

## to **GUIDE** you when you want to try your **LUCK**

It's human nature to want to gamble — to tempt Fortune — at Craps, Roulette, "21," and other games of chance.

But gambling in a *licensed Club* is apt to be *quite different* from the way you may have played these games at home. So we are presenting this little "Gaming Guide" to explain the fundamentals of the more common gambling games . . . in *simple, A-B-C language*.

To get the most out of the "Gaming Guide," we suggest that you select the game, or games, you want to play . . . study the method of play and the betting combinations . . . and then try your luck at *our tables*.

Maybe you'll win . . . and maybe you won't . . . but you can be sure you will enjoy a thrilling, exciting time and be treated with friendly courtesy — at all times — when you play at *our Club!*

# how about trying 21?

This is a favorite game in millions of homes . . . but you'll probably find that it is played a *little differently* in our Club.

The Dealer starts the game by dealing two cards, *face down*, to each player — and one card *down*, and one card *up*, to himself.

The object of the game is to draw cards that add up to 21 — or as *close to 21 as possible* — without going “bust” (drawing additional cards that will add up to 22 or more).

The Jack, Queen, and King count 10 . . . the Ace counts 1 or 11, as you prefer . . . and the other cards at their face value.

After looking at your hand, you either “stand” (draw no more cards) or tell the Dealer to “hit” you (draw one or more cards until you are satisfied that the total count of your hand is closer to 21 than the cards the Dealer will probably draw).

If you go over 21, you go “bust” . . . and lose, even if the Dealer also goes “bust.” If your count is *nearer* 21 than the Dealer's count, you win. If your count is the *same* as the Dealer's, it's a “stand off” — nobody wins.

If you receive *only two cards* that add up to 21, you have a “Black Jack” (any Face Card with an Ace) and win *one-and-a-half* times the money you have bet . . . unless the Dealer also “Black Jacks,” in which case it's a “stand off.” (Because of the “Black Jack” feature, the game is frequently called “Black Jack.”)

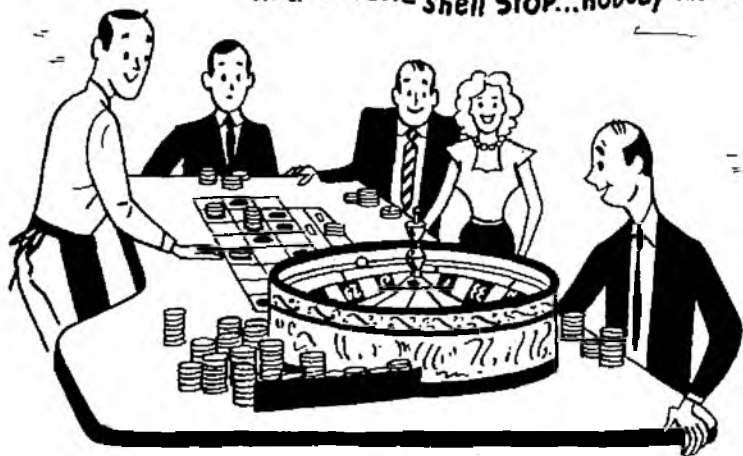
And remember, this: *you* can draw as many cards as you like . . . but the Dealer *must draw* to any count up to 16. He has the *option* of drawing to a “soft” 17 (a total of 17 when the Ace is counted as 11) and *must stand* on a “hard” 17.

TO DRAW  
OR NOT  
TO DRAW



*'ROUND and 'ROUND she goes...*

*and WHERE she'll STOP...nobody KNOWS*



## maybe you'd like to play **ROULETTE**

Roulette is one of the fastest, most exciting and fascinating games in our Club . . . yet is one of the easiest to learn and play.

The chips . . . or coins . . . are placed on the Layout shown below. The squares in the upper part of the Layout are numbered from 1 to 36 — with two additional numbers, 0 and 00.

Below these numbers are spaces which permit betting on Red or Black, Odd or Even . . . the First, Second and Third Groups of 12 numbers . . . and any numbers between 1 and 18 or between 19 and 36. At the right are three squares on which you can bet on the numbers . . . running horizontally across the Layout . . . from 3 to 36, 2 to 35 and 1 to 34.

There are many ways of betting on the Roulette Layout . . . "straight"

bets where you bet on a *single* number, Black or Red, Odd or Even, etc. . . . and "partial" bets where you *split* your bets on a combination of numbers.

For simplicity, we have shown a number of "straight" and "partial" bets by means of *white spots* on the layout below. The winning odds paid on these bets are indicated by the *letters* on the spots . . . and are explained in the table below . . . . .

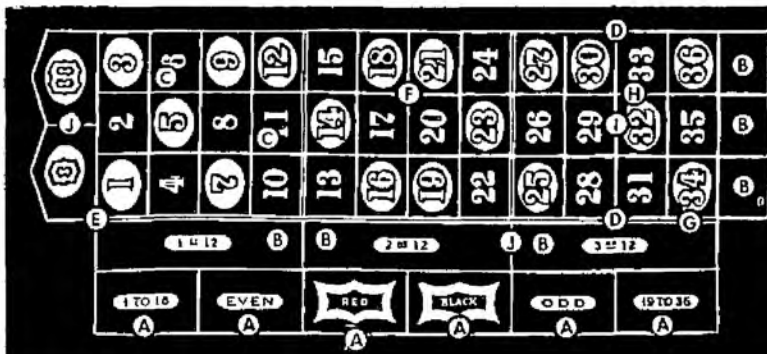
### STRAIGHT BETS

- A — Even money.
- B — 2 to 1.
- C — 35 to 1 (Applies to *any number* and 0 and 00).

### PARTIAL BETS

- D — 5 to 1 — Pays off on 28, 29, 30, 31, 32 and 33.
- E — 6 to 1 — Pays off on 0, 00, 1, 2 and 3.
- F — 8 to 1 — Pays off on 17, 18, 20 and 21.
- G — 11 to 1 — Pays off on 34, 35 and 36.
- H — 17 to 1 — Pays off on 32 and 33.
- I — 17 to 1 — Pays off on 29 and 32.
- J — 17 to 1 — Pays off on 0 and 00.

The same principle of "partial" betting applies to other combinations of numbers on the Layout. For instance, a chip placed between 2 and 3 wins at *seventeen-to-one* if the ball lands on *either* 2 or 3, etc. Our Dealers will be glad to explain *other* interesting betting combinations you can play . . . not shown on the Layout below.



COME ON  
LITTLE JOE

BABY GETS HER  
NEW PAIR  
OF SHOES!

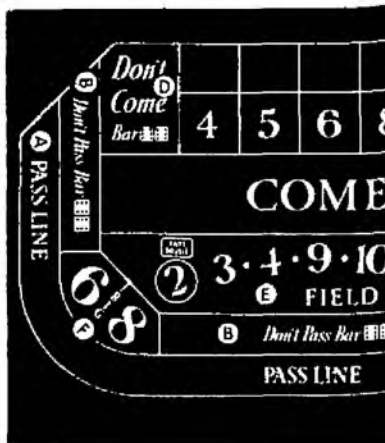


# CRAPS ... is the game for red-blooded HE-men and SHE-women!

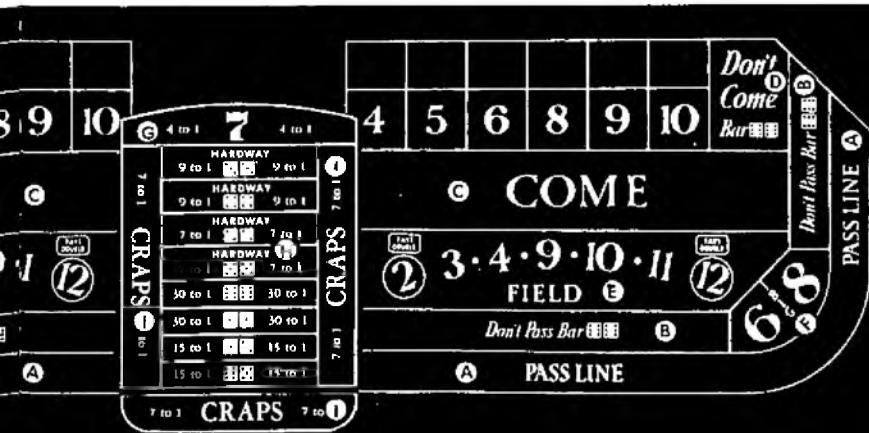
Craps is really a lot simpler than it looks . . . if you follow the A-B-C explanations given below:

A—PASS LINE — It's an even money bet when you put your money on the "Pass Line." You win on 7 or 11 . . . and lose on 2, 3 or 12 . . . on the *first* roll. If any other number comes up on the dice, that's your "point." If your "point" comes up again, you *win* — unless a 7 is thrown first, in which case, you *lose*.

B—DON'T PASS LINE — When you bet on the "Don't Pass Line," you play the game in *reverse* . . . losing on 7 and 11 and winning on 2 and 3. (If 12 is rolled, it's a "stand



- off" — nobody wins). You also lose if your "point" comes up.
- C—COME — You can bet on "Come" at any time *after* the first roll. Any numbers that come up are your "points." In order to win, your "come points" must show before a 7 is rolled — otherwise you lose.
- D—DON'T COME — Here the play is *reversed* . . . you lose if your "points" come up again; also on 7 or 11. You win on 2 or 3, and break even on 12.
- E—FIELD — "Every bet's a race when you play the Field!" You bet on 2, 3, 4, 9, 10, 11 or 12. If any one of these numbers comes up on the *first* roll, you win even money — and two-to-one on 2 or 12. If 5, 6, 7 or 8 comes up the House wins.
- F—BIG 6 and 8 — Here you win even money if a 6, or 8 is rolled . . . lose on the *first* 7.
- G—ANY 7 — If a 7 comes on the *first* roll, you win high odds (see Layout below) — otherwise you lose.
- H—HARD WAYS — Here you win if the *exact combination* of numbers you bet on comes up. (See Layout for payoffs.) You lose if the *same total number* is rolled *any other way* — or if 7 comes up.
- I—ANY CRAPS — Now you are betting that 2, 3 or 12 come on the *first* roll. You lose if any other numbers are rolled.



in the true spirit of the Gay Nineties at the



GAMBLE to your heart's content, amid the splendors of the Old West . . . under authentic chandeliers and panelled ceilings from the famous Barbary Coast. Play Craps, Roulette, "21," Keno, Poker, Low Ball, and Slot Machines — almost any game you want, for almost any stakes you like.

Here you will rub elbows with movie stars, writers, lawyers, doctors, famous gamblers, even old-time prospectors . . . all bent on winning the favor of Lady Luck. (As many as 25,000 people pass through our doors in a single day!)

Make the Golden Nugget a *must* on your vacation list, when you visit Las Vegas, Nevada — the only State in the Union where gambling is legal and rigidly supervised by law!

DINE at our famous Golden Nugget Restaurant where you get the finest food in town. Thick, juicy steaks — fish flown in from all parts of the country — the freshest of vegetables — all cooked to *absolute perfection!* Sit for a restful hour, while you enjoy the Old West murals, painted by a distinguished artist.

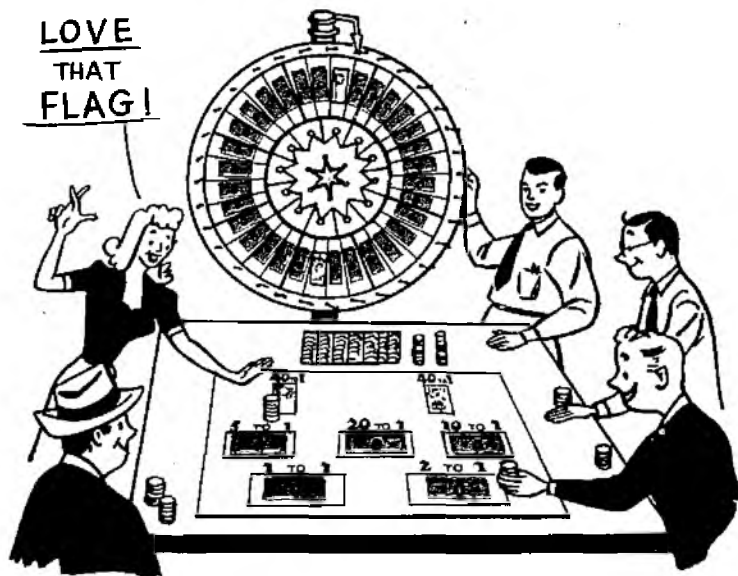
\$ 1,000,000

## GOLDEN NUGGET



DRINK at the famous Golden Nugget Casino Bar . . . the most unusual in Nevada. Ask for it and you'll get it — anything from an Alexander to a Zombie! The finest of imported liquors . . . cocktails made *exactly* the way you like 'em best . . . no wonder our bars are the most popular in town!

LOVE  
THAT  
FLAG!



## There's never a DULL MOMENT on the WHEEL OF FORTUNE!

'Round and 'round the Wheel of Fortune turns . . . will you be the one to pick a *lucky winner*?

To woo Lady Luck on the Wheel of Fortune, you simply place your bets on the spaces shown on the layout . . . then wait until the wheel stops. (Every turn is a new play). And you can win as *high* as 40-to-1, depending upon which space you have placed your money on!

Payoffs on the Wheel of Fortune are as follows:

FLAG .....	40-to-1	JOKER .....	40-to-1
\$20.00 BILL .....	20-to-1	\$10.00 BILL .....	10-to-1
\$5.00 BILL .....	5-to-1	\$2.00 BILL .....	2-to-1
\$1.00 BILL .....Even Money			



## for highest odds.. play **KENO**

If you're really feeling lucky, here's a game that will pay you odds as high as \$25,000.00 for \$1.00! And it's a very easy game to learn:

First, you mark any *ten* Kenos on a Keno Ticket and hand it to the Dealer with your bet . . . which may be from 15c up.

Then, when the game starts, you watch the numbers on the Keno Board — which light up as the numbered balls are automatically removed from the cage, at random. If *five* of your Kenos appear on the Board, you *double* your money. Also . . .

6 Kenos pay .....	18 for 1
7 Kenos pay .....	180 for 1
8 Kenos pay .....	1400 for 1
9 Kenos pay .....	2800 for 1
10 Kenos pay .....	25,000 for 1

There are many *other* ways of playing . . . and our Dealers will be happy to explain!





## the all-American pastime . . .

Nearly everyone has played poker at some time or other. But here are a few tips that may help you play the game . . .

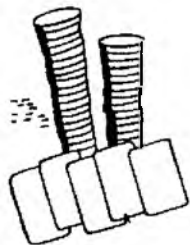
Poker hands, in order of their relative value, are: one pair, two pairs, three of a kind, straight, flush, full house, four of a kind, straight flush and Royal Straight Flush.

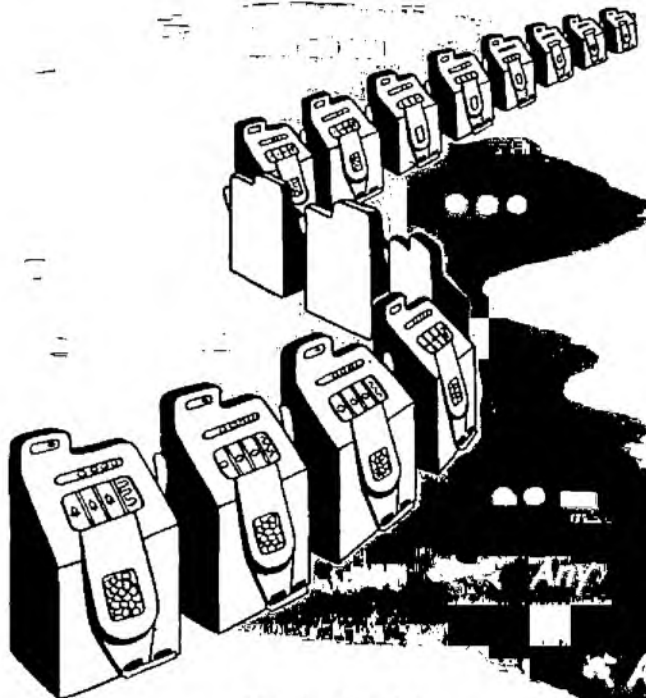
*In draw poker*, hands of five cards are dealt all round. You can discard and draw additional cards to improve your hand . . . betting *before* and *after* the draw.

*In stud poker*, the first card is dealt *face down* and the remaining four cards *face up*. Bets are made on the last four cards, as dealt.

## the low down on

If you find the cards are running against you in regular poker, why not play **LOW BALL**? In this game . . . played like draw poker . . . the *lowest hand* always wins!





maybe you'll TAKE the  
**SLOT MACHINES**  
... or vice versa!

Some people call them "one-armed bandits" — but it's certainly thrilling to hear the merry music of coins jingling out of the machine . . . when you hit a *big winning combination* or the Jack Pot! You can play anything from a *nickel* to a *dollar* and you always get plenty of action, fast and furious!





## SPARKLING ENTERTAINMENT awaits YOU HERE ...



Adjoining the Casino is the spacious Entertainment Room and Bar where you'll enjoy soothing music and top-flight specialty acts — *from early afternoon until dawn.* Between performances, there's plenty of intermission entertainment to keep you amused. Of course, we never close . . . so come in any time . . . stay as long as you like . . . and have yourself a *wonderful time!*



## FINEST DRINKS in TOWN

At this friendly bar you're sure to find the very best liquors and cocktails . . . mixed *just right* by our expert bartenders. Here you can relax in air-conditioned comfort while you enjoy the fine entertainment on the stage. *You're always welcome, stranger!*



# GOLDEN NUGGET GAMBLING HALL



go where the "GOLDEN NUGGET"  
... where the "FUN" never ends

In the Million Dollar Golden Nugget you will find all the *glamour* and *excitement* of the Old West . . . in a true setting of the Gay Nineties. Here you may play all the popular games in an atmosphere of *good fellowship* and *good fun* . . . 24 hours a day. And you'll be warmly welcomed — whether you want to play for *minimum* stakes or to buck the games to the *limit!*

Games played at the Golden Nugget:

ROULETTE      CRAPS      "21"      WHEEL OF FORTUNE  
KENO      POKER      LOW BALL      SLOT MACHINES

**THE FAMOUS MILLION DOLLAR**

DOWNTOWN • LAS VEGAS • NEVADA

