

MONTE-CARLO  
SOCIÉTÉ DES BAINS DE MER



LE CASINO  
MONTE-CARLO

TRENTE & QUARANTE  
30 & 40



- RULES OF THE GAME -

30

0 &

30

40 &

# TRENTE & QUARANTE

TRENTE & QUARANTE is played with six 52-card decks. It gives 4 Single Chances: ROUGE, NOIR, COULEUR and INVERSE which are paid the amount of the bet.



Cards count as follows: aces count 1 point each, face cards 10 points and all other cards according to their face value.

The Winning point is between 30 and 40. In order to reach such a Point, the dealer deals out two rows of cards. The total of each row must be over 30 and cannot exceed 40.



The first card row is always on Black, the second on Red. The winning point is the one nearer to 30, that is, the lower.

As to the COULEUR and INVERSE, these chances are determined by the very first card dealt in the first row.

If this first card is the same colour as that designating the winning row, COULEUR wins and INVERSE loses. If this first card is of the opposite colour, INVERSE wins and COULEUR loses.

When both rows count the same total, the game (or deal) is void, unless the point in both rows is 31, announced by the dealer as "31 après".

In this case, bets are barred and lose half of their value. Then the player has two options:

- he may ask to divide his bet,
- he may wait for the next deal; his bet will be freed if it wins.



NOTE: However, in the event of this "31 après", players have the option to insure their bets by paying 1% of the bet; but this is authorized only from 100 euros upwards.





Place du Casino  
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