



TABLE OF CONTENTS

FORTUNE PAI GOW POKER

The History of Pai Gow Poker
Opening Cards
Dealing Pai Gow Poker
Table Min. & Max.
Selecting a Banker
Setting the Hands
Setting Hands the "House Way"
Reading the Hands
Wagers
Collecting Commissions
Tokens
Dead Game
Game Security and Protection
Rules to Remember
Pai Gow Poker Rank of Hands
Pai Gow Poker House Rules
Fortune Pai Gow Poker
Dealing the Cards
Fortune Bonus Payouts



TABLE OF CONTENTS

The History of Pai Gow Poker
Opening Cards
Dealing Pai Gow Poker
Table Min. & Max Wagers
Selecting a Banker
Setting the Hands
Setting Hands the "House Way"
Reading the Hands
Wagers
Collecting Commissions
Tokens
Dead Game
Game Security and Protection
Rules to Remember
Pai Gow Poker Rank of Hands
Pai Gow Poker House Rules
Fortune Pai Gow Poker
Dealing the Cords
Fortune Bonus Payouts



The HISTORY of PAI GOW POKER

Pai Gow Poker combines the elements of the ancient Chinese game of Pai Gow and the American game of Poker. Pai Gow Poker is played with a traditional deck of 52 cards and one Joker which may be used only as an Ace or to complete a Straight or Flush. Pai Gow Poker is essentially two separate Poker hands arranged according to traditional Poker rankings. Thus, the highest two-card hand is two aces, and the highest five-card hand is five Aces (Four Aces plus the Joker).

HOW TO PLAY PAI GOW POKER

Each Player will receive a seven-card hand. The Players arrange their seven cards to make two hands, a five-card hand and a two-card hand. The five-card hand must always be of higher poker rank than the two-card hand.

The dealer will activate the random number generator that is in the middle of the layout. The dealer will then count from the Dealer spot to the appropriate number. The dealer will then deliver the seven sets (each containing seven cards) counter-clockwise to each position whether there is a player or not.

After all Players' hands are set, the Dealer will expose his hand. The Dealer's hand is then compared to each Player's hand and wagers decided.

OBJECT OF PAI GOW POKER

The object of Pai Gow Poker is for each Player to arrange their cards into two hands in such a way they both rank higher than the Dealer's two hands. The five-card hand must rank higher than the Dealer's five-hand, and the two-card hand must rank higher than the Dealer's two-card hand. Should one hand rank exactly the same as the Dealer's hand, it is a tie. Ties are called "Copies." The Dealer wins all copy hands.



Winning hands are paid even money, a 5% commission is collected on all winning Player's bets; losing hands lose all money wagered. If one hand wins but the other hand loses, the result is a "Push", in which case the wager is not acted upon. "Pushes" average 41.48% of the time.

The HISTORY of PAI GOW POKER

OPENING CARDS

Upon opening a game or at any time when directed to do so, the floor supervisor and the Dealer will be required to complete the opening of the 2 new decks of cards.

1. The sealed, unopened decks must be stored at all times in a secured and locked place until the decks are ready to be verified and put into play.
2. The Supervisor will have the key in their possession and will attain the cards.
3. The Supervisor will present the unopened cards to the Floor Supervisor who will present them to the dealer at the table, still unopened, with the laminate seal still intact one table at a time.
4. The Floor Supervisor will remove the laminate wrap and break the seals on the decks.
5. The Floor Supervisor will have a clear plastic bag available for the dealer to use to store the cord boxes in after the playing cards have been removed and verified.
6. When removing the cards from the box. The colored joker will be placed with the deck. The non-colored joker will be tore in half and placed back in box.
7. The Dealer and Floor Supervisor will then verify the entire face side up of each card starting with the predetermined colored deck, then turn the deck one -half tum, and verify the face side up of the cards again.
8. The Dealer and Floor Supervisor will then verify the backs of the first set of cards be thoroughly inspecting the entire logo side of each card using the above process, looking for any variations that may jeopardize the integrity of the game.
9. The Dealer will then write the necessary information on the clear plastic bag provided by the Floor Supervisor:

Name
Date
Badge number



Shift
 Table number
 Color of decks
 Number of decks

10. The Floor Supervisor will verify all of the information, and make sure the proper boxes are put in the bag.
11. The bag will then be wrapped up and left unsealed, stored under the table.
12. The Dealer will then start with the wash and shuffle procedure in order to prepare the cards for play.
13. After inspection of the first deck of cards is complete, the Dealer will then wash the inspected deck within the Dealer's working area. The Dealer will use both hands, ensuring a through mix of the cards. The Dealer will then box the cards, riffle one time, and then place them in the Ideal Shuffler. The Dealer will repeat this process with the second deck of cards.

DEALING PAI GOW POKER

BEGIN A NEW ROUND OF PLAY

The Dealer will press the green button located on top of the shuffle master. This will initiate the Random Number Generator "display. The shuffled deck will push forward and deliver the first hand of seven cards to the shuffle master nest. No wagers may be altered once the shuffle master has been initiated.

* The Dealer will remove the deck that was just "in play" from the discard rack, riffle it once, and load it into the Ideal Shuffler for shuffling. The Dealer will then begin delivering the cards that are in the nest of the shuffle master. The deck that the Dealer just loaded will begin its shuffling cycle.

* The Dealer will distribute all seven hands beginning with the position number illuminated by the "Random Number Generator" in the center of the layout.

* Random Number Generator flashes a 4. The first hand will be delivered to the Player position located three spots counter-clockwise from the Dealer position (which is always position #1). Card delivery will continue counter-clockwise with each Player position receiving one seven-card hand (even if there is not a bet).

DELIVERING THE HANDS CARD PLACEMENT: The Dealer will deliver each hand of seven cards by placing them behind the betting circle, on the right side. directly between



the "High Hand" square and "Second Highest" square of each Player's wagering area.

The Dealer will fan the cards to verify that there are seven cards.

The Dealer will deliver to the first four Player positions with his right hand (beginning with the Player position immediately to the Dealer's right). The Dealer will deliver to the fifth and sixth spot with his left hand.

Delivery of the Player hands will continue in a counter-clockwise fashion until all seven positions receive a hand of seven cards each. All positions will receive a hand regardless of the number of Players at the table. Positions without a bet do not need to be fanned and place cards where the bets would be.

The Dealer MUST keep the cards "level and low" to avoid exposure of any cards (particularly the bottom card of each hand) during the card delivery.

FINAL FOUR CARDS: After all seven hands of seven cards each have been delivered, the Dealer will ensure that the "final four cards" are present by slightly fanning them face down on the layout, in front of the discard rack.

The Dealer will place the unexposed "final four cards" face down in the discard rack.

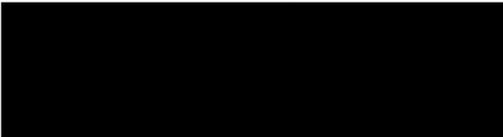
The Dealer will then, in a counter-clockwise fashion, remove all inactive hands and place them on top of the "final four cards" in the discard rack. The Dealer will place the yellow cut card on top, and perpendicular to the inactive cards in the discard rack.

HOUSE BANK: When the house is Banking, the Dealer position will always be designed as position #1 (Banker). The first position to receive cards will be designated by the "Random Number Generator" which illuminates at the center of the layout

PLAYERS MUST NOT BE ALLOWED TO TOUCH THEIR CARDS UNTIL THE DEALER VERIFIES A PROPER "CARD COUNT" BY OBSERVING THE STEADY GREEN LIGHT ON THE SHUFFLEMASTER. THE GREEN LIGHT WILL SHINE AFTER ALL 53 CARDS ARE DEALT INDICATING A FULL DECK COUNT. IF THERE ARE MORE OR LESS THEN 53 CARDS THAT WILL ALERT THE DEALER TO A POSSIBLE MISDEAL. THE DEALER MUST IMMEDIATELY NOTIFY A SUPERVISOR WHO WILL DETERMINE WHETHER OR NOT TO CALL THAT ROUND "DEAD"

TABLE MINIMUM AND MAXIMUM WAGERS

The Dealer must be responsible for knowing the minimum and the maximum table limit of his/her table.



If the Dealer does not notice that a Player has wagered less than the table minimum before he deals the cards, the Dealer will pay or take the amount wagered and politely inform that Player of the table minimum for future hands.

The Dealer will breakdown and prove any bets they believe may be over the table max before dealing the hand. After breaking down and proving the bet, the Dealer will return any amount over the max back to the player before the hand is dealt. If the Dealer mistakenly deals to a hand that is over the max, they will notify their supervisor and pay or take the wager in whole.

The Dealer will break down a winning "table max" wager in the Player's betting area and the appropriate amount of cheques will be taken from the tray or the Dealer's Bankroll and paid.

SETTING THE HANDS

Each Player at the table will arrange his seven cards to make two hands; a five-card hand and a two card hand. Players are responsible for setting their own hands and should do so with care. The five-card hand will always be of higher poker rank than the two-card hand. A hand which contains more or less than the required number of cards, or a two card hand which is set higher than the five-card hand will be fouled and a Floor Supervisor will be notified. The Floor Supervisor or Supervisor will make a decision regarding a fouled hand.

Each Player will set his two-card hand face down in the "Second Highest" square, which is directly above, and perpendicular to the 1st High Hand" square. Each Player's five-card hand will be placed face down in the 1st Highest Hand" square.

Once a Player has set his hand, the Player may not touch his cards. All cards must remain above the table and in full view of the Dealer at all times.

If a player asks the dealer to set his/her hand house ways, the Dealer will do so after all other player hands have been set.

The Banker must never be allowed to play a "fouled" hand. If the Banker has set a "fouled" hand, the Dealer will reset the hand according to the House Way".

HOUSE HANDS (DEALER)



After all player hands have been set, the Dealer will expose and set the House Hand. The House Hand will always be set according the "House Way". The House Hand will be placed parallel to the bankroll tray in descending order of value from left to right. The five-card hand will be placed closest to the rack (approximately one inch from the edge.) The two-card hand will be placed above the five-card hand, parallel to the Bankroll tray. Both hands will be aligned with the left edge of the Bankroll rack.

SETTING HANDS the "HOUSE WAY"

To set a hand according to the "House Way", the Dealer will first expose the seven cards and arrange them into a two card and a five card hand that follow predetermined "House Way" rules.

READING THE HANDS

The Dealer, after all hands are set, will read the hands and compare them to the House's hand. The Dealer will always begin with the House Hand and continue with the first Player counter- clockwise from the Dealer position. Each hand must be placed in the designated area for either two-card or five-card hands.

The Dealer will first expose the two-card hand fanning it enough to read it and announce the value. The Dealer will then compare the two-card hand with the House's two-card hand and announce either "GOOD,," "NO GOOD,"

The Dealer will repeat the procedure for the five-card hand first announcing the value and then comparing it to the House's five card-hand. The Dealer will announce either "WIN,," "NO GOOD," or "PUSH" remembering that a "Copy" on either the two-card or the five card hand is counted as a win for the House, and that the two-card hand must rank lower than the five-card hand.

The Dealer when reading and comparing a hand which had been set according to the "House Way", will first expose the seven cards and arrange them into the two hands according to the "House Way" and then proceed to comparing hands as normal.

The Dealer must remember that for wager to win, both the two-card hand and the five-card hand must win. For a wager to lose, both the two-card hand and the five-card hand must lose. One hand winning and the other losing constitute a "Push". The Dealer will immediately "kill" Push hands and leave the wagers in place.



To "kill" a hand, the Dealer will first pick up the two-card hand and use those cards to scoop up the five-card hand. The Dealer will place all seven cards face down in the discard rack. This procedure will ensure that the two-card hand will always be on top of the five-card hand.

If a wager loses, the Dealer will remove the losing wager first then "kill" the hand. The Dealer must leave a winning hand spread until the wager is paid and the appropriate commission collected. Winning wagers will be settled after the Dealer collects all losing wagers and "kills" all Push hands.

READING THE BANKER' S HAND

The Dealer will announce "All hands Set," and proceed to expose the Banker's hand. The Dealer will first expose the two-card hand, fanning it enough to read it and announce the value. The Dealer will then expose the five-card hand, fanning it enough to read it and announce the value.

If there is no house wager against the Bank, the Dealer will place the Banker's hand in the same location as indicated for the House Hand. The five-card hand will be closest to the rack. The two card hand will also be parallel to the rack and in descending order of value.

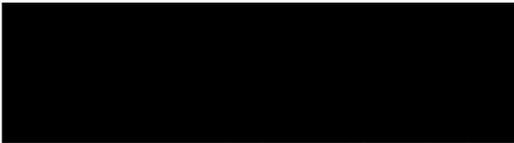
WAGERS

Wagers will be settled after all hands have been set. Hands will be exposed, compared and acted upon by the Dealer in order, counter clock-wise from the Banker position. Commissions will be collected on winning wagers. (See Collecting Commissions)

If a player decided to surrender his/her hand, he/she will indicate such by pushing the highest hand into or on top of the second hand. The Dealer will remove the losing wager and "kill" the hand. A hand that surrendered loses all money wagered and will not be exposed.

HOUSE BANK

The Dealer will immediately take a losing wager and place it at the top of, and inside the Bankroll rack. The Dealer will pay all winning wagers individually, in order, by determining the amount of the payout and removing that amount from the Bankroll rack.



The Dealer will begin taking and paying the layout with the first hand counter-clockwise from the Banker's position (the house in this case). The Dealer will continue counter-clockwise, collecting, the commissions (if applicable), and killing each hand after acting upon it.

COLLECTING COMMISSIONS

The Dealer will collect a 5% commission on all winning wagers. The Dealer will announce the amount of the commission to be collected from each winning wager and take that amount from the payoff, or directly from the Player.

Commissions must be transacted in a clear readable manner. Generally, the Dealer should break down a winning wager to the lowest cheque denomination applicable in order to calculate and pay the commissions.

TOKES

The soliciting of tokes is strictly prohibited.

- The Dealer must drop both the wager and the payoff on all of the winning token wagers. The Dealer may not parlay token wagers.
- No Commission is due or payable on a winning "Dealer token bet".

• If a Player is betting less than the table maximum, the Player may wager any amount for the Dealer as long as the combined amount does not exceed 10% over the table maximum.

• The Dealer always must drop a token wager after all of the Players' wagers have been paid and the cards have been picked up and placed in the discard rack.

• The Dealer must not drop black cheques or higher unless authorized by the Supervisor.

Any token wager requiring color change requires the approval of a Floor Supervisor.



•The Dealer, using his left hand, will lightly tap the corner of the Bankroll tray and deposit tokens in the locked box reserved for that purpose.

•When a Player's wager loses, so too does the token wager.
The Dealer will pay a Player's winning wager prior to paying the token wager.

•When the Dealer is given the choice of dropping a token or having it wagered on a hand, the Dealer must accept the token and drop it.
...THE DEALER MUST THANK THE PLAYER AND ACKNOWLEDGE THAT PLAYER'S GENEROSITY.

**DEAD GAME
WHEN THE GAME GOES DEAD**

•The Dealer will not touch the cards, the Bankroll, or any equipment on a dead game unless instructed to do so by a Floor Supervisor.

TO BEGIN A NEW GAME

The Dealer will announce "SHUFFLE" in a loud and clear voice and wait approval from a supervisor before continuing.

• After receiving approval from the Floor Supervisor to begin the game, the Dealer will retrieve both decks from the layout. Place one of the decks in the discard rack. Take one deck and riffle once. Place in the shufflemaster. Repeat this process with the other deck to resume play as normal.

GAME SECURITY AND PROTECTION

Only a seated Player may touch or handle the cards. Players will not discuss their hands until all hands have been set. Players will not show their cards to other Players.

The Dealer must always be aware of any and table activity. Once a Player has set his hand, that Player may not touch his cards. All cards must remain above the table and in full view of the Dealer at all times.

The Dealer must be aware of and ultimately responsible for all situations concerning his game.



The Dealer must always clear their hands, palms up, whenever the Dealer's hands leave the surface area of the table.

Purses, handbags, etc. are not permitted on the table. Players are permitted, however, to keep their beverage glasses on the table.

As the discard rack is very vulnerable, the Dealer must be aware of any unusual motion, and as such must not allow any Player to keep stacks of cheques or any other items next to the discard rack.

The Dealer must continually be aware of the condition of the cards and must notify a Floor Supervisor of any unusual markings or defects, especially with regard to the joker.

The Dealer must watch the Players closely as they arrange their cards. The Dealer must ensure that the Players' betting Bankrolls are against the rail away from the betting circles.

The Dealer must never expose or view any card when removing inactive hands.

RULES TO REMEMBER

The Joker may only be used as an Ace or to complete a straight or a flush.

All procedural steps taken by the Dealer will be accomplished in a counter-clockwise fashion.

The Banker position is always designated as position #1.

The House Hand must always be set according to the "House Way".

PAI GOW POKER RANK OF HANDS

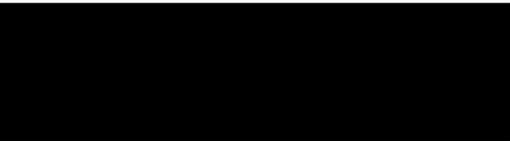
5 ACES: Four Aces and a Joker.

ROYAL STRAIGHT FLUSH: An Ace-high five card hand of the same suit in numerical sequence.

STRAIGHT FLUSH: Five cards of the same suit in numerical sequence.

4 OFA KIND: Four cards of equal rank.

FULL HOUSE: Three cards of the same rank and two different cards of the same rank.



FLUSH: Any five cards of the same suit -sequence is irrelevant.

STRAIGHT: Five cards in numerical sequence -suit is irrelevant.

A, K, Q, J, 10: Is the Highest Straight

A, 2, 3, 4, 5: Is the 2nd Highest Straight

2, 3, 4, 5, 6: Is the Lowest Straight

3 OF A KIND: Three cards of the same rank.

TWO PAIR: Two different sets of two cards of equal rank.

ONE PAIR: Two cards of same rank.

HIGH CARD: A hand that does not contain at least a pair, and that does not contain a straight or a flush. It is ranked by its highest card.

1

Joker may only be used as an Ace, or to complete a Straight or a Flush.

PAI GOW POKER HOUSE WAYS

NO PAIR - Place the highest card in the back and the next two highest cards in the front.

ONE PAIR- Place the pair in the back and the next two highest cards in the front.

TWO PAIR - Use the following groups to determine how to play two pair:

2's thru 6's - LOW PAIRS

7'S thru 10's - MEDIUM PAIRS

J' thru K's- HIGH PAIRS



LOW PAIR and LOW PAIR: Split unless holding a KING or better, then play two pair in the back

LOW PAIR and MEDIUM PAIR: Split unless holding a KING or better, then play two pair in the back

LOW PAIR and HIGH PAIR: Split unless holding an ACE, then play two pair in the back

MEDIUM PAIR and MEDIUM PAIR: Split unless holding an ACE, then play two pair in the back

MEDIUM PAIR and HIGH PAIR: Always split

HIGH PAIR and HIGH PAIR: Always split

PAIR OF ACES and ANY other pair: Always split

THREE PAIR- Always play the highest pair in the front

THREE OF A KIND -Always play three of a kind in the back unless they are ACES, then play a pair of ACES in the back and one ACE in the front

STRAIGHTS, FLUSHES, STRAIGHT FLUSH,ROYAL FLUSH -

WITH NO PAIR: When choosing whether to play STRAIGHT, FLUSH or STRAIGHT FLUSH, play the category which will allow the highest two cards to be used in the front
WITH 6th OR 7th CARD: Play the lower STRAIGHT or FLUSH in the back to place the highest cards in the front

WITH ONE PAIR: Play the pair in the front only if a STRAIGHT, FLUSH or STRAIGHT FLUSH can be played in the back WITH TWO PAIR: Use the TWO PAIR RULE.

WITH THREE PAIR: Use the THREE PAIR RULE.

WITH THREE OF A KIND: Play the pair in the front. WITH FULL HOUSE: Use FULL HOUSE RULE.

FULL HOUSE -Always split.

WITH THREE OF A KIND AND TWO PAIR: Play the highest pair in the front

WITH THREE OF A KIND TWICE: Always play the highest pair in the front.

FOUR OF A KIND –

Always keep 2's thru 6's together.

7's thru 10's are to be split unless an ACE can be played in the front.

J's thru ACES are always to be split

FOUR OF A KIND AND A PAIR - Play the pair in the front.

FOUR OF A KIND AND THREE OF A KIND - Play the highest possible pair in the low hand.

FIVE ACES - Split and play the three ACES in the back and two ACES in the front unless you have a pair of KINGS, then play five ACES in the back and a pair of KINGS in the front.

FORTUNE PAI GOW POKER

A Fortune Pai Gow Poker wager is made in addition to the amount wagered on a standard Pai Gow Poker hand.

A Fortune Pai Gow Poker wager may be an amount no less than \$1.00 to no more than \$100. The Player determines the amount he wishes to wager.

A Fortune Pai Gow Poker wager of \$5.00 automatically qualifies as an ENVY BONUS wager. When a Player qualifies for the Envy Bonus they will be entitled to receive an additional bonus on any Player's hand of four-of-a kind or higher.

The BANKER'S HAND NEVER qualifies for an ENVY BONUS PAYOUT.

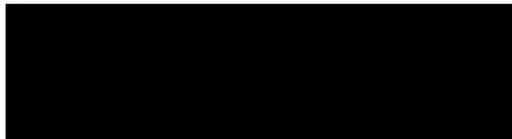
A Fortune Pai Gow Poker wager must be placed prior to commencement of that round of play. The Player will place his/her BONUS wager in the designated area of the layout for BONUS wager.

A player will not be permitted to place a TOKE BET for the Dealer on the BONUS portion of the game, (That Player may however, place a TOKE BET on the standard portion of the game.)

The Dealer will place a specially designed ENVY BUTTON on top of any bonus wager of \$5.00 or more.

All (7) seven cards qualify for all bonuses.

Due to the ENVY BONUS FEATURE of this game, ALLHANDS MUST BE EXPOSED.



FORTUNE PAI GOW POKER PROCEDURES

- Fortune Bonus bets must be made in the Fortune Bonus betting circle, prior to delivery of any cards. The Fortune Bonus bet must be placed with a regular Pai Gow Poker bet. The amount of the bets are not related. The Player is allowed to bet on the Fortune Bonus any amount from \$5.00 to \$100.00. Fortune Bonus bets of at least \$5.00 qualifies them for Envy Bonus.
- If a Fortune Bonus wager has been placed, the Dealer will act on the bonus wager first after exposing the Player's hand.
- If the Fortune Bonus wager loses, the Dealer will place the wager in the rack immediately. Leaving the Envy button in the circle. Proceed with the Pai Gow wager. If the Pai Gow hand loses. The wager will be collected and the cards will be gathered and placed in the discard rack. If the Pai Gow hand pushes, leave the wager, and the cards will be gathered and placed in the discard rack. If the Pai Gow hand wins leave the cards spread and leave the Envy button in the circle.
- If the Fortune Bonus wager wins, the Dealer will cut out the payout in front of the rack, stack up the payout, slide the payoff to the Player. Leaving the Envy button in the circle. Proceed with the Pai Gow wager. If the Pai Gow hand loses the wager will be collected and the cards will be gathered and placed in the discard rack. If the Pai Gow hand pushes leave the wager, and the cards will be gathered and placed in the discard rack. If the Pai Gow hand wins leave the cards spread and leave the Envy button in the circle.
- Envy Bonuses will be paid as they are hit in order. If more then one Player has at least Four-of-a kind, then all Players with a "Envy" button will win multiple payouts.
- After all hands have been acted on the Dealer will collect all Envy buttons.
- Players can not win a Envy bonus on there own hand.
- The Joker may be used to replace any card in a straight or flush or as an Ace for the Bonus hand. The value for the Bonus hand of the Joker may be different than in the regular hand.



- Any Bonus of \$100 or more must have approval from the Floor Supervisor.
- Any Bonus of \$5000 or more must have a Managers approval. This will also require a W-2G to be filled out.

FORTUNE BONUS PAYOUTS

	FORTUNE BONUS	ENVY BONUS
7 - Card Straight Flush (NO JOKER)	8000 to 1	\$ 5,000
Royal Flush Plus Royal Match*	2000 to 1	\$1,000
7 -Card Straight Flush (WITH JOKER)	1000 to 1	\$500
Five Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
Four of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
Three of a Kind	3 to 1	
Straight	2 to 1	

* Royal Flush (with or without Joker) with an additional two cards of a suited King and Queen

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

§ 107 . Limitations on exclusive rights: Fair use⁴⁰

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- (1) the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.