4.9 dice other than those approved for the game are used in the roll.

## **6. Wagers**

- 6.1 The wagers defined in this rule shall be the permissible wagers by a player at the game of Dragon Fire:
  - 6.1.1 A Dragon wager which shall:
    - 6.1.1.1 win if the total of the uppermost sides of the dice equals 2, 3, 4, 5 or 6;
    - 6.1.1.2 be frozen if the total of the uppermost sides of the dice equals 7, subject to rule 6.2;
    - 6.1.1.3 lose and be collected if the total of the uppermost sides of the dice equals 8, 9, 10, 11 or 12;
  - 6.1.2 A Fire wager which shall:
    - 6.1.2.1 win if the total of the uppermost sides of the dice equals 8, 9, 10, 11 or 12;
    - 6.1.2.2 be frozen if the total of the uppermost sides of the dice equals 7, subject to rule 6.2;
    - 6.1.2.3 lose and be collected if the total of the uppermost sides of the dice equals 2, 3, 4, 5 or 6;
  - 6.1.3 A Low Pair wager shall:
    - 6.1.3.1 win if the two dice rolled results in a pair of 1's, 2's or 3's appearing on the uppermost side of each die, and shall;

- 6.1.3.2 lose and be collected if any other combination appears.
- 6.1.4 A High Pair wager shall:
  - 6.1.4.1 win if the two dice rolled results in a pair of 4's, 5's or 6's appearing on the uppermost side of each die, and shall;
  - 6.1.4.2 lose and be collected if any other combination appears.
- 6.1.5 A Specific Pair means a wager on any one of the specific pairs 1, 2, 3, 4, 5 or 6, which shall:
  - 6.1.5.1 win if the total of the two dice rolled results in a 1, 2, 3, 4, 5 or 6 and shall;
  - 6.1.5.2 lose and be collected if any other combination appears.
- 6.1.6 Dice Total means a wager on any one of the totals 3, 4, 5, 6, 7, 8, 9, 10 or 11 which shall:
  - 6.1.6.1 win if the total of the two dice rolled results in a 3, 4, 5, 6, 7, 8, 9, 10 or 11 and shall;
  - 6.1.6.2 lose and be collected if any other total appears.
- 6.1.7 Dragon's Tail is a progressive wager that up to three consecutive dice totals of 8 will be rolled. When a total of 8 is rolled, all wagers on the Dragon's Tail will be frozen until a total other than 8 is rolled or a total of 8 is rolled three consecutive times. The wager shall:
  - 6.1.7.1 win if a total of 8 is rolled and the subsequent dice total is not 8;
  - 6.1.7.2 win if two consecutive totals of 8 are rolled and the subsequent dice total is not 8;
  - 6.1.7.3 win if three consecutive totals of 8 are rolled;
  - 6.1.7.4 lose and be collected in all other instances.
- 6.2 When the shooter rolls a 7;
  - 6.2.1 Dragon and Fire bets are frozen and;
  - 6.2.2 All losing wagers shall be collected and;
  - 6.2.3 winning dice total wagers placed on the 7 shall be paid and;
  - 6.2.4 Players will have the opportunity to place wagers with the exception of the Dragon and Fire wagering areas.
  - 6.2.5 Should the Shooter roll a second consecutive 7;
    - 6.2.5.1 all Dragon and Fire wagers shall lose and;

- 6.2.5.2 all other losing wagers shall be collected and;
- 6.2.5.3 winning dice total wagers placed on the 7 shall be paid and;
- 6.2.5.4 a new shooter will be selected in accordance with rule 4.
- 6.2.6 On the second roll after a total of 7, if the dice total is less than 7;
  - 6.2.6.1 all Fire wagers shall lose and;
  - 6.2.6.2 all Dragon wagers shall win;
  - 6.2.6.3 all other losing wagers shall be collected and;
  - 6.2.6.4 winning dice total wagers shall be paid
- 6.2.7 On the second roll after a total of 7, if the dice total is greater than 7;
  - 6.2.7.1 all Dragon wagers shall lose and be collected and;
  - 6.2.7.2 all Fire wagers shall win;
  - 6.2.7.3 all other losing wagers shall be collected and;
  - 6.2.7.4 winning dice total wagers shall be paid
- 6.3 All wagers shall be made by placing chips, and/or casino promotional tokens on the appropriate wagering areas of the layout.
- 6.4 Subject to table limits indicated by the sign at the table, wagers may be placed, increased, removed or reduced at any time prior to the dealer announcing 'no more bets'.
  - 6.4.1 There shall be no increase, reduction or placement of new wagers permitted on wagering areas that are frozen pending a final result.
- 6.5 Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.
- 6.6 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.
- 6.7 Wagers orally declared shall only be accepted accompanied by chips or casino promotional tokens and the dealer having sufficient time to place the wager on the layout prior to "no more bets" being called.
- 6.8 Wagers shall be settled strictly in accordance with the position of the chips or casino promotional tokens on the layout when "no more bets" is called.



## **7. Minimum and Maximum Wagers**

- 7.1 The minimum and maximum wagers permitted by a player shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 7.2 A wager found to be below the stated minimum, after the dice are rolled, shall be valid.
- 7.3 A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous roll(s) the wagers and results of the previous roll(s) shall stand.
- 7.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 7.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 7.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

## **8. Play of the Game**

- 8.1 At the commencement of each game the dealer shall call "place your bets" and press the "start game" area indicated on the terminal.
- 8.2 The dealer shall call and / or signal "no more bets" and press the 'no more bets' area indicated on the terminal.
- 8.3 The dealer or casino supervisor shall then pass the dice to the shooter.
- 8.4 The shooter shall then throw the dice in accordance with rule 4.
- 8.5 A dealer or the casino supervisor shall enter the result by activating the two switches or buttons of the entry terminal, which correspond with the two winning numbers.
- 8.6 When the sequence referred to in rule 8.5 is complete and the winning areas have been illuminated on the layout, the dealer shall collect all losing wagers and proceed to pay all winning wagers, following which a new round of play may commence.

## **9. Settlement Odds**

- 9.1 Winning High Pair wagers shall be paid at the odds of 10 to 1.
- 9.2 Winning Low Pair wagers shall be paid at the odds of 10 to 1.

- 9.3 Winning Dragon wagers shall be paid at odds of 1 to 1.
- 9.4 Winning Fire wagers shall be paid at odds of 1 to 1.
- 9.5 Winning two dice totals shall pay as follows:
- 9.5.1 3 shall be paid at odds of 15 to 1;
  - 9.5.2 4 shall be paid at odds of 10 to 1;
  - 9.5.3 5 shall be paid at odds of 7 to 1;
  - 9.5.4 6 shall be paid at odds of 6 to 1;
  - 9.5.5 7 shall be paid at odds of 4 to 1;
  - 9.5.6 8 shall be paid at odds of 6 to 1;
  - 9.5.7 9 shall be paid at odds of 7 to 1;
  - 9.5.8 10 shall be paid at odds of 10 to 1;
  - 9.5.9 11 shall be paid at odds of 15 to 1.
- 9.6 Winning Specific Pair wagers shall be paid at odds of 33 to 1.
- 9.7 Winning Dragon's Tail wagers shall be paid at odds of:
- 9.7.1 2 to 1 when a total of 8 is rolled, and the subsequent total is not 8;
  - 9.7.2 10 to 1 when two consecutive totals of 8 are rolled, and the subsequent total is not 8;
  - 9.7.3 100 to 1 when three consecutive totals of 8 are rolled.

## **10. Irregularities**

- 10.1 If the dealer confirms the wrong number in the entry terminal, the game shall be stopped and the casino supervisor shall be notified. The casino supervisor shall override the incorrect number and enter the correct number. Losing wagers will then be collected and winning wagers paid.
- 10.2 If the electronic equipment referred to in rule 2.3 fails to illuminate the winning areas, or fails to illuminate the winning areas correctly, all wagers shall be collected and paid according to the result shown on the dice and rule 10.3 shall apply.
- 10.3 In the event of an equipment malfunction as referred to in rule 10.2, an inspector shall be notified immediately and no further play shall be permitted until the fault has been rectified.
- 10.4 The WND unit must be disregarded if the WND unit displays a number other than the actual outcome.

- 10.5 If the “no more bets” button has not been activated in accordance with rule 8.2, a dealer or casino supervisor shall announce “no roll”.

## **11. General Provisions**






- 11.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 11.2 Rule 11.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 11.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 11.1, he/she may:
- 11.3.1 declare that any wager made by the person is void;
  - 11.3.2 direct that the person shall be excluded from further participation in the game;
  - 11.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
  - 11.3.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 11.4 A casino supervisor may invalidate the outcome of a game if:
- 11.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 11.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 11.5 Where the outcome of a game is invalidated under rule 11.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 11.4.2 be forfeited.
- 11.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 11.7 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.

- 11.8 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 11.9 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 11.10 Players and spectators are not permitted to have side bets with or against each other.
- 11.11 A casino supervisor may refuse, on reasonable grounds, any wager made by a player, and in so doing may cause the wager(s) to be removed from the layout.
- 11.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor.
- 11.13 In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 11.14 A copy of these rules shall be made available for inspection upon request.






DIAGRAM A


THE ISTAR

**LOW PAIR**  
10 to 1


**HIGH PAIR**  
10 to 1




**Dragon's Tail**  
What an incredible life!


**3**  
15 to 1




**4**  
10 to 1




**5**  
7 to 1




**6**  
6 to 1




**7**  
4 to 1




**8**  
6 to 1




**9**  
7 to 1



**10**  
10 to 1



**11**  
15 to 1



**8**  
Pays 2 to 1

**88**  
Pays 10 to 1

**888**  
Pays 100 to 1

**FIRE - 8,9,10,11 or 12 pays 1 to 1**

**DRAGON - 2,3,4,5 or 6 pays 1 to 1**

**FIRE - 8,9,10,11 or 12 pays 1 to 1**

**DRAGON - 2,3,4,5 or 6 pays 1 to 1**