

CAESAR'S
WORLD OF GAMBLING
SCRIPT
for
Introductory Segment
and
How to Use This Disc

"FULL SPEED AHEAD VERSION"

>>> WITH NARRATION CODED FOR RECORDING <<<

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1:41 PM

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Note to Readers

This Introductory section is similar in form and structure to the two previous drafts you have been sent. This version is labelled the "Full Speed Ahead" version in order to contrast it with the other approach suggested for this opening segment, namely, the "Dead Stop" version.

This "Full Speed Ahead" version is my recommendation and preference, because I believe that with a technology as new as CD-I, it is wiser in the introductory phases of the marketing cycle to err on the side of presenting a warmer and friendlier interface (as indicated by the audio presence of the host/guide), than to assume that people know what to do right from the start. Simply throwing up a graphic image -- however elegantly designed that screen may be -- and expecting people to know what to do right off the bat is a self-serving, aesthetic philosophy which may backfire; instead of making friends, we may intimidate and frustrate people who are new to interactive technology.

This version, then, is oriented more to "new users" in the sense that the host narrator (the guide) takes the time to warmly introduce the user to the casino for a minute or so, before we abruptly stop the presentation and demand a response. The overarching metaphor employed to convey the vast amount of information on the disc is that of an amiable, knowledgeable host who greets the visitor at the entranceway to the casino and -- as the gracious, hospitable host of a classy casino -- welcomes the visitor inside and shows him/her around.

When you enter a strange building, you need help in getting around, and this host provides it to make you feel comfortable and at-ease. I believe it is critical to establish this warm, fuzzy feeling at the outset, so that people get a positive impression of the product from the beginning. In contrast, I feel that the alternative version, the "Dead Stop" version, leaves people in the lurch at the doorway. Not very friendly. Not very classy.

In both versions, of course, the experienced user may (and undoubtedly will) interrupt the narrator's spiel at any point and make a choice. They absolutely must have that power. That is not the issue. No one is forcing them to listen to the same narration over and over again.

The issue here is whether we force the user to make a choice within the first ten seconds after the program appears, or do we gently invite them in and proudly show them around for a minute or two before we come to a dead stop and ask them what they want to do.

I fully realize there are competing views on this issue, so both versions are offered for discussion and comparison, because we need to have a final design decision on this matter. I vote for "Full Speed Ahead."

On another matter, note that the ENTRANCE SCREEN itself has been modified. To improve the forward flow of the player into the casino, the SELECT SYMBOLS action box has been eliminated from the ENTRANCE SCREEN and repositioned as a sub-function of GO TO CASINO.

Previously, users first had to pop into the SELECT SYMBOLS screen, choose their player icons, then they were thrust back out to the ENTRANCE SCREEN where they then had to choose GO TO CASINO in order to play games. Now, they may select their player symbols as an option along the direct path to the casino. The user moves continuously forward, rather than forward-backward-forward as before.

Eliminating the SELECT SYMBOLS not only speeds up the action, it also simplifies the look of the ENTRANCE SCREEN.

AIM LOGO/BUMPER.

AIM THEME MUSIC

MONTAGE of images of the
entranceway to Caesar's Palace
appear in linear progression until
we arrive at a FREEZE FRAME on
Caesar's statue at the passage
entranceway to the Casino.

GAMBLING PROGRAM THEME
MUSIC.

(All through this opening
MONTAGE segment, we should
allow for user interaction --
especially by experienced users of
this disc. For example, by
CLICKING EITHER BUTTON on
the controller, players may
interrupt the narator's
welcoming remarks at any point.
The ENTRANCE SCREEN
appears, and the user can then
make a choice -- which, for
experienced users, will most
likely be: GO TO THE CASINO.)
If no interaction is selected, then
the following introductory
sequence begins automatically.

DISSOLVE TO:

As the narrator begins, we dissolve through a MONTAGE of scenes (in SLIDE SHOW style) in which we see CLOSE-UP images of the various games to be played inside the casino.

MUSIC UNDER THROUGHOUT.

SOUND EFFECTS OF ACTIVITY IN A GAMBLING CASINO.

NARRATOR VOICE-OVER:

[Do not show the establishing shot of the casino interior opposite the accompanying narration (i.e., "head on over to casino"), because such juxtaposition may tend to conflict with this sequence and cause redundancy and confusion if the player exits and immediately reenters the same casino scene.]

Welcome to Caesar's World of Gambling -- the first casino on a compact disc!

INTRO-10

If you've been here before and are ready to gamble some more, click either button on your controller and head on over to the casino!

| | | |
|--|--|----------|
| Establishing shot of the Casino interior at Caesar's Palace in Las Vegas. Scroll around the casino to give the complete, overall view of what awaits the player who ventures in. | If you're new to our casino, though, you may need help just getting around, or you may want some instructions on how to play the games. That's where I come in. I'll be your guide. Let me give you an idea of the kind of excitement that's in store. | INTRO-21 |
| MONTAGE of SHOTS of action at the slot machine. (Pulling levers, rotating symbols, etc.) Medium shot of the action at a slot machine as a player pulls the lever and hits a jackpot. | (SOUND EFFECTS of bells gonging and coins jingling into the collection tray.) | |
| Medium shot at the cash teller (ATM) machine. | You're about to enter a whole new world of gambling on your own television set. In our casino, we have something for everyone. | INTRO-31 |
| Medium shots of betting surfaces: ...at Blackjack table... | We have blackjack for the card players in your party; | INTRO-40 |
| ...at Roulette wheel... | ...roulette for those who like to spin the wheel; | INTRO-50 |
| ...at Craps table, and... | ...craps for the high rollers who like the dice; | INTRO-60 |
| ...slot machines. Several varieties and angles. | ...and slot machines that won't wear out your arm. | INTRO-70 |

MONTAGE of scenes inside the casino, including game play on all the games, in a variety of SHOT sizes and angles to sync out with narration.

The rules in our games of chance are the same as those used at Caesar's Palace in Las Vegas -- and so are the odds -- so whatever you learn here, you can apply there. *INTRO-80*

Of course, other casinos may give different odds, but the game rules are pretty much the same everywhere. So, if you learn to play craps here, you can play craps anywhere. *INTRO-90*

FREEZE FRAME at the "ENTRANCE" screen (the initial screen with the five labelled boxes, indicating the player options.)

You are now at the "ENTRANCE" screen, where there are several choices open to you, each one shown inside an action box. **INTRO-100**

ILLUSTRATIVE SKETCH of the ENTRANCE SCREEN::

These are the action boxes of the Entrance Screen, superimposed on a FREEZE FRAME in front of the statue at the steps leading into the casino at Caesar's Palace.

ENTRANCE

GO TO THE CASINO

HOW TO USE THE DISC

CAESARS TOUR

HOW TO PLAY GAMES

EXIT DISC

Cycle through a series of highlighting the six action boxes in turn.

To make a selection, use your remote controller to move the on-screen pointer to the action box of your choice; then, while the box is highlighted, click either button on your controller. **INTRO-110**

At the ENTRANCE SCREEN.

Here's a brief overview of what's available. *INTRO-120*

HIGHLIGHT the CAESARS TOUR box. **WIPE** the FRAME and show a scene or two excerpted from the pre-packaged tour (perhaps with audio narration under).

To see the wide range of pleasures that await you at the real Caesar's Palace in Las Vegas, select "Caesar's Tour" for a five-minute presentation of our world famous facilities. *INTRO-131*

{deleted} *INTRO-140*

DISSOLVE back to ENTRANCE SCREEN. **HIGHLIGHT** the HOW TO PLAY GAMES box. **WIPE** (or other transitional device) to sample scene(s) from one or more of the tutorials.

To learn the rules for playing Blackjack, Roulette, Craps, and Slots, select the "How to Play Games" box. As our resident expert, I'll teach you the standard rules, and provide some information on the odds, and on placing bets. *INTRO-151*

TRANSITION back to ENTRANCE SCREEN. HIGHLIGHT the GO TO THE CASINO box. DISSOLVE to interior of the casino and scroll around. HIGHLIGHT and activate one of the games.

When you're ready to gamble, select "GO TO THE CASINO" to take you to the thick of the action. Once you're on the casino floor, choose the game you want to play by clicking on it once it becomes highlighted.

INTRO-161

TRANSITION back to ENTRANCE SCREEN. HIGHLIGHT the EXIT DISC box.

When you're all done gambling, return to this ENTRANCE screen and select "EXIT DISC" to end the session. When you exit, your scores in the current gambling session will be erased from memory.

INTRO-171

On the ENTRANCE SCREEN, HIGHLIGHT the HOW TO USE THIS DISC box, and WIPE to show a Menu screen or two revealing some of the topical information presented in this option.

For more information on specific topics, select "HOW TO USE THIS DISC."

INTRO-181

WIPE back to ENTRANCE SCREEN.

Well, there's your overview. Time now for you to make a choice.

INTRO-191

FREEZE FRAME on the
ENTRANCE screen.

NOTE: We are now in DEAD
STOP mode on the ENTRANCE
SCREEN. The system waits for
input from the user.

DESIGN ISSUE TO RESOLVE:

This is a design junction point. There is an issue whether we come to a dead stop here and compel the user to make a choice now, or whether we simply insert a fifteen-second "TIME OUT" and let the system automatically take the user into the HOW TO USE THIS DISC section, if there is no interaction within fifteen seconds.

Personally, I think it's friendlier to employ a TIME OUT here, and reserve the DEAD STOP until the complete HOW TO USE THIS DISC runs its course, after which the ENTRANCE SCREEN appears, but I realize that certain standardization is occurring among discs which may tend to overrule such a viewpoint.

Time now for you to choose and implement a course of action.

If the user selects "HOW TO USE THIS DISC," we transition to the LIST of TOPICS available in the "How to Use This Disc" section.

NOTE: We are now in DEAD STOP mode on the LIST of TOPICS. The system waits for input from the user.

Each topic is individually selectable. Once a topic is selected, a slide-show style tutorial is presented on that topic. Once begun, the presentations flow automatically from one topic to the next on the list, until the user interrupts the presentation by clicking on one of the controls at the bottom of the screen.

{How to Use This Disc screen}

LIST OF TOPICS (in order)

**ACTION BOXES
ON-SCREEN POINTER
USING YOUR REMOTE CONTROLLER
ABOUT THIS HELP SECTION
SELECTING PLAYER SYMBOLS
CONTROL BAR
CASH
AT RISK
BETTING CHIP
PLAYER SYMBOL
GAME HELP
EXIT
INFO
DRAW
WON/LOST
REMOVE PLAYER
ADD PLAYER
GUIDE ON/OFF
PARTY SCORES
CASH MACHINE (ATM)
MARKER
GAME PAYOFFS**



| | | | | |
|---------------|--------------|-------------|-------------|-------------|
| TOPICS | PAUSE | QUIT | PLAY | SKIP |
|---------------|--------------|-------------|-------------|-------------|

{The word-labels should appear as reinforcement of each symbol's function only when pointer moves atop the graphic icon.)

{RECORDING NOTE: All topic headings listed in the AUDIO column should be recorded and used as the first words a user hears upon selecting that particular topic.}

NARRATOR VOICE-OVER:

ACTION BOXES

HOWTO-20

With an interactive compact disc like *HOWTO-30* this one, each full screen image which appears on your TV set will have active areas that we call "action boxes."

These action boxes could be pathways *HOWTO-40* to other screens on the disc, or they could be triggers that will allow you to take some kind of action, like placing a bet.

ON-SCREEN POINTER*HOWTO-50*

The small arrow you see on your screen is the pointer you use to indicate what action box you want to select.

*HOWTO-60***USING YOUR REMOTE
CONTROLLER***HOWTO-70*

Photograph, or illustration, of interactive device in hand, pointed at TV screen which displays a recognizable scene inside the casino. The hand moves across the scene to simulate movement of the interactive device in the process of controlling the pointer on the TV screen.

Your hand-held, remote controller is the way you interact with me. To tell me what you want to do, or to ask me for information about certain topics, use your controller to move the pointer to the action box you want to select.

HOWTO-80

Like a MATCHED ACTION CUT, the pointer on the TV screen, which displays the same casino scene as in the preceding shot, moves to an active area and highlights it.

To select an action box, simply move the on-screen pointer on top of it until it highlights. *HOWTO-91*

Back to photograph or illustration of interactive device, this time closer up on the "first," or action button, as a finger (or thumb) pushes on the button. (If necessary for clarity or emphasis, superimpose a video effect like a circle around the button area of the controller.)

Montage of events selectable by the first (i.e. "action") button, for example:

Highlight and select craps.

Highlight and select chips;

increase the amount.

Place a bet on the craps table.

Roll the dice.

Show the result of roll -- as either a natural seven, or a craps, like snake eyes!

Then click one of the buttons on your controller we call the "action" button. *HOWTO-101*

For example, to make "action" choices, like choosing the games you want to play, the amount you want to bet, where to place your bet on the table, and when to roll the dice -- all the things you associate with real casino gambling! -- click on the first, or "action," button, on your controller. *HOWTO-110*

Back to photograph or illustration of interactive device, this time closer up on the "second," or instruction button, as a finger (or thumb) pushes on the button.

When you want to ask me for information, or instructions, about any particular topic or item on the screen, use the other button.

HOWTO-120

At an appropriate synchronization point with the corresponding audio, initiate a sample demonstration of what happens when a specific action box is highlighted and then the narrator delivers the information triggered by that request.

For instance, if you need instructions about what a certain action box does, or, if you want to know the odds or the pay-off for a particular bet in craps, highlight that area and click on the other button on your controller. We call that button the "instruction" button.

HOWTO-130

Optional insert: An example of what you get when you press the info button:
The Self-Roll action box in craps.

AUDIO EFFECTS

HOWTO-140

(from MESSAGES - MC-88):

(also recorded

Clicking on this box lets you input the result of your own dice roll. as MC-88.)

NARRATOR VOICE-OVER:

By the way, even if you use a remote controller that looks different from the one I've just shown you, your controller will have similar action and information buttons. *HOWTO-150*

ABOUT THIS HELP SECTION *HOWTO-160*

This help section contains topical information on all of the subjects listed here -- in order of their presentation. *HOWTO-170*

To select any topic, use your remote controller to move the on-screen pointer to the topic of your choice until it highlights. Then, click the info button on your controller to begin a short presentation on that topic. *HOWTO-180*

Once I begin a presentation, I will continue through all the following topics on the list, one after the other, unless you override me by clicking on one of the commands on the control bar at the bottom of the screen. *HOWTO-190*

The control bar in this help section works similar to a tape recorder. Each symbol on the control bar lights up to show its function as soon as you move the pointer over it. *HOWTO-200*

To interrupt a presentation, select PAUSE. *HOWTO-210*

To resume, select PLAY. *HOWTO-220*

To jump ahead to the next topic, select SKIP. *HOWTO-230*

To return to the list of topics, select TOPICS. *HOWTO-240*

And, to go to the ENTRANCE screen, click on QUIT. *HOWTO-250*

**SELECTING PLAYER
SYMBOLS***HOWTO-260*

At the ENTRANCE SCREEN,
pointer selects GO TO CASINO.

The screen asking "How Many
Players in Your Party" appears,
now with the inclusion of an
additional button, labelled:
SELECT SYMBOLS. Let the
pointer select this SELECT
SYMBOLS action box.

Everybody needs luck to win at casino *HOWTO-271*
games, and you can select your own
personal good luck charm by clicking
the action box labelled "Select
Symbols" on your way to the casino.

The SELECT SYMBOLS screen,
with all twelve player icons.

Up to four players may gamble at any *HOWTO-280*
one time, with each player identified
by a good luck charm.

As the narrator mentions the
four favorite symbols, pop them
into the empty boxes.

There are twelve symbols of luck to *HOWTO-290*
choose from -- including all-time
favorites like a rabbit's foot, a four-
leaf clover, a lucky star, and a
horseshoe.

{We should be able to see the fourth symbol register in its box before transitioning back to the Entrance screen.}

PLAYER SYMBOLS screen with less than four players selected. Pointer indicates the FINISHED box.

At the ENTRANCE SCREEN, pointer selects GO TO CASINO.

The screen asking "How Many Players in Your Party" appears, now with the inclusion of an additional button, labelled: SELECT SYMBOLS. Let the pointer select 4 as the number of players.

To select a good luck symbol, just click on it. After you select the fourth, and last, symbol, we'll automatically take you to the casino. *HOWTO-301*

If you choose fewer than four players, select "FINISHED" to continue on the casino. *HOWTO-311*

Of course, if you'd rather not even bother to select your own good luck charms, I'll be glad to do it for you. *HOWTO-321*
After you select GO TO THE CASINO, just tell me how many are in your party, and I'll assign them my very best lucky symbols as you enter the casino.

Sequence of betting at blackjack table, where four people's bets are seen as a sample game is played.

Show the screen indicating the account status of 12 players.

Although only four players can gamble in our casino at any one time, we can save the cash-on-hand status of twelve players, each identified by a different good luck symbol. When you do have more than four people in your party, take turns in groups of four, and we'll keep track of each player's cash-on-hand until you exit the disc.

HOWTO-330

| | | | | | |
|------------------------------------|-----|--------------------|------|--------------|------|
| AT RISK \$____ CASH \$_____ | 100 | (PLAYER SYMBOL) | INFO | GAME HELP | EXIT |
|------------------------------------|-----|--------------------|------|--------------|------|

CONTROL BAR

HOWTO-340

Whenever you are in the casino, the lower portion of the screen will display a "CONTROL BAR" which has five action boxes, along with a status report of your current CASH-on-hand and your bets AT-RISK. HOWTO-350

CASH

"CASH" shows the total amount of money you currently have in your bankroll that you can bet with. Each new player begins with a bankroll of five hundred dollars, but -- since everybody has "pre-approved" credit -- you can always get more money by going to the CASH machine on the casino floor, or, if you're in the midst of game, by signing a MARKER. HOWTO-360

AT RISK

HOWTO-370

"AT RISK" displays the total amount of money you are wagering in the current game.

BETTING CHIP

HOWTO-390

The "CHIP" box on the CONTROL BAR shows the value of the betting chip selected by the player whose good luck symbol appears immediately next to the chip. Every time you make a bet, you will be placing a chip equal to the amount shown in this box.

You can change the value of the betting chip by clicking on the CHIP action box. The possible values are: one dollar; five dollars; twenty-five dollars; one-hundred dollars; five hundred dollars; and Q for quarter-dollar, or twenty-five cents.

HOWTO-410

PLAYER SYMBOL*HOWTO-420*

The "PLAYER SYMBOL" box on the CONTROL BAR identifies the person who is currently playing the game.

To change players, just click on the PLAYER SYMBOL.

Each player symbol will always appear in conjunction with the CASH and AT-RISK status associated with that good luck charm, as well as with the chip value last selected by that player.

GAME HELP (instead of HELP)*HOWTO-460*

If you need specific information about some aspect of the game you are currently playing, select the "GAME HELP" action box. The table of contents listing the instructions for that game will appear, and you can then click on the topic of your choice.

EXIT

HOWTO-480

When you're finished playing any one of the games, select "EXIT" on the CONTROL BAR to take you back to the casino floor. From there, you can select another game, get cash from the automatic teller, or return to the ENTRANCE.

If you decide to leave the casino floor and return to the ENTRANCE, all the results of your gambling session up to that point will be cleared -- unless you say YES when you are asked if you want to temporarily keep those scores. By saving those scores, you can return to the casino floor with all those scores intact.

Keep in mind, however, that if you *HOWTO-510*
decide to exit the disc altogether from
the ENTRANCE screen, you will
permanently lose your scores; they
will be erased from memory and
when you begin again, everybody will
start out fresh -- with a five hundred
dollar draw.

Note: Narrator should also record this alternate version for 'EXIT.'
(Paragraph #2 is only difference.)

EXIT

When you're finished playing any one of the games, select "EXIT" on the CONTROL BAR to take you back to the casino floor. From there, you can select another game, get cash from the automatic teller, or return to the ENTRANCE.

Even if you leave the casino floor and *HOWTO-520* return to the ENTRANCE, we will retain the records of all the players in your party until you return to the casino for some more gambling.

Keep in mind, however, that if you *HOWTO-521*
decide to exit the disc altogether from
the ENTRANCE screen, you will
permanently lose your scores; all
scores will be erased from memory
and when you begin again, everybody
will start out even -- with a five
hundred dollar draw.

INFO*HOWTO-530*

To check on the status of your account, select "INFO" on the CONTROL BAR.

HOWTO-540

You'll get an information screen showing you the total amount of money you've drawn from your account, as well as how much you've won or lost.

*HOWTO-550***THE DRAW***HOWTO-560*

The draw refers to the amount of money you borrow from your personal account to gamble with. Every new player begins with five hundred dollars. If you wish to begin gambling with more cash-on-hand, then you should visit the CASH machine which is located in the casino behind the roulette wheel.

HOWTO-570

WON/LOST*HOWTO-580*

On the information screen, the amount WON shows the money you earned in excess of your DRAW; the amount LOST displays the money you lost.

*HOWTO-590***REMOVE PLAYER***HOWTO-600*

You can ADD or REMOVE players anytime while you are on the casino floor, but not while you are in the midst of a game. To remove players, go to the INFORMATION screen and click on REMOVE PLAYER.

HOWTO-610

At the REMOVE PLAYER screen, select the symbols for the players you wish to remove, then click on FINISHED.

HOWTO-620

Before the scores of these deleted players are erased from memory, we will give you an opportunity to save their cash, just in case you wish to add these same players back into the action. To save the CASH-on-hand status of these deleted players, simply click on SAVE. *HOWTO-630*

If you want to replace all four players by another group, click on CHANGE PLAYERS. After you get an opportunity to save their scores, the current set of players will be removed, and the ADD PLAYER screen will appear. *HOWTO-640*

ADD PLAYER *HOWTO-650*

If there are less than four players in a current game, you can add a player by going to the INFORMATION screen and clicking on the ADD PLAYER action box. *HOWTO-660*

At the **ADD PLAYER** screen, select the *HOWTO-670* symbols for the players you wish to add, then click on **FINISHED**.

You can **ADD** or **REMOVE** players *HOWTO-680* anytime while you are on the casino floor, but not while you are in the midst of a game. If you try to add a player while you already have four in your party, you will first have to remove someone to make room the newcomer.

TOTAL RESULTS *HOWTO-690*

To see the total wins (and losses) of all *HOWTO-700* the players who have joined your gambling party, select **TOTAL RESULTS** at the **INFORMATION** screen.

Before you exit the disc, we'll *HOWTO-710* automatically show you this **TOTAL RESULTS** screen before the scores are permanently erased from memory.

GUIDE ON/OFF*HOWTO-720*

As a special kind of help to first-time users, I -- as your guide -- will occasionally provide you with some short messages which should be useful in acquainting you with the basic features of this disc. In fact, every time you load this disc into your compact disc player, I'll be right there -- ready to guide you along with these fundamental instructions.

Of course, after you learn how to get around on the disc, you won't need to hear the fundamental instructions over and over again.

So, to turn off these short, basic help messages, just select the "GUIDE OFF" action box which is located on the "INFORMATION" screen.

Selecting the GUIDE OFF feature will *HOWTO-760*
not affect your ability to get specific
help on game play whenever you
request access to those instructions,
nor will it prevent you from getting
specific information whenever you
click on the INFO BUTTON of your
controller. Whenever you need that
kind of help, I'll always be there.

CASH MACHINE (ATM)*HOWTO-770*

In the casino, behind the roulette wheel, you'll find a CASH machine, where you can draw more money with which to gamble. The CASH machine works like an automatic teller machine at a bank. Click on the numbers until it displays the amount you want to draw from your account, then click on ENTER. You can withdraw up to ten thousand dollars on any single transaction. The amount you withdraw will be added to your CASH line on the control bar.

HOWTO-780

MARKER

HOWTO-790

In our casino, everyone has excellent, *HOWTO-800*
pre-approved credit. So, during a
game, if you try to place a bet but you
don't have enough money in your
bankroll to cover the bet, we'll gladly
take your "marker" and save you the
trouble of leaving the game to go the
CASH machine.

A "marker" is an advance of money *HOWTO-810*
charged against your account, and the
minimum amount is five hundred
dollars.

When the MARKER screen asks you *HOWTO-820*
if you would like a "marker" to cover
the bet, all you have to do is click on
"YES." If you accept, we will place the
bet, and we'll deposit the balance, if
there is any, to your cash bankroll.
Naturally, we will also be sure to add
the amount of the marker to your
total draw.

If you decline our offer to accept your *HOWTO-830*
marker, we won't place your bet.

You'll either have to reduce the value
of your betting chip, or bet fewer
chips.

GAME PAYOFFS

HOWTO-840

In all the games on this disc, the pay- HOWTO-850
offs (or returns) are expressed in
terms of the word "for," as in "3 for
1." A "3 for 1" bet means that for
every one-dollar you bet, you get
three-dollars back, if you win.

Keep in mind, though, that when you HOWTO-860
hear odds being expressed in terms of
the word "to," for example, as in "2 to
1," it means that you win two dollars
for every one dollar you bet. Since
your bet is always returned to you
when you win, the pay-off on a "2 to
1" bet is also three dollars.

"3 for 1" and "2 to 1" are merely HOWTO-870
different ways of expressing exactly
the same pay-off.