

Boxcars Casino

Mac Version 1.0a

by Jeff T. Rodeo

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Welcome

Congratulations on your purchase of **Boxcars Casino™**. You are now the owner of one of the finest gambling simulations available for any computer.

Boxcars Casino features attractive graphics, realistic animation and sound effects, and implementation of common casino gaming rules. With this program, you can become familiar with how casino games are typically played, before risking any money in an actual casino.

For advanced blackjack players, **Boxcars Casino** has user-definable training features for basic strategy and card counting. Although no specific strategies or card counting systems are included in this program,

many are readily available in books on playing blackjack, and can be easily used with this program's training functions.

The Magic of Shareware

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By avoiding the huge retail markup and distribution/packaging costs, shareware can turn a profit for the author at a very low price to the end-user. The danger, of course, is that the users will just rip off the authors by not paying for the software.

ONLY \$9.50

Send check, payable to Jeff T. Rodeo, to:

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- A Microsoft Windows (IBM-compatible) version of this program is also available.
- Texas residents: Do not add sales tax—it is included in your shareware fee.
- Questions/problems/requests? Contact us on the Internet: rbeall@hti.net (Be sure to tell us what computer system you're using.)

Installation



System Requirements

To run Boxcars Casino, it is highly recommended to have at least an Apple Macintosh SE-30 with two megabytes of RAM and a hard disk, running System 7, or a high version of System 6. Any processor less powerful than a 68030 may not be fast enough to adequately support animation.

Animation

On a slower computer, some choppiness of animation is to be expected. The speed with which objects move will be the same on any computer, but faster computers will exhibit smoother motion. (Note: Choppy animation on a slower computer does *not* affect game outcome.)

The Bank

When you first run Boxcars Casino, you will need to go to the bank and set up an account there, with which to gamble. To enter the bank, click the Bank button from the game selection screen.

To create a new player, click the “New Gambler” button, and fill out the dialog box which appears. You can have up to ten different accounts on your computer. Each player has a “fund” (amount of money being held in the bank for later withdrawal) and a “stake” (amount of money being carried about from game to game, immediately ready to gamble).

After creating a player, transfer a portion of his fund to his stake, by clicking the “Change Stake” button. Then click the “Return To Games” button to leave the bank and return to the games. The game selection window will show the stake and name of the currently active player (which will be the one last selected before leaving the bank).

Selecting a Game

You are now ready to play. Select a game by pressing the button corresponding to that game. If a game button is dimmed, it means your stake is not large enough to make even one wager in that game. For example, if you had a \$15 stake, you could play roulette or blackjack, but not baccarat, which requires a minimum \$20 bet.

Note that upon entering some games, the money in front of you on the table may be somewhat less than your stake. This means that the game at which you are playing does not deal with money in small enough denominations to exactly reflect your stake, or there is a limit as to how much money you can carry to this game. The difference is not lost; it will be returned to your stake when you leave the game.

General Controls

Chips



In table games that use chips, the chips may be freely moved about by clicking and dragging them with the mouse. Moving a chip also moves any chips that are stacked on top of it. To split a pile of chips, simply grab the lowest of the chips you want to move, and all chips on top will come with it.

To make change for a high-denomination chip, first make sure it is separate from other chips (not stacked), then shift-click it (click while holding the shift key). The chip will be replaced by an equal-value pile of lower denomination chips.

Shift-clicking a pile of chips will condense the pile to the smallest number of chips that can represent the exact value of that pile, and sort the chips with lower-value chips on top. If a pile of chips is already

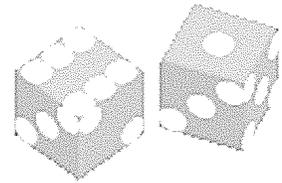
condensed, shift-clicking it will explode it into as many chips as can fit in a stack. Sometimes, this is an easier way of getting a lot of change fast, rather than breaking up chips one at a time.

Options Menu

The Options menu may be used for turning sound off and on. Sound volume may be controlled via the Sound control panel, as with all Macintosh programs.

Game speed may also be adjusted. The middle speed (“Play Normally”) represents the most realistic speed. Note that the game speed setting may affect different games in different ways. Game speeds are remembered separately for each casino game, and will be retained in the preferences file when you quit the program.

Craps



The craps betting layout represents the many different types of wager that can be placed on the outcome of throwing two six-sided dice and adding their numbers. To make a craps bet, place chips onto the desired areas of the layout. Then click the “Shoot” button to shoot the dice. Losing bets will be automatically removed, and winning bets will receive payoffs.

“Pass” and the “Point”

In craps, rolls of the dice are grouped into one or more rolls, which together make either a “pass” or a failure to “pass,” depending on what numbers were rolled.

The first roll of the dice will result in an immediate resolution, if the dice total any of the following numbers:

7 or 11	Pass
2, 3 or 12	Did not pass

If any other number is rolled on the first roll (4, 5, 6, 8, 9 or 10), that number becomes the “point,” and is indicated on the betting layout by the placement of a puck. The dice are now rolled repeatedly until one of the following occurs:

Point is rerolled	Pass
7 is rolled	Did not pass

Then the puck is removed and the first roll begins again.

Craps Bets

Except where otherwise noted, bets pay the amount wagered.

Pass

“Pass,” the most common type of craps bet, is a wager that the following set of one or more rolls will result in a successful “pass” (as described above). If a point is established on the first roll, your chips are frozen on the layout until the bet is resolved.

You may place a bet on pass after a point has been established, but it is seriously disadvantageous to do so, as this bet pays off only 1 to 1.

Don’t Pass

This bet is essentially the opposite of “pass.” In other words, whenever a “pass” bet would have lost, the “don’t pass” bet wins. The exception is when a 12 is rolled on the first roll, in which case the bet is a “push” (tie).

Come

The “come” bet is exactly like “pass,” except that it is made out-of-sync with “pass.” For example, suppose you bet on “pass” and rolled an 8. Before the next roll of the dice, you could make a different bet on “come.” Then if the next roll came up 7, you would lose your “pass” bet, but win your “come” bet.

If a “come” bet rolls a point number, the chips will be automatically moved to the near side of the appropriate point number on the layout, and must remain there until the bet is resolved. If the point number is rolled, the bet will be moved back to the “come” area, and paid off there.

Don’t Come

Just like “don’t pass,” only placed out-of-sync with it. When a point number is rolled, this bet is moved to the *far* side of the corresponding point number on the layout.

Big 6

A bet that a 6 will come up before a 7 does. This is just like having a “point” of 6. This bet may be removed before any roll.

Big 8

Same as “big 6.”

Field Numbers

A bet that the next single roll will *not* be 5, 6, 7 or 8. Note that 2 pays double and 12 pays triple the amount bet.

Double Odds

Whenever a point is established for either a “pass” or “come” bet, you may place a bet of up to twice your original bet on that point number. This bet pays off according to the true odds of that number showing before a seven.

<u>Point</u>	<u>Payoff</u>
4	2 to 1
5	3 to 2
6	6 to 5
8	6 to 5
9	3 to 2
10	2 to 1

To make this bet, place a stack of chips just *outside* the “pass” area, close to your original bet. To place an odds bet on a “come” point, place your odds bet beside the come bet in the point area.

Proposition Bets

These bets are found in the middle of the craps table, and may be placed or removed before any roll of the dice. Payoffs are printed on the betting layout.

Seven	Bet that 7 will come up on the next roll
Any Craps	Bet that the next roll will be 2, 3 or 12
Hard Ways	(Signified by yellow die pictures.) Bets that a number will be rolled with a certain combination of the two dice, before a 7 appears or the number is rolled any other way
One-Rolls	(Signified by red die pictures.) Bets that a certain number will come up on the very next roll

Place Bets

At any time, you may “place” a bet on a point number. To request a place bet, put a pile of chips in the “place” square in the lower-left corner of the window, and you will be asked on which point you would like to bet. The bet will then be moved there automatically. You must make place bets in this manner—you cannot place them manually yourself. However, once placed, a place bet may be increased or decreased by hand.

This bet is pretty much exactly like the “odds” bet, except that you do not have to make a “pass” or “come” bet first, and the payoff chart is different:

<u>Point</u>	<u>Payoff</u>
4	9 to 5
5	7 to 5
6	7 to 6
8	7 to 6
9	7 to 5
10	9 to 5

In craps, as in other casino games, you should try to make bets that can be paid off correctly according to the odds. If necessary, your payoff will be rounded down to the nearest value that can be expressed with the available chip values.

Poker



In Boxcars Casino poker, you play against three or five computer-controlled players. When you start a game of poker, each computer player will have his own unique characteristics of play, and all computer-player decisions will be made without knowledge of the concealed cards in any other player's hand. The players do not conspire or communicate with each other in any way.

The deal rotates, with the dealer selecting what variation of poker is to be played. Four varieties are available: Five-Card Draw, Five-Card Stud, Seven-Card Stud, and Hold 'Em.

For players already familiar with poker, the rest is self-explanatory. For all others, a brief synopsis of poker rules follows:

Five-Card Draw

Ante

Each player must contribute a specified amount of money, called the "ante," to a pile in the middle of the table, called a "pot." The pot will be won by the player who holds the best "hand" (set of five cards).

Deal

Each player is dealt five cards, which he may look at privately. The order of the cards is not important in poker.

Betting Round

After the deal, there is a betting round, in which each player in turn has a chance to raise the stakes by contributing money to the pot. When it's your turn to bet, you must contribute at least enough to match the amount any other player has contributed so far, or "fold" (permanently quit this round, forfeiting your chance to win the pot). Betting may continue several times around the table.

The betting round is over when all players have had at least one chance to bet, and the amount contributed by all players is equal. (If only one player remains, he immediately wins the pot, there is no draw, and he does not show his cards to anyone.)

Draw

Next comes the draw, in which each player gets to discard any number of his cards, and replace them with new ones from the deck.

Final Betting Round

After the draw, there is a final betting round. If more than one player remains after this betting round, they must show their cards, and the best hand takes the pot.

Five-Card Stud

In this game, there is no ante, and no drawing decisions. Each player is dealt one face-down (privately-viewed) card, and four face-up cards. There is a betting round after *each* face-up card is dealt (four

betting rounds in all). Each betting round is led by the player with highest *visible* hand (down-cards not included). And the leader of the first betting round *must* bet, to start the pot.

Seven-Card Stud

This is like Five-Card Stud, except that you receive seven cards in all; two face-down cards at the start, then four face-up cards, and finally one face-down card. There are five betting rounds; one after each of your last five cards. Your hand counts as the best poker hand that can be made from any *five* cards of the seven cards you hold.

Hold 'Em

In this game, each player receives two privately-viewed cards, and five cards are dealt face-down to the center of the table. After the first betting round, three of the center cards are turned face-up, and there is another betting round. Then, each of the two remaining center cards are turned up, with a betting round after each. Each player's hand is the best five-card hand he can make from the two cards in his hand and the five cards in the center.

Hands

Poker hands are as follows, from least valuable to most:

Pair: Two cards of the same rank.

Two Pair: Two sets of two cards of the same rank.

Three of a Kind: Three cards of the same rank.

Straight: Five cards that can form a consecutive sequence of ascending rank. For the purposes of a straight, the Ace can count as either just below a 2, or just above a King. (Note: A straight of Ace, 2, 3, 4 and 5 has a high card of 5, not Ace.)

Flush: Five cards of the same suit.

Full House: Three of a kind, plus a pair.

Four of a Kind: Four cards of the same rank.

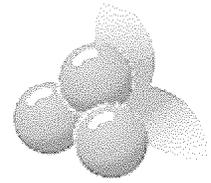
Straight Flush: A straight and a flush in the same five cards.

Five of a Kind: Five cards of the same rank (possible only with wild cards in play).

Wild Cards

When announcing what variation of poker is to be played, the dealing player may also announce that certain cards will be "wild;" for example, "all threes are wild." A card that has been declared wild may be considered to be any rank of any suit, at the discretion of the player who holds it.

Slots



The Boxcars Casino features two three-reel slot machines.

Regular Machine

The “regular” slot machine features payoffs of up to one hundred times the amount wagered. One, two or three coins may be wagered in one spin of the reels. Red L.E.D.s above the selector buttons indicate the most recently wagered amount.

This machine is set to have a payback rate of approximately 97.6%, which means that, over the long run, you can expect to lose about 2.4¢ for every dollar wagered. In the short run, of course, anything can happen.

Progressive Machine

This machine features a “progressive” jackpot, which increases 25¢ for every dollar played. This machine is linked with other machines in the casino, so that the jackpot increases by the play of other players, even when you are not inserting money into your machine.

You may play one, two or three coins, but each coin is assigned to a different row. Only the third row is eligible to win the progressive jackpot—rows 1 and 2 win a maximum of 1000 coins.

The progressive slot has a payback rate of 99.2%—however, this does take into account that you may win the jackpot. In the short run (without winning the jackpot) the payback rate is considerably lower, since 25¢ of every dollar played goes to the jackpot.

Blackjack



Blackjack is the one casino game that offers some hope of obtaining a statistical edge against the house. With proper play strategy (acceptable at all casinos) the house edge can be reduced to almost nothing; smaller than at any other casino game. With card counting (not accepted by casinos, but frequently done anyway), the player can obtain a distinct advantage.

To play Boxcars Casino blackjack, place chips in the white betting square. After a few seconds of not moving chips, play will begin automatically. (If you are impatient, just click in the area where the cards appear on the right, and dealing will begin promptly.)

You will be dealt two cards face-up, and the dealer will receive one face-up and one face-down. The object is to come closer to a total hand value of 21 than the dealer, without going over 21. (Hands of identical value result in no winner—a “push.”)

For purposes of totaling your hand, face cards count as 10 each, and each Ace counts as either 1 or 11, whichever is to your advantage at any particular moment.

Hitting: If you think your hand might be improved by an extra card, you may “hit” by clicking on your top card. You may hit as many times as you wish. If your hand goes over 21, it is worthless (“busted”) and you immediately lose your bet.

Standing: If you wish to leave your hand the way it is, you may “stand” by clicking the Stand button. The dealer will then expose his down card and attempt to improve his hand. He *must* hit until his hand totals 17 or better, regardless of your hand.

Two examples:

- If you stand on a 13, and the dealer shows 16, he must hit and take the chance of busting, even though his 16 is already better than your 13.
- If you stand on an 18 and the dealer shows 17, he must stand, even though he would have nothing to lose by trying to beat your 18.

Blackjack: Getting 21 on your first two cards is a “blackjack,” and beats any other hand, even a 21 in more than two cards. (This is the only case in which the number of cards affects the value of a hand.) If you get a blackjack, you immediately win, unless the dealer has one too (a push). Furthermore, you win at a rate of 3 to 2, instead of the usual 1 to 1 payoff.

Doubling Down: While your hand still consists of two cards, you may choose to “double down,” which means that you double your bet on this hand and receive exactly one more card on that hand. To double down, place in the betting square chips which match the amount of your original bet.

Splitting: If your hand consists of only two cards which are the same rank or value, you may split them into two separate hands, receiving an extra card for each. Each hand will then be played separately, and could even be split again. To split, place in the betting square chips which match the amount of your original bet. You will then be asked whether you want to split your hand, or double down (as described above). Note: Split aces receive only one card each, and cannot be played further. And a two card hand of 21 that results from a split is *not* a blackjack.

Insurance: If, right after the deal, the dealer shows an ace, you will be prompted “Insurance?” and may then place a bet (only one pile of chips, of up to half your original bet) on the Insurance bar near the top of the layout. This is a bet that the dealer *does* have a blackjack. If he does, your insurance bet pays off at 2 to 1; otherwise, the insurance bet is collected. If you do not want insurance, click the “No” button.

The dealer will then check to see if he has a blackjack. If so, he will turn it up and the hand is over. Otherwise, play will continue normally. This blackjack check also takes place when the dealer shows a card with a value of 10, but no insurance is offered then.

For a more thorough guide to blackjack rule variations and advanced strategies, the authors recommend “The World’s Greatest Blackjack Book, Revised Edition,” by Humble and Cooper, published by Doubleday.

Strategy Training

Boxcars Casino includes a training feature for blackjack basic strategy, available from the Options menu when playing blackjack. A basic strategy is a table which covers every possible combination of what hand you hold and what card the dealer shows. This table tells you exactly what move to make for that situation. Just by using a good basic strategy, you can cut the house advantage to nearly zero. When in strategy training mode, the program will force you to follow the strategy, stopping you and correcting you when you try to make the wrong move, and displaying the appropriate row of the strategy table after an incorrect move.

Boxcars Casino includes no strategy tables; you must enter the strategy of your choice and save it as a strategy file.

Strategy	PAIR	2	3	4	5	6	7	8	9	10	A
Clear	2 2										
Open...	3 3										
Save...	4 4										
Use	5 5										
Don't Use	6 6										
	7 7										
	8 8										
	9 9										
	10 10										
	A A										

Selecting "Blackjack Strategy..." from the Options menu reveals the dialog box depicted above. The numbers across the top of the table (from "2" to "A") represent the dealer's up-card. The numbers down the side represent your hand. Since the word "PAIR" appears in the corner of the table, the displayed list is a list of possible pairs you could be holding, from "2 2" to "A A." Click on the word "PAIR" to cycle among three different lists:

- PAIR Your hand is a splittable pair
- ACE Your hand contains an ace counting as eleven
- SUM Your hand is neither of the above

To create a strategy, select one of the five tools in the lower-left corner and draw with it in the table. The tools are abbreviated thusly:

- S Stand
- H Hit
- D Double down
- SP Spli

The five buttons in the upper-left corner perform functions as follows:

- Clear Clear out all three tables to gray.
- Open Load a strategy (three tables) from disk.

Save Save the current tables to a strategy file.

To exit the strategy dialog, click “Use” or “Don’t Use,” depending on whether you want to use the current strategy tables for training, or just play normally without training. Note: You cannot click “Use” if there are any gray squares in the strategy; it must be complete to be used for training.

Count Training

Boxcars Casino also includes a card-counting trainer. A card counting system involves keeping track of a number in your head, which must be raised or lowered according to the rank of each card dealt to anyone at the table. Exactly how each of the ten different ranks of card in blackjack affect the number (the “count”) defines the counting system being used.

As with basic strategy, you must enter the details of a counting system in order to use it in Boxcars Casino. When count training is on, the program will prompt you after each hand for the latest count, and correct you if you are wrong.

Adjusters		Start Count
2	0	0
3	0	
4	0	
5	0	
6	0	
7	0	
8	0	
9	0	
10	0	
A	0	

Buttons: Clear, Open..., Save..., Use, Don't Use

The “Adjusters” column contains the number that is to be added to the running count for every card in the game, depending on its value (2 through A). Click the arrow buttons to adjust these values. Typically, the adjusters will be small positive or negative values, such as 1 or -1.

The “Start Count” box contains the value at which you begin your count, when joining the game or when the cards are reshuffled. For virtually all count systems, this value will be zero.

The five buttons in the lower-right corner perform functions as follows:

- | | |
|-------|---|
| Clear | Clear all current values to zero. |
| Open | Load a count system from disk. |
| Save | Save the values to a count system file. |

To exit the card counting dialog, click “Use” or “Don’t Use,” depending on whether you want to use the current count system for training, or just play normally without card count training.

Roulette



In roulette, the object is to predict where a ball will land on a spinning platter lined with the numbers 1 through 36, 0 and 00. Place chips on the appropriate areas of the betting layout and click the Spin button to release the ball. Losing bets will be collected, and winning bets paid off.

In addition to the obviously marked betting areas, the following types of bet can be made:

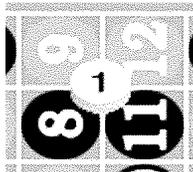
Two-number pair: Place chip on the white line between two numbers (in the range 1 through 36). Pays off 17 to 1.



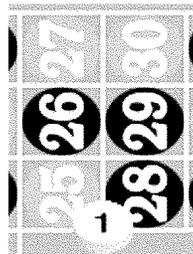
Three-number row: Place chip on the white line in front of a three-number row. Pays off 11 to 1.



Four-number square: Place chip on the intersection of the white lines separate four adjacent numbers (in the range 1 through 36). Pays off 8 to 1.



Six-number block: Place chip as in three-number row bet, only between two rows. This covers six numbers (two three-number rows) and pays off 5 to 1.



Five-number block: Place chip as in six-number block bet, only using 0 and 00 as one of the two rows. Pays off 6 to 1.



You can skip rapidly through the roulette-wheel animation sequence by clicking the mouse.

Baccarat



Baccarat is an expensive game (typical minimum: \$20 bet) that requires no skill whatever and has a small house edge.

To bet, place chips in either the “Player” area in front of your white square, or the “Bank” area beyond it. Bank bets have the better chance of winning, but bank bet winnings are subject to a 5% commission, which will be collected whenever the cards are shuffled, or when you leave the game.

When the words “a card for the player” or “a card for the banker” appear, click the Deal button to deal a card. If you have a bet on player, you will have the privilege of turning up the two player cards (by clicking on them).

Two hands of two cards each are dealt; one for “player” and one for “bank.” Each hand may draw a third card, and then the higher hand wins, with the value of a hand being calculated as in blackjack (see section on blackjack), but with no busting, and with only the least significant digit of the total being counted. For example, cards that would total 17 in blackjack count as 7

in baccarat. Cards that would total 24 in blackjack (a busted hand) would count as 4 in baccarat. The total of each hand will be calculated automatically and displayed beside that hand.

A two-card baccarat hand which totals 8 or 9 is called a “natural,” and cannot be beaten by any 3-card hand (just as a “blackjack” cannot be beaten by any other 21 in the game of blackjack). If either hand is a natural, drawing of third cards would be pointless, and does not take place.

If there are no naturals, third card drawing (player first, then bank) takes place according to a curious set of rules:

Player Drawing

- Player draws if it has less than 6.

Bank Drawing

Bank drawing often depends on the value of the player's *third* card, if the player drew one.

- If player drew a 0 (ten-value card) or 1 (Ace) or 9, bank draws if it has less than 4.
- If player drew a 2 or 3, bank draws if it has less than 5.
- If player drew a 4 or 5 or did not draw, bank draws if it has less than 6.
- If player drew a 6 or 7, bank draws if it has less than 7.
- If player drew an 8, bank draws if it has less than 3.

Remember, everything in baccarat is automatic; you need not memorize any of these esoteric rules. Simply play your \$20 and hope for the best.

Keno

1	2	X	4	5
11	12	13	14	15
21	22	23	24	25

Keno is a lottery that takes place every five minutes in the casino. From a thoroughly mixed hopper of balls numbered 1 through 80, twenty balls are drawn. The player marks numbers on a ticket, and is paid off according to how many of his numbers were drawn.

Keno is not found in the game selection window, but is available from the menu bar while playing other games. Simply select "New Ticket" from the "Keno" menu, and a ticket will appear. Click on numbers to select or deselect them (up to eight numbers may be selected in Boxcars Casino), and click "Submit Sheet" to enter your ticket into the Keno drawing. When the drawing takes place (within the next few minutes) your ticket will reappear, showing what numbers were drawn and how much you won.

Keno is generally a high-edge game for the house, but the Boxcars Casino offers somewhat better odds than are typically found in actual casinos.

Keno Payoffs For \$1, \$2 and \$3 Tickets

<u>Spots Played</u>	<u>Caught</u>	<u>\$1 Payoff</u>	<u>\$2 Payoff</u>	<u>\$3 Payoff</u>
1	1	\$ 3	\$ 6	\$ 9
2	2	\$ 13	\$ 26	\$ 39
3	2	\$ 2	\$ 4	\$ 6
3	3	\$ 28	\$ 56	\$ 84
4	3	\$ 9	\$ 18	\$ 27
4	4	\$130	\$ 260	\$ 390
5	3	\$ 3	\$ 6	\$ 9
5	4	\$ 22	\$ 44	\$ 66
5	5	\$ 413	\$ 826	\$ 1,239
6	4	\$ 9	\$ 18	\$ 27
6	5	\$ 86	\$ 172	\$ 258
6	6	\$ 2,067	\$ 4,134	\$ 6,201
7	4	\$ 3	\$ 6	\$ 9
7	5	\$ 23	\$ 46	\$ 69
7	6	\$ 273	\$ 546	\$ 819
7	7	\$ 8,195	\$ 16,390	\$ 24,585
8	5	\$ 10	\$ 20	\$ 30
8	6	\$ 84	\$ 168	\$ 252
8	7	\$ 1,246	\$ 2,492	\$ 3,738
8	8	\$ 46,022	\$ 75,000	\$ 75,000

You are limited to winnings of \$75,000 per keno game.

Way Tickets

If you desire, you may play several different combinations of numbers on the same ticket, by creating a “way” ticket. To do this, select up to eight numbers, then click the “Group” button. A dark band will be drawn around your selections, showing that these numbers now form a group. Select more numbers and click “Group” again to form more groups. These groups may be combined in various ways to form multiple plays on the same ticket.

Keno

1	2	3	4	5	X	X	X	9	10
11	12	13	14	15	X	X	X	19	20
21	22	X	24	X	26	27	28	29	30
31	32	X	34	X	36	37	38	39	40

41	42	43	44	45	46	X	X	49	50
51	52	53	54	55	56	X	X	59	60
61	62	63	64	65	66	X	X	69	70
71	72	73	74	75	76	X	X	79	80

Spots or Ways:

\$ per way: \$ per game:

of games: Total \$:

Group **Next drawing: 3:26**

In the above example, the player has created three groups of four numbers each. The “3/8” in the “Spots or Ways” box indicates that he wants to play the “3 ways of making 8” with these groups. (That is, there are three different ways that groups can be combined to make a collection of eight spots.) Since he wishes to play only \$1 per way, his total game price is \$3.

Now consider this more complicated example:

Keno

1	2	3	4	X	X	7	8	9	10
11	12	13	14	X	X	18	19	20	
21	22	X	24	25	X	28	29	30	
31	32	33	34	35	36	X	X	39	40

X	42	43	44	45	46	47	48	49	50
X	52	53	54	55	56	57	58	X	60
61	62	63	64	65	66	67	68	X	70
71	72	73	74	75	X	X	78	X	80

Spots or Ways:

\$ per way: \$ per game:

of games: Total \$:

Group **Next drawing: 2:35**

In this ticket, the player is playing the 4 ways of making 4 spots (4/4), the 3 ways of making 3 spots (3/3), and the 4 ways of making 6 spots (4/6). (Note: You may not enter more than three different number pairs in the “Spots or Ways” box.) Since the number of “ways” (4, 3 and 4) total 11, the player must pay \$11 per game (\$1 for each “way”).

A ticket is unacceptable for entry if it has an incorrect number pair in the “Spots or Ways” box. In the above example, “3/7” would be unacceptable, since the correct number of ways of making 7 spots from the groups is 4, not 3. “4/7” would be the correct number pair.

Mistakes

Keno number groups cannot be erased. If you make an error, click the “Start Over” button to start over with a fresh ticket.

You can skip rapidly through the keno results sequence by clicking the mouse.

Disclaimer

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Have fun!