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 Section One: Introduction **CRAPS_1**
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Welcome to another FAQ of mine. This one covers the GameBoy Advance game known as Golden Nugget Casino. This game is based off of a popular casino found in the gambling capital of America - Las Vegas, Nevada - and five of the more popular games found within it.

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That's all I have to say on this game. Enjoy.

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 Section Two: Version History **CRAPS_2**
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Final - First and likely only version of this FAQ completed.
 10:29 PM 12/12/2012

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 Section Three: Legalities **CRAPS_3**
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

O-----O		O-----O	
	Allowed sites for my FAQs		Forever-Banned Sites
O-----O		O-----O	
	GameFAQs (www.gamefaqs.com)		CheatCC (www.cheatcc.com)
	Neoseeker (www.neoseeker.com)		www.cheat-database.com
	SuperCheats (www.supercheats.com)		Cheat Index (www.cheatindex.com)
			Cheat Search (www.cheatsearch.com)
			www.panstudio.com/cheatstop

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Section Four: Blackjack                                **CRAPS_4**
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In this game, begin by placing a bet in front of you. Unlike in most games, there is no minimum, and I've yet to find a maximum, so bet as you will.

The people at the table and the dealer will then each get two cards.

You and dealer each get two cards. Your two are shown; only one of the dealer's is. Your goal is to get to 21 or as close to it as possible. You do so by adding the values of your cards, as shown below.

Card	Card's Value
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
J (Jack)	10
Q (Queen)	10
K (King)	10
A (Ace)	11 (if other cards' total is <11) 1 (if other cards' total is = or >11)

If you have a 10-value card and an Ace at the start, you get a Blackjack, which is famous in casinos for the saying "Winner, winner, chicken dinner." But, all kidding aside, your total payoff is 2.5x the original bet (where your profit is equal to 1.5x the original bet).

If you or the dealer go over 21 (22+), the one who went over (busted) loses.

Otherwise, after you receive both cards, you should "Stand" with what you have (stand), or "Hit" to obtain another card for you. The dealer, who cannot hit above 18, I think, will then deal his hand. Whoever doesn't bust or the one

with the best hand wins. If you win, you get a profit equal to your bet.

You also have the option to double. In doing so, you will double your bet, at the cost of one thing - only getting a single card on this hand given to you. The dealer deals his hand, etc. If you win, both bets receive the correct amount of money. If you lose, you lose both bets.

If you end up with two equal-value cards, you can play two hands at once. Do so by splitting. The hand splits into two other two-card hands. You may split once more if desired/possible. Each hand plays separately and is not affected by the others.

If the dealer shows an Ace, you may buy insurance (I rarely do). To do so, you place a bet less than or equal to ONE HALF of your original bet on the insurance line. If the dealer does have blackjack, the insurance is paid 2:1. If not, you lose that bet and the hand continues as previously described.

For once, I can give tips:

- Whenever the dealer shows a card, assume the other is a 10-value, as it is four times more likely to be such versus other cards.
- Never buy insurance. Out of the 13 other possible cards (not counting suits), 9/13 (~69.23%) will not deal blackjack.
- Never split 10's. Always splits Aces and 8's.
- If you know the counting cards technique, don't use it. Too much is unknown, after all.

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Section Five: Craps **CRAPS_5**
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Introduction:
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Craps is played by making bets against the casino. Players stand around a large, sunken table. The table is covered with a betting layout, where you can place chips to make different types of bets. One person, the shooter (who may or may not be betting), rolls two dice. The result of the roll determines which bets win or lose.

For many types of bets, it can take multiple rolls to determine whether the bet wins or loses. The game is played in turns. At the start of a turn a shooter is chosen. The shooter's goal is to pass. There are two types of rolls, each involving the possibility of passing or not passing:

- The initial roll (the come out roll): The first roll of the shooter's turn is called the come out roll.
- If the shooter rolls a 7 or 11 (a natural) on this roll, the shooter passes, various bets are paid out, and the turn ends.
- If the shooter rolls a 2, 3, or 12 on the come out roll (called "crapping out"), the shooter does not pass, various bets are paid out, and the turn ends.
- If the shooter does not roll a natural or craps on the come out roll, the

total rolled becomes the point number. A disk labeled "ON" is placed on the point number on the table, to remind players what the point number is. It then becomes the shooter's goal to roll the point number again before rolling dice totaling 7.

- Subsequent rolls: If the shooter does not roll a natural or craps on the come out roll, he or she continues to roll until either the initial point number is rolled again, or a 7 is rolled.
- If the shooter rolls the point number, the shooter passes, various bets are paid out, and the turn ends.
- If the shooter rolls a 7, the shooter has sevened out and does not pass, various bets are paid out, and the turn ends.
- For any other roll, various bets are paid out, and the shooter continues to roll, trying again for the point number.

After the shooter passes or does not pass, a new turn begins, possibly with a different shooter. Traditionally, the same person can continue to be the shooter as long as he or she doesn't seven out. Otherwise, the next person clockwise around the table has the option to shoot.

Bets:
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Pass Line and Don't Pass bets: Betting on the Pass Line simply means betting that the shooter will pass on his or her current turn. On the contrary, betting on the Don't Pass Bar means betting that the shooter will not pass on his or her current turn. (One important exception is that if the shooter rolls a 12 on the come out roll, you do not win with a Don't Pass bet). Betting the Pass Line makes you a "right" bettor, because you are betting with the shooter. Betting Don't Pass makes you a "wrong" or "contrarian" bettor, because you are betting against the shooter.

Free Odds: Suppose you place a Pass Line or Don't Pass bet and a point number is established on the come out roll. You now have the option of "backing up" your Pass Line or Don't Pass bets with free odds bet. These bets are situated just behind your original bet. The maximum amount of your free odds bets varies depending on your game settings.

Come and Don't Come bets: These bets are very much like Pass Line and Don't Pass bets. Conceptually, they are like starting a Pass Line or Don't Pass bet after the shooter has already established a point number on the come out roll. Imagine it like swapping from "Pass" to "Come" in the middle of the rolls, but with the same end effect.

Place bets: Here you place a bet on one of the numbers at the top of the table. You are simply betting that that number will be rolled before a 7.

Buy bets: Buy bets are variations of Place bets. They are positioned in the upper-third portion of the Place numbers boxes and are indicated with a "B". When you buy a bet, you pay 5% of the bet value to the casino immediately. In return, winning buy bets are paid out at true odds instead of the normal Place bet odds.

Lay bets: Here you place a bet on one of the numbers at the top of the table, and are betting that a 7 will come up before that number is rolled. They are positioned in the upper-third portion of the numbers boxes at the top of the

layout and are indicated with an "L". When you lay a bet, you pay 5% of the bet value to the casino immediately.

One Roll bets: There are a number of places on the table where you can bet that the next roll (whether it's a come out roll or not) will have certain values.

Hardways: In the box marked HARDWAYS you can bet that a certain number will be rolled as a double before a 7 is rolled, or before that number is rolled as a non-double. For instance, a Hardway bet on double 3's wins when double 3's are rolled, but loses when a 7 or any other 6 is rolled, such as a 5/1 or 4/2 combination.

Odds/Payoffs:

The numbers for the Buy and Lay bets take into account the 5% cost of making the bet. Everything is rather approximate, so just use this as a *general* guide.

Bet Paid Off	Payoff-Bet Ratio	House Advantage (%)
Pass Line Payoff	1 to 1	1.4%
Don't Pass Payoff	1 to 1	1.4%
Come Payoff	1 to 1	1.4%
Don't Come Payoff	1 to 1	1.4%
Place 6 or 8 Payoff	7 to 6	1.5%
Place 5 or 9 Payoff	7 to 5	4.0%
Place 4 or 10 Payoff	9 to 5	6.6%

Any Craps Payoff	7 to 1	11.1%
Two Payoff	30 to 1	13.9%
Three Payoff	15 to 1	11.1%
Any Seven Payoff	4 to 1	16.6%
Eleven Payoff	15 to 1	11.1%
Twelve Payoff	30 to 1	13.9%
Hard 4 or 10 Payoff	7 to 1	11.1%
Hard 6 or 8 Payoff	9 to 1	9.0%
Big 6 or Big 8 Payoff	1 to 1	9.0%
The Field Payoff	1 ~ 2 to 1	2.8%

Buy 4 or 10 Payoff	2 to 1	4.7%
Buy 5 or 9 Payoff	3 to 2	4.7%
Buy 6 or 8 Payoff	6 to 5	4.7%
Lay 4 or 10 Payoff	2 to 1	2.4%
Lay 5 or 9 Payoff	2 to 3	3.2%
Lay 6 or 8 Payoff	5 to 6	4.0%

Pass Line/Come Odds		

4 or 10 Payoff	2 to 1	0.0%
5 or 9 Payoff	3 to 2	0.0%
6 or 8 Payoff	6 to 5	0.0%

Don't Pass/Don't Come Odds		

4 or 10 Payoff	1 to 2	0.0%
5 or 9 Payoff	2 to 3	0.0%
6 or 8 Payoff	5 to 6	0.0%

Section Six: Roulette **CRAPS_6**

Roulette is a game of luck, in which you bet that, on a roll of one number out of thirty-eight, your bet will satisfy on of the conditions on the board. Most of the "conditions" are landing on an exact number, though there are lower-risk chances (e.g. red, black, odd, even).

Here is an chance system denoting which bets have which the chance of being right on a fair basis. Please note that all percentages are rounded to the nearest one-thousandth of a percent.

Bet	Probability	Chance	Odds of Winning
00	1 in 38	2.632%	37 to 1
0	1 in 38	2.632%	37 to 1
1	1 in 38	2.632%	37 to 1
2	1 in 38	2.632%	37 to 1
3	1 in 38	2.632%	37 to 1
4	1 in 38	2.632%	37 to 1
5	1 in 38	2.632%	37 to 1
6	1 in 38	2.632%	37 to 1
7	1 in 38	2.632%	37 to 1
8	1 in 38	2.632%	37 to 1
9	1 in 38	2.632%	37 to 1
10	1 in 38	2.632%	37 to 1
11	1 in 38	2.632%	37 to 1
12	1 in 38	2.632%	37 to 1
13	1 in 38	2.632%	37 to 1
14	1 in 38	2.632%	37 to 1
15	1 in 38	2.632%	37 to 1
16	1 in 38	2.632%	37 to 1
17	1 in 38	2.632%	37 to 1
18	1 in 38	2.632%	37 to 1

19	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
20	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
21	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
22	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
23	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
24	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
25	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
26	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
27	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
28	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
29	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
30	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
31	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
32	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
33	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
34	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
35	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
36	1 in 38	2.632%	37 to 1	
o-----o-----o-----o-----o-----o				
1st 12	6 in 19	31.579%	13 to 6	
o-----o-----o-----o-----o-----o				
2nd 12	6 in 19	31.579%	13 to 6	
o-----o-----o-----o-----o-----o				
3rd 12	6 in 19	31.579%	13 to 6	
o-----o-----o-----o-----o-----o				
1 - 18	9 in 19	47.368%	10 to 9	
o-----o-----o-----o-----o-----o				
19 - 36	9 in 19	47.368%	10 to 9	
o-----o-----o-----o-----o-----o				
Even	10 in 19	52.632%	9 to 10	
o-----o-----o-----o-----o-----o				
Odd	9 in 19	47.368%	10 to 9	
o-----o-----o-----o-----o-----o				
Red	9 in 19	47.368%	10 to 9	
o-----o-----o-----o-----o-----o				
Black	9 in 19	47.368%	10 to 9	
o-----o-----o-----o-----o-----o				
Column	1 in 3	33.333%	2 to 1	
o-----o-----o-----o-----o-----o				
2-Street	1 in 6	16.667%	5 to 1	
o-----o-----o-----o-----o-----o				
Quint	1 in 7	14.286%	6 to 1	
o-----o-----o-----o-----o-----o				

Quad	1 in 9	11.111%	8 to 1
Trio	12 in 1	8.333%	11 to 1
Split	18 in 1	1.316%	17 to 1

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Section Seven: Slots **CRAPS_7**
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There are two machines from which you are able to play.

- "Halloween Spooky" is a multiple line machine; that is to say, you can bet multiple units of money to increase your chances of winning. Here, you will activate the three horizontal rows.
- "Wild West" is your standard slot machine - you match up something in the middle or not at all.

Anyways, that's it. Match up what you can on a machine - each one blatantly shows the combos to you - so good luck.

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Section Eight: Video Poker **CRAPS_8**
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Basics:
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Here, you are trying to get a good hand. Here are the hands from best to worst:

- Royal Flush (Ace, King, Queen, Jack, and 10 of the same suit)
- Straight Flush (a straight that is also a flush)
- Four of a Kind
- Full House (pair and three of a kind of separate types)
- Flush (all cards of the same suit)
- Straight (five cards in an ascending, continuous order (2, 3, 4, 5, 6))
- Three of a Kind
- Two Pair
- One Pair
- High Card (the highest card in an otherwise worthless hand)

Once you receive your five cards, which is after a bet and clicking "Deal", you can choose to keep (hold) as many as you want. Afterwards, hit "Deal" for your end hand. This will lead to your scoring hand, which will end up giving you credits. To take them, hit "Cash Out".

Machines:
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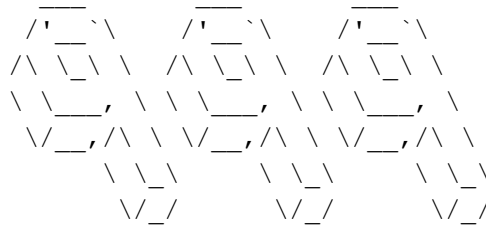
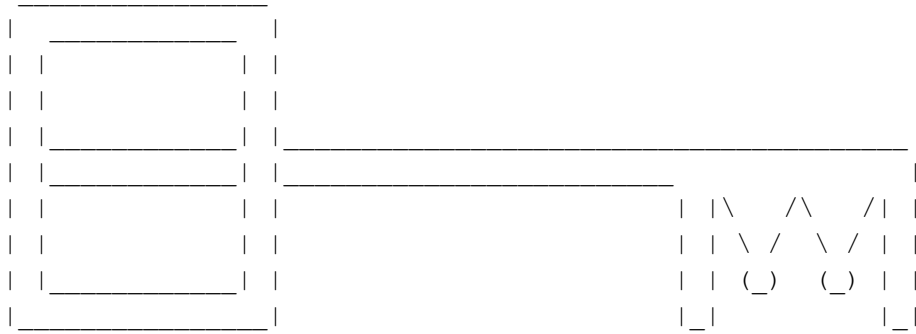
There are four types:

- Jacks or Better pays off, overall, ~98%.
- Deuces Wild pays off around 102%, and uses 2's as wild cards.

- Jokers Wild is much like Deuces Wild: ~102% payoff, Jokers are wild.

- 10's or Better tends to pay off 90% ~ 95%.

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|                This is the end of KeyBlade999's                |
|                FAQ for the GameBoy Advance game                |
|                Golden Nugget Casino.                            |
|                =====O
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