

blackjack

Blackjack is played with a six-deck shoe, double-deck or single-deck. Rules are dependent on game type, and limits may vary from table to table.

The objective of Blackjack is for the Player to have the total of his/her cards as close to 21, without exceeding 21, while also beating the Dealer's hand.

CARD VALUES

- 2 through 10: face value
 - All Face Cards: 10
 - Aces: 1 or 11
(count Aces as 11, unless it makes a bust)

 - Players receive 3 to 2 odds when dealt a Blackjack, (any Ace and a 10 value card) unless the Dealer is also dealt Blackjack - which is a "push."
 - When the Dealer shows an Ace, players can buy "insurance" for up to 1/2 of their bet, paying 2-to-1 odds if the Dealer has Blackjack.
 - Dealer stands on all 17s.
 - A tie (no win or loss) is called a "push."
 - Players can "double down" after receiving their first two cards by doubling their bet and will receive a single card.
 - Players dealt pairs can split them up to four times, including Aces. A separate matching bet is required for each hand. In single-deck and double-deck, Players can split one time.
-

lucky lucky blackjack

- A Player must place a **Blackjack** bet in order to play the **Lucky Lucky** bet.
- If the Player chooses to participate, an additional bet may be placed in the designated area on the layout.
- Only the seated Player may participate in this option.
- All bets are placed prior to the Dealer dealing any cards.
- Once all cards are dealt, and prior to any draws being made, the Dealer will check to see if any Players have received a Lucky Lucky win. The Lucky Lucky bet is based on the Player's first 2 cards and the Dealer's up card.
 - a. Players who did place a Lucky Lucky bet and win will be paid.
Player is only entitled to one payout per round (the highest win) from the Lucky Lucky pay table.
 - b. Players who did not receive a Lucky Lucky win in their first 2 cards dealt and the Dealer's up card will lose their Lucky Lucky bet.

*Payout odds may vary based on game type.
See table for the Lucky Lucky Pay Table.*



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baccarat & mini baccarat

Baccarat was made famous in the United States when a tuxedoed Agent 007 played at the same tables with his arch rivals in many James Bond films. You don't have to wear a tux or worry about spies when playing at Cache Creek Casino Resort, but you CAN win stacks of chips just like they do in the movies!

HOW TO PLAY

- The cards are dealt according to fixed rules. There are no options regarding drawing the third card for either the Banker or Player.
- The hand closest to 9 wins.
- Cards 2-9 are face value. 10's and face cards have no value.
- If the cards total more than 9, subtract 10 to reach the total.
- The final value is from 0 to 9.
- Tie bets pay 8 to 1.
- Banker wins - deduct 5% commission.
- Pair bets pay 11 to 1.

RULES FOR DRAWING CARDS

1. If: Banker and/or Player have 8 or 9 on first two cards, no further cards are drawn.
 2. If not, then: Player having 0-5 must draw one card. Player having 6-7 must stand.
 3. Then: Banker stands or draws one card as indicated by the chart.
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baccarat & mini baccarat

PLAYER HAND RULES

0, 1, 2, 3, 4, 5	Player draws a card
6 or 7	Player stands
8 or 9	NATURAL - BANK CANNOT DRAW

BANK HAND RULES

HAVING	DRAW WHEN PLAYER DRAWS	STAND WHEN PLAYER DRAWS
3	A,2,3,4,5,6,7,9,10	8
4	2,3,4,5,6,7	A,8,9,10
5	4,5,6,7	A,2,3,8,9,10
6	6 or 7	A,2,3,4,5,8,9,10
7	STAND	
8 or 9	NATURAL - BANK CANNOT DRAW	

**If player takes no card,
banker must draw 0-5 and stand on 6-9**

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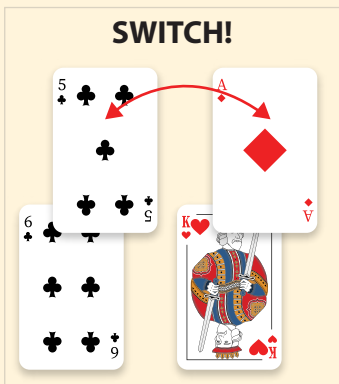
blackjack switch

Blackjack Switch is an exciting new way to play blackjack that allows you to “switch” the order of your cards to make your best possible blackjack hand.

HOW TO PLAY

To begin, you must place equal bets on both betting positions. The dealer will deal you two separate blackjack hands. Once you review both hands, you have the choice of keeping the hands as they were dealt or “switching” the second card from each hand. Switching may only take place after the dealer has checked for a natural blackjack. The dealer will then proceed following house rules for blackjack.

Note: Doubling and splitting are allowed, even after “switching.” Blackjack pays even money. If the dealer makes a hard total of 22, all remaining bets push.



SUPER MATCH

The Super Match bonus bet is an exciting addition to Blackjack Switch that features multiple payouts. If you place a Super Match bonus wager and receive a pair or better from any of your initial four cards, you win according to the posted payable.

blackjack switch

HAND RANKINGS



Four-of-a-Kind



Two Pair



Three-of-a-Kind



Pair

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blazing 777

HOW TO PLAY

Blazing 777 is an exciting new optional blackjack progressive bet that wins based on how many 7's the player receives in their hand. The more 7's in your hand, the more you win!

GETTING STARTED

To begin each round, make a standard blackjack bet and the Blazing 7's progressive bet. The dealer then follows the house procedures for blackjack.

HOW TO WIN

You win if at least one of your first two cards are a 7. You win more if both your first two cards are 7's. The payouts increase further if the dealer's up card is also a 7. See payable for odds.

Note: The progressive is based on the player's first two cards and the dealer's up card.

- Player is only entitled to one payout per round (the highest win) from the Blazing 777 payable.
- The suited 777 pays 100% of the progressive jackpot. In the event that more than one progressive prize hits paying the same jackpot amount during the same round, the progressive prize will be equally divided between the winners. In the case of multiple linked tables, winners are paid in the order in which a supervisor authorizes the wins.



cache creek craps

Craps themed card game

Instead of traditional dice, the game utilizes two white, six-sided cubes. Each cube is machine calibrated and gravity centered with a different concentric circle colored dot on each side: yellow, blue, green, red, black, and orange.

The layout incorporates six colored boxes: yellow, blue, green, red, black, and orange. The boxes are located directly in front of the Stick Person position in the center of the table.

The game uses six playing cards, ace through six. The cards are mixed (shuffled) face down on the layout by the dealer and one card is randomly placed in each of the six colored boxes.

PLAYING THE GAME

As the wagers are being placed, the Stick Person "washes" (shuffles) the six playing cards (Ace through six) face down on the layout. The cards are placed face down in each of the six colored boxes on the layout. Prior to the "come out roll," each card is turned faced up in the box. The cubes are delivered to the "shooter" who tosses them. The face up colors on the cubes identifies the playing cards in the two corresponding colored boxes which then determine the "roll." If the same color is face-up on both cubes then the roll is considered a "hardway." For example, if two yellows are rolled, and the card number in the yellow box is Two, the roll is a hard four (2-twos).

The cubes are retrieved by the Stick Person. Once the "roll" is completed, the wagers are settled and additional bets are made. The game continues with the Stick Person sending out the cubes for another "roll". The cards are not "washed" face down on the layout until a "seven out" is rolled and the hand is completed. In all other aspects, the game is played exactly like traditional Craps—same wagering opportunities and payoffs.

cache creek craps

Craps themed card game

Start your play with a Pass Line bet

7 or 11 on first (come out) number called is a winner.

Or 4 - 5 - 6 - 8 - 9 - 10 is your point.

Win if your point is called before 7.

Odds wagers on Pass Line (optional) after point is established.

Place bets

Place a bet on inside numbers and win odds payoffs when they hit.

Come bets

Win on 7 or 11, or move to number called (exclude craps 2, 3 or 12). Take your odds!

Field bets

One roll bets earn even money with 2 and 12 getting 2-to-1 odds.

Proposition bets

Up to 30-to-1 odds for one number prop bets.

Hard Ways

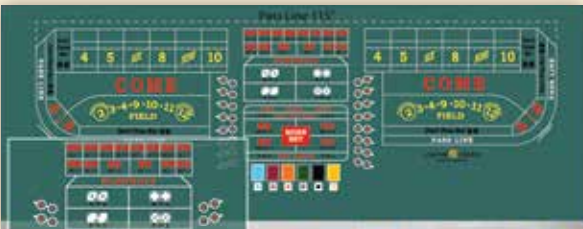
Up to 9-to-1 odds on hardway 4, 6, 8, 10.

"Craps" is outcome totaling 2, 3, or 12.

Buy, Lay, and Don't Pass bets are available.

Dice do not determine the outcome.

See game for details.



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casino war

"It's fast and easy to play.

The adult version of the game we played as kids."

- Each Player and the Dealer receive one card. Players win if their card is higher than the Dealer's card.
 - If the Player and Dealer tie, the Player has the option to "Go to War" with the Dealer or surrender half of their wager. To "Go to War," the Player will make an additional matching bet to their initial wager. The Dealer will also match the Player's initial wager. The Player and Dealer will each receive another card. The highest card wins the bets on the layout. If there is another tie, the Player will get paid for the initial wager and collect the money on the layout.
 - Bet the TIE BET to win a 10-to-1 payout if the Player and Dealer tie.
 - Aces are the highest ranked card.
-

face up pai gow poker

Face Up Pai Gow Poker™ features head-to-head play against the dealer and offers the optional Fortune BonusSM, Ace-High and progressive wagers. As in standard Pai Gow, each player and dealer receive seven-cards, but in Face Up Pai Gow Poker™ the dealer's cards are dealt face-up.

Face Up Pai Gow Poker™ is a commission-free game. You do not pay a 5% commission when you beat the dealer; however, when the dealer plays Ace-High, you automatically push.

GETTING STARTED

To begin each round, make a standard Pai Gow wager. You may also make the Fortune Bonus, Ace-High and progressive wagers.

FORTUNE BONUS

The Fortune Bonus bet wins if your best possible five-card hand is three-of-a-kind or better. If you wager at least \$5 on the Fortune Bonus, the dealer will place an "envy" button next to your bet. This qualifies you for an envy bonus payout. See payable for odds.

ENVY BONUS

The dealer will pay all envy bonuses at the end of the round. If at least one player receives a hand that qualifies for Envy Bonus payouts, all players with envy buttons win. You can win multiple Envy Bonuses in a round, but you CANNOT win an Envy Bonus for your own hand or the dealer's hand.

ACE HIGH

This bet wins if the dealer is forced to play an Ace-High Pai Gow. See payable for odds.

PROGRESSIVE

The progressive wager qualifies you for payouts from the progressive jackpot. See payable for odds.

Player is only entitled to one payout per round (the highest win) from each bonus wager option.

face up pai gow poker

All Progressive Jackpot prizes are paid according to a \$2 side wager equivalent. A 7 card straight flush pays 100% of the progressive jackpot and 5 aces pays 10% of the progressive amount. In the event that more than one progressive prize hits paying the same jackpot amount during the same round, the progressive prize will be equally divided between the winners. If different progressive amounts are hit during the same round, the lesser progressive prize will be paid first and then the larger prize is paid less the first payout. In the case of multiple linked tables, winners are paid in the order in which a supervisor authorizes the wins.

SETTING HANDS THE HOUSE WAY

HAND	HOW TO PLAY	EXAMPLE
NO PAIR	Put second and third highest cards in front.	K♣ Q♣ A♥ J♣ 9♥ 8♦ 5♦ J♥ 10♥ Q♥ 8♣ 7♣ 6♦ 2♣
ONE PAIR	Put pair in back, highest two other cards in front.	Q♦ J♣ 10♣ 10♥ 8♥ 6♣ 3♦
TWO PAIRS A's, K's, Q's	Put small pair in front.	8♥ 8♣ Q♥ Q♣ A♦ 9♣ 7♥
TWO PAIRS J's, 10's, 9's	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A♥ 5♣ 9♥ 9♣ J♦ J♣ 9♥ 9♣ 2♥ J♦ J♣ K♦ Q♦ 5♦
TWO PAIRS 8's, 7's, 6's	Put both pairs in back if you can put a King or higher in front, otherwise split.	K♦ 4♣ 7♣ 7♥ 8♦ 8♣ 7♥ 7♣ 3♥ 8♦ 8♣ Q♥ J♦ 6♣
TWO PAIRS 5's, 4's, 3's, 2's	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	Q♥ 6♣ 3♦ 3♣ 5♦ 5♥ 3♦ 3♣ 4♣ 5♦ 5♥ J♦ 7♣ 4♣
Straight, Flush, or Straight Flush with NO PAIR	Put the two highest cards in front that will leave any complete hand in back.	K♥ 3♣ J♥ 2♣ J♣ 10♣ 9♣ 8♣ 7♣ 10♣ 9♣ 8♣ 7♥ 6♣
Straight, Flush, or Straight Flush with 1 PAIR	Put highest possible two cards (pair or no pair) in front that will leave any complete hand in back.	7♣ 7♥ Q♣ 5♦ A♣ K♦ 8♦ 4♦ 2♦ 6♣ 5♥ 4♣ 3♥ 2♣
Straight, Flush, or Straight Flush with 2 PAIRS	Play according to two-pair strategy.	3♥ 3♦ 6♣ 6♥ 5♦ 4♣ 2♣
Straight, Flush, or Straight Flush with 3-OF-A-KIND	Put complete hand in back and the pair in front.	9♦ 9♣ 9♣ 8♥ 7♦ 6♣ 5♣
THREE PAIRS	Put high pair in front.	K♣ K♥ 5♣ 5♦ 2♦ 2♥ A♣
THREE KINGS AND BELOW	Put three of a kind in back, two highest other cards in front.	10♥ 9♣ K♣ K♣ K♣ 8♣ 5♥
THREE ACES	Put an Ace and next high card in front.	A♥ 7♣ A♣ A♦ 5♣ 4♣ 2♦
TWO THREE-OF-A-KIND	Put pair from higher set in front.	J♥ J♣ 6♣ 6♣ 6♥ J♣ 10♦
FULL HOUSE	Put highest possible pair in front.	2♣ 2♥ A♣ A♥ 5♣ 5♥ 5♦ A♣ K♥ 4♣ 4♦ 4♥ 9♥ 6♣
FOUR-OF-A-KIND A's, K's, Q's	Put four-of-a-kind in back if you can put at least a pair in front, otherwise split.	2♣ 2♣ Q♦ Q♦ Q♣ Q♥ Q♦ Q♣ A♣ Q♣ Q♥ A♣ K♦ 2♣
FOUR-OF-A-KIND J's, 10's, 9's	Put four-of-a-kind in back if you can put at least a King in front, otherwise split.	K♥ 3♣ 9♥ 9♣ 9♣ 9♣ 9♥ 9♦ 2♦ 9♦ 9♣ J♦ 3♥ 2♦
FOUR-OF-A-KIND 8's, 7's, 6's	Put four-of-a-kind in back if you can put at least a Queen in front, otherwise split.	Q♦ 9♥ 7♣ 7♥ 7♣ 7♥ 7♥ 7♦ 8♣ 7♦ 7♥ J♥ 8♣ 5♣
FOUR-OF-A-KIND 5's and below	Never split.	8♣ 7♣ 5♣ 5♣ 5♥ 5♦ 4♣

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free bet blackjack

Free Bet Blackjack is a variation of the standard Blackjack game. Players are allowed "Free" bets on Double-Downs, Splits (except all ten value cards) and/or "Free" Splits allowed up to four hands (except Aces which can be split once for two hands). The "Free" bets are allowed because all dealer 22s (busts) result in a push instead of a "house" loss, and splits are allowed on all pairs except ten-valued cards. Free Bet Blackjack also features a Push 22 side bet which is described below. The game utilizes "Free Bet" lammer that indicate when a player has opted to take a "Free Double" or a "Free Split." Bets are paid to the amount of the original Blackjack wager and the lammer is removed to the table tray.

FREE BET BLACKJACK RULES

Free Bet Blackjack follows the basic rules of standard Blackjack ("21"), with the following features:

- "Free" double-down on first two-card hand total of 9, 10, or 11 (without an Ace)
- "Free" splits on all pairs except 10 value cards
- "Free" re-splits allowed up to four hands (Excluding Aces which can be split once for 2 hands)
- All normal splits allowed
- Regular doubles allowed on two-card hands
- Dealer pushes on 22
- Dealer stands on all 17s
- Blackjack pays 3-to-2
- 6 deck shoe

PUSH 22

If the dealer busts with a point total of 22, all player Blackjack bets in action are pushes. The Push 22 side bet wins if the dealer busts with a total of 22.

See game for payable.

golden frog baccarat

Golden Frog Baccarat™ is played with the same draw rules as traditional Baccarat.

There is no longer a 5% commission on winning Banker wagers. Instead, a winning Banker hand that contains a three card total of 7 (Jin Chan 7) is a push.

OPTIONAL BETS

In addition to the base game, there are five more betting options:

- **Koi 8:** A wager that the Player hand will win with a three-card total of 8.
Pays 25 to 1.
- **Jin Chan 7:** A wager that the Banker hand will win with a three-card total of 7.
Pays 40 to 1.
- **Three-card 9 wins against a Three-card 1.**
Pays 150 to 1.*
- **Two-card 9 wins against a Two-card 7.**
Pays 50 to 1.*
- **Any 8 wins against any 6.**
Pays 25 to 1.*

** The hand values are interchangeable between the Player and Banker hands.*

multi-link progressive

We have connected all of our Three Card Poker Tables, Four Card Poker Tables, Flushes Gone Wild, Ultimate Texas Hold'em and Mississippi Stud Tables to a Progressive Jackpot and Bonus System. Players will continue to play the underlying games but now have the opportunity to place a side wager on the system for a chance to win some very attractive progressive jackpots. Players must play the underlying game to be allowed to play the progressive side bet. The Progressive Jackpot and Bonus System use a "5 Card Hand Bonus." It works as shown here:

3 Card Poker, the Player's five card hand consists of the three cards in their hand and two community cards that the dealer will turn once the primary game is resolved.

Four Card Poker, the Player's five card hand is based on the poker value of their respective five cards.

Ultimate Texas Hold'em, the Player's five card hand consists of their two hole cards and the first three community cards.

multi-link progressive

A single bonus side bet pay table called **5 Card Hand Bonus** is used to link all these poker derivative games to a single Progressive Jackpot and Bonus System. The pay table is defined as:

5-CARD HAND BONUS PAY TABLE

HAND	TYPE	PAY TABLE
Royal Flush	Progressive	100% of jackpot
Straight Flush	Progressive	10% of jackpot
4 of a Kind	Fixed	300 for 1
Full House	Fixed	50 for 1
Flush	Fixed	40 for 1
Straight	Fixed	30 for 1
3 of a Kind	Fixed	9 for 1

All Progressive Jackpot prizes are paid according to a \$2 side wager equivalent. The Royal Flush pays 100% of the progressive jackpot and a Straight Flush pays 10% of the progressive amount. In the event that more than one progressive prize hits paying the same jackpot amount during the same round, the progressive prize will be equally divided between the winners. If different progressive amounts are hit during the same round, the lesser progressive prize will be paid first and then the larger prize is paid less the first payout. In the case of multiple linked tables, winners are paid in the order in which a supervisor authorizes the wins.

* **Original wager is not returned.**

* **Player is only entitled to one payout per round (highest win) from the progressive payable.**



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three card poker

PLAY PAIR PLUS

Bet the Pair Plus spot to bet your own hand. If you have a pair or better—you win! It's just you and the cards.

PLAY ANTE

Bet on the Ante spot to play against the Dealer's hand. Dealer qualifies with a Queen high or better. When the Dealer doesn't qualify, the Ante bet is automatically paid 1 to 1 odds. Just you against the Dealer.

PLAY BOTH

It's you and the cards for a pair or better; it's you and the Dealer for the best Three Card Poker hand. You must also make the Play wager or you will forfeit both the Ante and the Pair Plus wagers.

ANTE BONUS

If you make the Ante and Play wagers, you may win a bonus payout even if the Dealer doesn't qualify, and even if the Dealer's hand beats your hand!

RANKING OF HANDS

- Straight Flush
 - Three of a Kind
 - Straight
 - Flush
 - Pair
-

four card poker

The Player receives five cards and the Dealer receives six cards to make the best four-card hand.

RANKING OF HANDS

Four-of-a-Kind, Straight Flush, Three-of-a-Kind, Flush, Straight, Two Pair, Pair.

PLAY ANTE

Bet the Ante spot (required) to play against the Dealer's hand. After viewing the cards, the Player must make a Play wager (equal to or up to 3 times the Ante wager) to stay in the game. The best four-card hand wins. The Ante and Play bets pay even money. The Player wins ties!

AUTOMATIC BONUSES

Get an automatic bonus payout on the Ante bet when the Player has Four-of-a-Kind, Straight Flush, or Three-of-a-Kind. Bonuses are paid even when the Dealer has a better four-card hand!

ACES UP

Bet the Aces Up wager and win bonus odds payouts when dealt a pair of Aces or better. The Aces Up bonus is paid even when the Dealer has a better hand.

cache creek roulette

Roulette themed card game

SINGLE ZERO - WIN UP TO 35 TO 1!

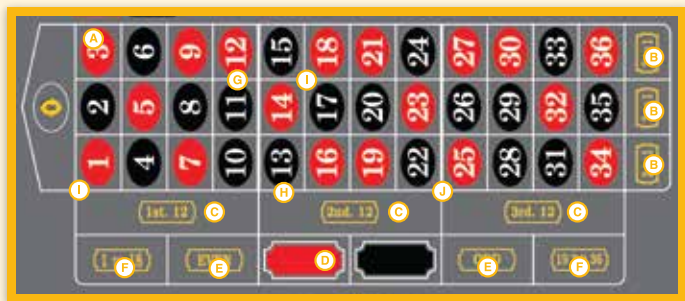
Buy in for special Roulette chips or play standard casino chips.

Straight up, Splits, Corners, red/black, even/odd wagers pay varying odds — see chart below.

Players are responsible for bet position regardless of whether the Dealer places the bet.

Example Position	ROULETTE STRAIGHT BETS	Odds
A Straight Up	Only the number on which it's placed	35 to 1
B Column Bet	Any of the 12 numbers in the column bet	2 to 1
C Dozen	1 through 12, 13 through 24 or 25 through 36	2 to 1
D Red or Black	The color on the number corresponds to color bet	1 to 1
E Odd or Even	All odd numbers or all even numbers	1 to 1
F 1 to 18 or 19 to 36	All numbers 1 through 18 or 19 through 36	1 to 1

Example Position	ROULETTE COMBINATION BETS	Odds
G Split	Either of the two numbers split	17 to 1
H Row	Any of the three numbers in the row bet	11 to 1
I Corner	Any of the four numbers forming the corner	8 to 1
J Six Numbers	Any of the six numbers in the two rows bet	5 to 1



Fall of the ball does not determine the outcome.
See game for details.

royal 9 baccarat

Royal 9 adds a bonus element to traditional baccarat where each player has a unique K9 hand printed at the seat they choose. If the player wagers on the bonus and completes any posted hand, the player is paid according to the posted paytables.

HOW TO PLAY

- Players wager on the traditional baccarat wagers. In addition, they may place a \$5 wager on the optional Royal 9 bet.
- The dealer will then deal and settle traditional baccarat wagers, before settling the optional bets.
- If any player has made a Royal 9 posted hand, then they will be awarded the payout.

HAND DEFINITIONS

Personal K9 vs. Personal K9	Player and Banker hands match the K9 combination designated at the player's seat.
Banker Personal K9	Banker's hand matches the K9 combination designated at the player's seat.
Player Personal K9	Player's hand matches the K9 combination designated at the player's seat.
Other Personal K9 vs. Identical K9	Player and Banker hands match a K9 combination designated at any other seat.
Suited Royal 9 vs. Suited Royal 9	Player and Banker both have a suited Royal 9. The two Royal 9s don't need to match in rank.
Royal 9 vs. Royal 9	Player and Banker both have a Royal 9. The Royal 9s don't need to match in rank or suit.
Any Suited Royal 9	First two cards are a face card with a 9 & suited.
Royal 9	First two cards are any face card with a 9.



*See posted paytables for odds.
Only the highest qualified hand is paid.*

spanish 21

THE FUN IS BACK!

Uses Spanish Decks A-9, J, Q, K (no 10s).

PLAYER BLACKJACK

- Always BEATS dealer's Blackjack - pays 3/2.

PLAYER TOTAL OF 21

- Always BEATS dealer's total of 21, and will pay up to 3-1 based on Bonus 21 payable.

PAIR SPLITTING

- Player may split cards of equal value, including ACES, creating up to 4 hands - hitting and doubling of split hands including ACES is allowed.

DOUBLE DOWN

- Double with 2 or more cards on any total including after splitting. NO Bonuses on doubled hands.

DOUBLE-DOUBLE DOWN

- After a double card is drawn, a player may double again, rescue or stand. Players may double the total wager up to three times, once via a double down and twice via double-double down.

DOUBLE DOWN RESCUE

- After doubling, if a player is dissatisfied with his non-busted hand, he may rescue (take back) the DOUBLED portion of the bet.



spanish 21

BONUS 21 PAY OFFS

5	Card 21	Pays 3-2
6	Card 21	Pays 2-1
7+	Card 21	Pays 3-1
6-7-8	Mixed	Pays 3-2
6-7-8	Suited	Pays 2-1
6-7-8	Spaded	Pays 3-1
7-7-7	Mixed	Pays 3-2
7-7-7	Suited	Pays 2-1
7-7-7	Spaded	Pays 3-1
Doubling voids Bonus 21 payoffs		

SUPER BONUS

Player holds suited

7-7-7

Dealer up card any 7

WINS \$1000

Envy Bonus - All other betting players get \$50.

NO side bet required.

Splitting/Doubling voids Super Bonus.

MATCH THE DEALER

Uses 6 Spanish Decks A-9, J, Q, K (no 10s)

Description

- In addition to the regular 21 bet, a player can bet that either or both of his first two cards will exactly match the dealer's up card in rank. (For example: a four matches a four, a jack matches only a jack, a queen matches only a queen, etc.)

How To Play

- The player makes a Match the Dealer wager by placing a bet in the Match the Dealer bet circle. In order to play Match the Dealer, the player must make a regular 21 bet.

FIVE BIG PAYOUTS

1 Non-Suited Match	Pays 4-1
2 Non-Suited Matches	Pays 8-1
1 Suited Match	Pays 9-1
1 Non-Suited Match & 1 Suited Match	Pays 13-1
2 Suited Match	Pays 18-1

DOUBLE DOUBLE DOWN

A Player Favorable Option!

- Once a player elects to double and receives a double card, the player then has the option to Double-Double Down (double his total wager again), Rescue or Stand.
- A player may double the total wager up to three times, once via double down and twice via Double-Double Down, creating a maximum wager of 8 times the original wager.
- After doubling a third time and receiving a double card, a player's options are to Rescue or Stand.

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pai gow tiles

Pai Gow is an ancient game played with 32 Chinese dominoes, also known as tiles, which the dealer stacks into eight groups of four. The four tiles are set into two pairs for the best ranking combinations. The objective of the game is to beat the Banker's hand. If the player's two ranking hands are higher than the banker's hands, the player wins. If they are lower, the banker wins. When the banker and player have the same ranking combinations, the banker is the winner. If the player's high hand is higher than the banker's high hand but the low hand is lower than the bank's, or vice versa, it is a push. The Banker can be any player or the casino. A player who banks the game must have the necessary funds to pay off all wagers and must also have wagered in the previous round when the casino acted as Banker. The banking option is offered to each player in turn, rotating in a counterclockwise direction. Players are not obligated to bank, and if the player declines (as often happens), the casino banks the game. When the casino banks the game, its hands are always set according to a house formula for making hands. Players do not have to use that formula when they bank, and are free to arrange their hands any way they choose.

Play begins when the house dealer mixes the tiles and then creates eight stacks of four dominoes. After the players place their bets in the betting circles in front of them, the dealer activates the random number generator which determines which player receives the first stack of tiles. To decide which player gets the first stack, the dealer counts counterclockwise from the Banker around the seven places at the table (so the Banker would get the first stack if the dice totaled 1, 8 or 15). After determining where to start, the house dealer then gives out four tiles to each player, and the players arrange a high and a low hand.

Scoring

The value of a hand is based on both the numeric value and symbolic ranking of the tiles. To find the numeric value of a tile, count the right-hand digit if the total is higher than 9 (so a 12-spot tile has a value of 2). Also, as in baccarat, 9 is the magic number. You want to make your high hand and your low hand each as close to 9 as you can get them.

To form a hand, add the total number of spots contained on the two tiles, again discarding the left-hand digit of any two-digit total (If your tiles total 17, you have a 7.) When two hands have the same numeric value, the symbolic ranking of the tiles determines the winner. To find which hand is higher, take the highest ranked tile in each hand and compare them.

To understand symbolic value, think of it this way: if blackjacks had symbolic value, it would mean that a black-jack composed of an Ace of spades and any picture card or 10 of spades would beat a blackjack composed of an Ace of diamonds and any picture card or 10 of diamonds. The numerical value is the same for both blackjacks (21) but the symbolic value is different, since spades outrank diamonds. Of course, blackjack doesn't have that kind of ranking of suits (except during some promotions and tournaments), but Pai Gow does.

When two hands have the same numeric value and identical high tiles, it is called a "copy" hand. The Bank wins all copy hands. When two hands have a numeric value of 0, regardless of the high tile, the Bank also wins.

Arranging Your Tiles

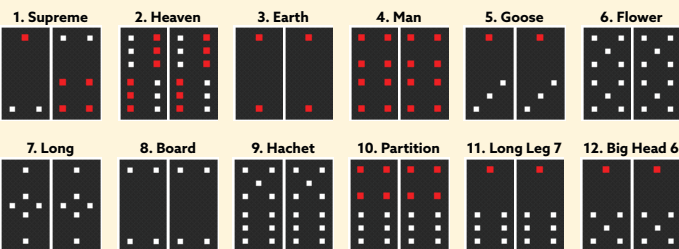
Once the deal is complete and their high hands and low hands are set, players have to win both hands to win, or lose both hands to lose. Winning one, and losing the other is considered a push, so strategically you don't want to have an extremely strong big hand and a very weak little hand, as this will usually result in a tie. You want to have hands that are relatively strong on the big and little ends. The top five hand rankings are Supreme Pair, Matched Pairs, Unmatched Mixed Pairs, Wongs, and Gongs (see Hand Rankings for a complete explanation).

When you receive your tiles, there are four easy steps to follow that will help you correctly set approximately 90 percent of your hands.

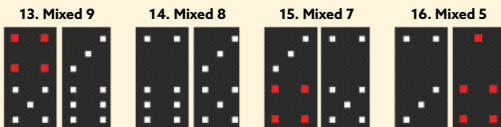
1. Look for pairs. Matching pairs are easy to recognize because the tiles are identical. Unmatched pairs like 5-2 and 3-4 are often overlooked, so if you're not sure what you have, ask the dealer.
2. When you don't have a pair, look for the 12 (Teen) or 2 (Dey) tile and combine it with a 7 to make High 9, or an 8 to make a Gong or a 9 to make a Wong.
3. Look for two small tiles that total 9 or less and play them together.
4. Put the largest tile with the smallest tile.

Ranking

How the hands are ranked is complicated and there is no easy way to memorize the order. The highest hands are the matched pairs as follows. The highest pair, known as the supreme pair consists of the two wild dominos. Each of these wild dominos, known as "gee" may count as either 3 or 6 points if used individually.



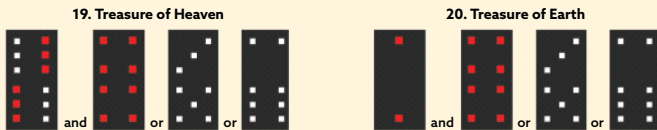
Following in rank are certain non-matching pairs.



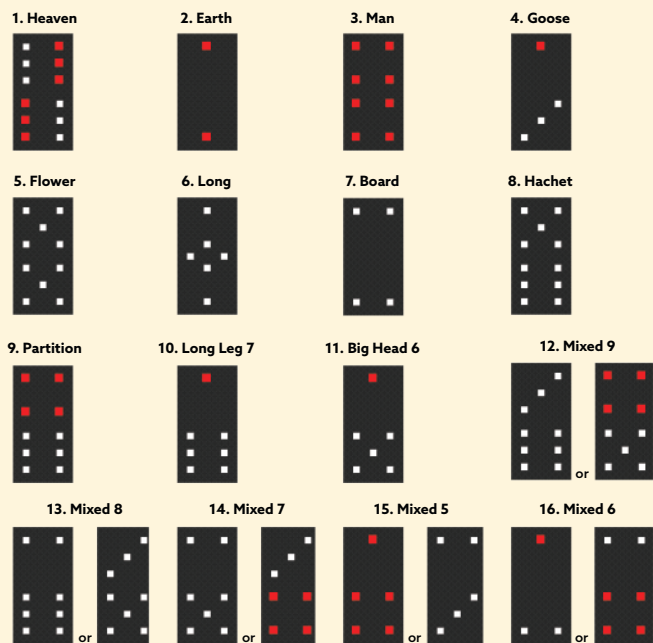
Next in rank are special combinations known as Wongs. These combinations include either the 2 or 12 point domino and any 9 point domino.



Following the Wongs are other special combinations known as Gongs. These combinations include either the 2 or 12 point domino and any 8 point domino.



Finally, if a pair, Wong, or Gong cannot be formed then the hand is ranked according to the total pip value of dots on the dominos. For example a hand consisting of a 12 and 7 dominos would have a total of 19 spots for the highest possible value of 9. The highest among these hands are the 6+6 and 1+1 dominos combined with a 7, known as a "high nine" because of their composition with one of the two highest individual dominos. In the event the player and banker have the same point total then the highest ranking domino in each will be used to break the tie, the high domino wins. In the event that the high dominos are equal then the tie shall go to the banker. Note that the second highest dominos are not used to break the tie. There is an exception, in the event of a 0-0 copy then the tie will go to the banker. The following list shows every domino in order of their rank.



pair fortunes



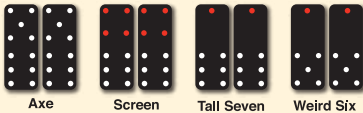
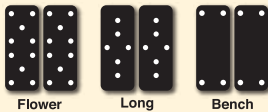
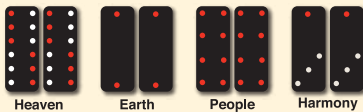
Pair Fortunes is an optional bet. You win if you have at least one pair in your hand. It does not matter how your tiles are arranged against the dealer.

Gee Joon and Heaven	200 to 1
2 Pair	25 to 1
Gee Joon Pair	8 to 1
Mixed Pair	4 to 1
Identical Pair	3 to 1

Gee Joon 至尊宝



Identical Pairs 对文牌



Mixed Pairs 对武牌



Minimum bet \$5, maximum bet \$50,
maximum payoff \$10,000.

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ultimate texas hold'em

Ultimate Texas Hold 'em is a Community Card poker game played with one standard 52-card deck. The object of the game, for Players and Dealer alike, is to make the best five-card hand using any combination of their two-card hand (Hole Cards) along with three, four or five of the Community Cards (called Board Cards). The standard ranking of five-card poker hands apply. The best five-card hand wins. Each Player is competing against the Dealer.

Each Player must make equal wagers on the Ante and blind to receive two cards. Players also have the option to place a Trips Bet Bonus wager. A two-card hand is dealt to each Player and the Dealer. Players now have a choice, Check (do nothing) or Make a Play wager of 3x or 4x their Ante wager. The three Community Cards (Flop) are placed face up on the table. Players that have not yet made a Play wager have a choice to Check or Make a Play wager of 2x their Ante. The Dealer then places the final two Community Cards (Turn and River) face up on the layout. The Players that have not yet made a Play wager have a choice to Fold or Make a Play wager of 1x their Ante.