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Getting Started

Start Playing

To start playing, enter a bet in the *bet box* (click on the colored chips to add to your bet), and click on the *bet button*. Two cards will be turned over, and the red dog will appear above the spread.

If the cards are not consecutive in value or a pair, the *bet button* will become a *raise button*. If you want to raise your bet, click on the raise button. If not, click on the *draw button*.

Note that you can also use the keyboard to perform actions on the screen.

The Message Bar

Stretching across the bottom of the screen is a message bar. Here is displayed recommendations, hand information, the current bankroll, and the percentage chance of winning the spread.

Change the Cardback Design

To change the cardback design, double click on a card when the cardback is showing. This will cycle through the thirteen different cardback designs available.

Player Options

Auto Deal

Select *Auto Deal* to run a simulation. When it is checked, *Recommend* will also automatically be checked.

Recommend

When *Recommend* is checked, recommendations on whether to raise or draw will show on the message bar at the bottom of the screen.

Strategy

Moving the *Raise Strategy Scroll Bar* will show the decision on whether to raise or draw for each given spread - Yes to raise, No to draw. To change the betting decision, double click on the *Raise Text Box*.

If *Optimal Raise* is checked, the program will determine the percentage of remaining cards that are in the spread and decide whether it is better to raise or draw. This overrides the above Raise Strategy. The following decisions are based on the spread:

Raise if the Spread is:	and the Probability is >:
1	16.6667%
2	20%
3	33.3333%
all others	50%

The current bankroll is displayed in the *Bankroll Text Box*. Changing the bankroll in the middle of a game will reset the statistics. Numbers in parenthesis are negative.

The *Unit Bet* is the default bet displayed in the player's bet box.

Statistics

Selecting *Statistics* will bring up the statistics screen. The most important value is % *Advantage*. This is the bottom line on how good the strategy is. Numbers in red, or in parenthesis, are negative values.

Red Dog Rules

Playing

The player begins by placing a bet. The dealer then turns two cards face up.

If the first two cards are **consecutive** in value, the hand is a tie. The player neither wins nor loses. A third card is not drawn.

If the first two cards make a **pair**, no raise can be made and the third card is turned over. If the third card makes three-of-a-kind, the player wins 11 times her bet. If the third card does not make three-of-a-kind, the hand is a tie.

If the first two cards are **not consecutive** in value, the dealer will announce the spread (the number of card values between the first two cards). The player may now raise her bet up to the amount of her original wager. Now the third card is turned over. If its value is within the spread, the player wins.

Aces are always high. Deuces are always low.

Payouts

Three-of-a-kind	11-1
1 card spread	5-1
2 card spread	4-1
3 card spread	2-1
All other spreads	even money

Casino Options

Deck

Number of Decks

Use the *Number of Decks Scroll Bar* to set the number of decks from 1 to 8. When the number of decks are changed, any *Cheat* modifications will be wiped out as the deck is made honest.

Reshuffle %

Use the *Reshuffle % Scroll bar* to set the deck penetration from 30 to 80 percent.

Burn Cards

Use the *Burn Cards Scroll Bar* to set the number of burn cards from 1 to 6. These cards are not included in the count.

Deal Speed

Changing the *Deal Speed* will set the time delay between showing cards.

Cheat

Cheat is useful to see the effect on the *% Advantage*. Above the *Take* button is a small text box with a number in it. This is the number of instances of a specific card in the shoe. You can take or add instances of the card by using the *Take* or *Add* button.

Table Limits

Select *Table Limits* to view or edit the minimum or maximum bet allowed.

