

# BLACKJACK

## Perhaps the most popular casino table game is

**Blackjack.** The object is to draw cards closer in value to 21 than the dealer's cards without exceeding 21. To play, you place a bet on the table in the betting circle in front of you. The dealer shall deal you two cards face-up and two cards to the dealer; one face-up and one face-down. The second card is the "hole card." The dealer then proceeds left to right around the table, announcing card point totals. Any card from 2 to 10 counts at face value; Jacks, Queens and Kings are counted as 10; and the Ace is counted as 11 unless that would produce a point total in excess of 21, in which case it is then counted as 1. Players are responsible for correctly computing their card point totals.

**Player's Blackjack:** If the first two cards dealt to you total 21, the dealer announces that you have a Blackjack; if the dealer has an "up card" of 2 through 9 you win immediately and the dealer pays your bet at 3 to 2 odds and removes your cards. If you have a Blackjack and the dealer's up card is a 10 or Ace, you must wait until the dealer verifies whether or not they have a Blackjack. If the dealer's hole card and up card do not equal 21 or if the dealer has a total of 21 in more than 2 cards, you win. The dealer then pays your bet at odds of 3 to 2 and removes your cards.

### PLAYER OPTIONS

**Splitting Pairs:** If a player's first two cards dealt are the same value, the player may split them into two hands. To split, the player places a wager equal to their initial wager. The dealer completes the first hand then progresses to the second hand. When splitting Aces, players receive only one card for each hand. If the dealer has a Blackjack, you only lose your original bet. In split hands, an Ace and a ten equal 21, not a Blackjack. All pairs including Aces may be split two times for a total of three hands.

**Re-Splitting Pairs:** If after splitting the player receives another card of the same value, the player may split again. A player must bet the exact amount of their original bet for each additional bet. If the dealer has a Blackjack, you only lose your original bet.

**Doubling Down:** After two cards have been dealt to the player or after being dealt the second card on a split, players may make an additional wager less than or equal to their original bet. This is called "Doubling Down." The exception is players may not double down when their first two cards total 21. Double Down hands may only draw one additional card. If the dealer has a Blackjack, the players only lose their original bet.

**Insurance:** Insurance is an extra bet that can be made only when the dealer has an Ace as the up card. In order to play the insurance bet, you may wager up to half of your original bet. If the dealer has Blackjack, the insurance bet pays 2 to 1. If the dealer does not have Blackjack, the insured wager loses and the game continues as usual. An insurance bet is placed immediately after you receive your first two cards. A Blackjack will beat the point total of 21.

**Surrender:** After receiving your first two cards, the player will have the opportunity to surrender his wager. Simply, it means that you think that your hand total will not beat the dealer's point total, therefore you will forfeit half of your wager and the right to play against the dealer. Note: If the dealer's first card is an Ace or a ten value card, you will have to wait for the dealer to verify that he does not have Blackjack. If the dealer has Blackjack, you will not be able to surrender.

**Match the Dealer:** The Dealer deals two cards face up to each player and two cards to themselves with one card face up. The cards of the players with the "Match the Dealer" wager are checked and if either cards numerically match the dealer's up card, players are paid for each card that matches the dealer's up card numerically. Matches for the winning player(s) will be paid according to the payout schedule below.

**Match the Dealer Payoff**

**(6 Decks)**

1 Non-Suited	4 to 1
2 Non-Suited	8 to 1
1 Suited Match	11 to 1
Non-Suited & 1 Suited	15 to 1
2 Suited Matches	22 to 1

**(8 Decks)**

1 Non-Suited	3 to 1
2 Non-Suited	6 to 1
1 Suited Match	14 to 1
Non-Suited & 1 Suited	17 to 1
2 Suited Matches	28 to 1

**Super 4 Progressive:** Super 4 is an optional \$5 progressive side bet for Blackjack. The wager wins whenever the Dealer gets Blackjack, or the Dealer's "up card" is an Ace. The payouts are based upon combining the guest's initial two cards with the Dealer's Blackjack.

**Super 4 Progressive Payout**

Combined Hand	Pays	Combined Hand	Pays
Royal Flush:		Two Pair	150 for 5
Diamonds	100% of meter	All Same Color	75 for 5
Hearts, Clubs,		(All Red or All Black)	
or Spades	10% of meter	Pair	50 for 5
3 of a Kind	750 for 5	Any Hand	25 for 5
Straight	350 for 5	Dealer Ace-Up (No BJ)	15 for 5
Flush	250 for 5		

**Envy Bonus:** A bonus will be paid to each guest that wagered \$5 on the Super 4 Progressive on a hand where a different guest wins with a Royal Flush. Players can win multiple Envy Bonuses if the cards of more than one player combine with the dealer's cards to make a Royal Flush. Players are not eligible for an Envy Bonus for their own hand.

**Envy Bonus Payout**

Hand	Pays
Royal Flush: Diamonds	\$3000
Royal Flush: Hearts, Clubs, & Spades	\$1000

# SPANISH 21

**Spanish 21 is similar to a regular Blackjack game with more fun and more opportunities to win.**

The game is played with a Spanish Deck of 48 cards; 2-9, J, Q, K, A; no number 10 cards. All cards count as their face value with the exception of Kings, Queens and Jacks, which count as 10. Aces count as either 1 or 11. Spanish 21 is played like Blackjack with the following exceptions:

**Player's Blackjack:** Always beats a dealer's Blackjack and is paid 3 to 2.

**Player's Total of 21:** Always beats a dealer total of 21 unless the dealer has Blackjack and the player has 21 with more than 2 cards. Winning player wagers are paid 1 to 1. Certain player 21 totals result in additional Spanish 21 payouts.

**Insurance:** Insurance is an extra bet that can be made only when the dealer has an Ace as the up card. In order to play the insurance bet, you may wager up to half of your original bet on the insurance line. If the dealer has Blackjack, the insurance bet pays 2 to 1. If the dealer does not have Blackjack, the insured wager loses and the game continues as usual. An insurance bet is placed immediately after you receive your first two cards.

**Splitting Pairs:** If a player's first two cards dealt are the same value, the player may split them into two hands. To split, the player places a wager equal to their initial wager. The dealer completes the first hand then progresses to the second hand. When splitting Aces, players may receive more than one card for each hand if needed. If the dealer has a Blackjack, you only lose your original bet. In split hands, an Ace and a ten equal 21, not a Blackjack. All pairs including Aces can be split twice for a total of three hands.

**Re-Splitting Pairs:** If after splitting the player receives another card of the same value, the player may split again. A player must bet the exact amount of their original bet for each additional bet. If the dealer has a Blackjack, you only lose your original bet.

**Double Down:** Except when a player has Blackjack, a player may elect to make a Double Down Wager, which may not exceed the amount of their original wager. Players may Double Down once on two or more cards, on any total including after splitting. If the dealer has blackjack only the original wager is collected. No payouts are permitted over 1 to 1 on double hands.

**Double Down Rescue:** After doubling, including doubling on a split hand, players may choose to rescue (take back) the doubled portion of the bet and forfeit the original bet. Busted Doubles can NOT be rescued.

**Bonus Payouts:** Paid for 5, 6 and 7 card hands totaling 21. Odds are listed on the table.

**Surrender:** After receiving your first two cards, the player will have the opportunity to surrender his wager. Simply, it means that you think that your hand total will not beat the dealer's point total, therefore you will forfeit half of your wager and the right to play against the dealer. Note: If the dealer's first card is an Ace or a ten value card, you will have to wait for the dealer to verify that he does not have Blackjack. If the dealer has Blackjack, you will not be able to surrender

**Match the Dealer:** The Dealer deals two cards face up to each player and two cards to themselves with one card face up. The cards of the players with the "Match the Dealer" wager are checked and if either cards numerically match the dealer's up card, players are paid for each card that matches the dealer's up card numerically. Matches for the winning player(s) will be paid according to the payout schedule below.

#### **Match the Dealer Payoff**

1 Non-Suited 3-1

2 Non-Suited 6-1

1 Suited Match 12-1

Non-Suited & 1 Suited 15-1

2 Suited Matches 24-1

**Craps is played by placing various bets on a Craps table and throwing two dice to the opposite end of the table.** Each roll is independent and the game moves at a brisk pace.

## **BETTING OPTIONS**

**Pass Line Bets** can be made only before the first roll of the dice known as the "Come Out Roll." Players win on a natural 7 or 11 and lose on craps 2, 3 or 12 on the Come Out Roll. Any other number rolled becomes the point and a shooter must roll their point again before rolling a 7 in order to win. After the point is established and a 7 is rolled, the shooter will lose. When the shooter rolls a losing 7, the game ends, bets are paid and the dice are passed to the next shooter. A Pass Line Bet cannot be reduced or removed after the Come Out Point has been established.

**Don't Pass Line Bets** are the exact reverse of the Pass Line Bets. Don't Pass Bets can only be made before the Come Out Roll. Don't Pass Bets lose on a natural 7 or 11 on the Come Out Roll, win on craps 2 and 3 but should the shooter roll a 12, the bet does not win or lose, it is a "Push." Any other number rolled becomes the point and the player shall win if the shooter rolls a 7 before rolling their point. The bet will lose if the shooter rolls their point before rolling a 7. Don't Pass Bets may be removed or reduced at any time during the hand, however the bet may not be increased or replaced once the point has been established.

**Come Bets** are made any time after a shooter has rolled a point. These bets are similar to Pass Line Bets in that they become subsequent points during a shooter's roll. As with the Pass Line, Come Bets win on a 7 or 11 and lose on 2, 3 or 12. A Come Point must be rolled again before a 7 is rolled in order to win and be paid. If a 7 rolls before a Come Point has been rolled a second time, the player loses.

**Don't Come Bets** are also made any time after a shooter has established their point. As with Don't Pass Bets, Don't Come Bets lose if a 7 or 11 is rolled and win if 2 or 3 is rolled and, as with the Don't Pass, 12 is a push. Any other number that rolls becomes the Don't Come Point. The player wins if a 7 is rolled before the Don't Come Point is rolled again; the player loses if the point is rolled before a 7.

**Field Bets** are a one-roll bet that can be made at any time. If any of the printed numbers in the Field section of the layout are rolled, the player wins (i.e. 2, 3, 4, 9, 10, 11 or 12). Winning bets are paid even money on the numbers 3, 4, 9, 10, 11 and 2 to 1 on the numbers 2 and 12.

**Place Bets** can be made at any time during play and can be made on any or all of the point numbers: 4, 5, 6, 8, 9 and 10. Place Bets win when that number is rolled before a 7. A Place Bet may be increased or decreased at any time during play prior to the roll of the dice. Place Bets are off on the Come Out Roll unless the player specifies that the bets are in action.

**Buy Bets** may be made on any point number 4, 5, 6, 8, 9 and 10. The bet wins if the number rolls before a 7 is rolled and loses if the 7 is rolled before the number bet. A 5% commission is collected when making a buy bet. A winning Buy Bet receives true odds. The true odds are 2-1 on the 4 and 10, 3-2 on the 5 and 9, and 6-5 on the 6 and 8.

**Lay Bets** can be made against any of the point numbers 4, 5, 6, 8, 9 and 10. The Lay Bet wins if a 7 rolls before the point number that has been made and loses if the point number is rolled before a 7. A 5% commission is collected when making a Lay Bet. A winning Lay Bet receives true odds. The true odds are 1-2 on the 4 and 10, 2-3 on the 5 and 9, and 5-6 on the 6 and 8.

**Any Craps** is a one-roll bet. If 2, 3 or 12 is rolled, the bet wins. If any other number is rolled, the bet loses.

**Any Seven Bet** is a one-roll bet. If a 7 is rolled, the bet wins. If any other number rolls, the bet loses.

**2, 3, 11 or 12 Bets** are four different individual one-roll bets. If the number that is bet is rolled, the bet wins. If any other number rolls, the bet loses.

**Horn Bets** are a one-roll bet made with equal amounts of money on each of the 2, 3, 11 and 12. If any of these numbers are rolled, the bet wins. If any other number is rolled the bet loses.

**Horn High Bets** are similar to a Horn Bet with the exception that one designated number has one extra unit bet on it. Horn High Bets are made in unit amounts of five. The player wins if any 2, 3, 11 or 12 is rolled and loses if another number is rolled.

**Whirl Bets** are a one-roll bet composed of 20% of the wager on the Any Seven and 80% on the Horn. If 2, 3, 11 or 12 is rolled, the bet wins. If 7 is rolled, no money is won or lost on the Whirl Bet. If any other number rolls, the bet loses.

**Hardways** are defined as an even point number 4, 6, 8 and 10 rolled as pairs on the dice. An example would be the hard 6 would be rolled as two 3s. A hard number rolled as a pair would win. A Hardway loses if the number is rolled any way other than two pairs or if a 7 is thrown.

**Hop Bets** are one-roll bets that a number will roll in a specific combination on the next roll. Doubles pay 30 to 1; all other combinations pay 15 to 1.

Ex.: 2-2 on the hop pays 30 to 1  
3-1 on the hop pays 15 to 1

# MINI/MIDI BACCARAT

**Baccarat is a game dating back to ancient times.** It is played with 8 decks of cards and the object is to get a point count closest to 9. Picture cards, 10s and any combination of cards totaling 10 have no value. All other cards are counted at face value. An Ace is valued at 1. The “modern” innovations of Mini Baccarat have recently been developed and are played basically the same as regular Baccarat, however, the table sizes vary. Midi Baccarat is another exciting version of Baccarat. It is the only version where players can handle the cards that are dealt to them. Two cards are dealt to the player’s hand and two are dealt to the banker’s hand.

The dealer will call out the point totals of each hand. If the point value of the first two (2) cards drawn for either hand is an 8 or 9, it is called a “natural” and no additional cards will be drawn.

A guest has the choice of three bets on any Mini Baccarat game; the banker, the player and the tie. Guests choose sides and place their bets. When all are placed, the dealer will announce, “No more bets”, and then deal the cards. Whichever side has a point

total closer to 9 wins. If both the player’s and the banker’s hand have the same total, it is declared a tie. Winning player and/or banker bets are paid 1 to 1 and ties are paid 8 to 1. A winning banker’s hand is charged a 5% commission. The commission will be collected by the dealer at the time the winning hand is paid.

Unless the banker’s hand is a “natural” (8 or 9), the player’s hand shall draw a third card if the point count of the player’s hand is 5 or less and will not draw a card if the point count is 6 or more.

When wagering only the Tie, the wager must meet the table minimum.

## **RULES**

### **Player**

#### **When first**

#### **2 cards total:**

0-1-2-3-4-5

6-7

8-9

#### **Player:**

Draws a Card

Stands

Natural - Stands

### **Bank**

When a Player stands on 6 or 7 the Banker will always draw on totals of 0-1-2-3-4 and 5, and stand on 6-7-8-9.

When the Player does not have a natural, the Banker will always draw on totals of 0-1 or 2, and then observe the following rules:

Bank has:	Draws when Player's 3 <sup>rd</sup> card is:	Does not draw when Player's 3 <sup>rd</sup> card is:
3	1-2-3-4-5-6-7-9-0	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7		Stands
8, 9		Natural - Stands

### DRAGON BONUS

**How to Play:** If offered on the table, the Dragon Bonus is a Mini/Midi Baccarat side bet that pays when your hand is a natural winner, or when it wins by a large margin. The highest payout, 30 to 1, is for a non-natural that wins by 9 points.

**Getting Started:** Make the Dragon Bonus wager by betting in the marked betting area. You may bet for either the Banker or Player hand. Valley Forge Casino Resort requires you to place a standard Mini/Midi Baccarat wager when placing a wager on the Dragon Bonus.

**Winning and Losing:** You have two ways to win:

1. When your hand is a natural winner (the Dragon Bonus wager wins if the hand results in a Natural 9 over a Natural 8).
2. When your non-natural hand wins by at least 4 points.

All non-natural ties result in a loss of the Dragon Bonus wager.

#### Dragon Bonus Payouts

Naturals		Non-Naturals	
Natural Winners	1 to 1	Win by 9 Points	30 to 1
Natural Ties	Push	Win by 8 points	10 to 1
		Win by 6-7 points	4 to 1
		Win by 4-5 points	2 to 1

All other outcomes result in a loss of the Dragon Bonus bet.

# PAI GOW POKER

**Pai Gow Poker is a seven-card poker game, which has a five-card hand and a two-card hand.**

A Joker is utilized in this game and is Wild, meaning it can either complete a straight or above, or may act as an Ace. Each player will receive seven cards and from them will set a five-card hand and a two-card hand according to poker rankings. The five-card hand must be equal to or higher than the two-card hand. Each player will make a Pai Gow Poker wager before the cards are dealt. Once all bets are made, the dealer will deliver seven cards to each spot of the game, including unplayed spots. Wagers must be made in increments of \$5.

## **HANDS ARE RANKED AS FOLLOWS:**

**5 Aces:** Four Aces and the Joker

**Royal Flush:** An Ace, King, Queen, Jack and 10 of the same suit

**Straight Flush:** Five cards of the same suit in consecutive ranking, with Ace, 2, 3, 4, 5 being the highest straight flush; King, Queen, Jack, 10 and 9 being the second highest ranking straight flush.

**4-of-a-Kind:** Four cards of the same rank regardless of suit, with four Aces being the highest rank, and four 2s being the lowest ranking.

**Full House:** A hand consisting of a 3-of-a-Kind and Pair, with three Aces and two Kings being the highest ranking Full House and three 2s and two 3s being the lowest ranking Full House.

**Flush:** Five cards of the same suit, regardless of rank.

**Straight:** Five cards of consecutive rank, regardless of suit, with an Ace, King, Queen, Jack and 10 being the highest ranking Straight; an Ace, 2, 3, 4, 5 being the second highest ranking Straight; and a 6, 5, 4, 3, 2 being the lowest ranking Straight.

**3-of-a-Kind:** Three cards of the same rank regardless of the suit, with three Aces being the highest ranking and three 2s being the lowest ranking.

**2 Pair:** Two pairs of the same ranking, regardless of suit, with two Aces and two Kings being the highest, and two 3s and two 2s being the lowest.

**Pair:** Either hand consisting of two cards of the same rank, regardless of suit, with two Aces being the highest, and two 2s being the lowest.

**Optional wagers:** Fortune Pai Gow Poker has an optional Fortune Bonus wager that considers the best hand possible among your seven cards. You may bet any amount within table limits which then qualifies you

for Envy Bonus payouts. You win the Envy Bonus when someone else at the table receives a qualifying hand of Pai Gow Poker of Four-of-a Kind or higher from their seven card hand.

### HOW TO PLAY

To begin each round, make a standard Pai Gow wager and the Fortune Bonus wager. If you place a wager on the Fortune Bonus, the dealer will place an “Envy” button next to your bet. The dealer then follows house procedures for Pai Gow Poker. While reconciling the standard Pai Gow wagers, the dealer also reconciles Fortune Bonus bets. If your hand qualifies for payouts, the dealer pays you according to the posted payable. If your hand does not qualify, the dealer takes your Fortune wager.

### OUTCOMES

- If both the five-card hand and the two-card hand rank higher than the dealer’s, the player wins even money less a 5% commission that is collected when the winning wager is paid. (The dealer will round off the commission to .25 cents or the next highest multiple of .25 cents)
- If either of the player’s hands rank higher than the dealer’s corresponding hand, but not both, the hand is PUSH, meaning the bet neither wins nor loses. (No commission will be charged on pushes)
- If one hand ranks exactly the same as the dealer hand, this is a copy hand. The dealer or banker wins all copy hands.
- Any player can act as the banker as long as they are able to cover all wagers on the layout at that time and have placed a wager against the dealer the last time the dealer was the bank.

### PAYOUTS

Hand	Payout	Envy Bonus
7 card Straight flush	8,000 to 1	\$5,000
Royal Flush and Royal match	2,000 to 1	\$1,000
7 card Straight Flush w/ Joker	1,000 to 1	\$500
5 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	

An aggregate limit of \$50,000 maximum payout applies.

The aggregate limit does not apply to Envy Bonus.



# PAI GOW

## **Pai Gow is an ancient Chinese game which is played with a set of 32 dominoes or “tiles.”**

Each tile has a numeric value and a symbol ranking. The 32 dominoes used in Pai Gow are shuffled by the dealer. The dominoes are placed in eight stacks of four. The players place their wagers and the dealer announces, “No more bets.” The banker then shakes the Pai Gow Shaker containing three dice, three times. The sum of these dice determines which player will receive the first stack of dominoes. The banker is always counted as seat number 1, 9 or 17 and the count proceeds counterclockwise beginning with the banker. The dealer and each seated player are dealt one stack each and arrange their dominoes into two hands of two tiles each (a high hand and a low hand) and then sets both hands face down on the layout behind their bet. The object of the game is to have players set their hands so they have both combinations higher than the hands of their opponent. Once players have set their hand and they place their dominoes face down on the table, players are not allowed to touch the dominoes again. Players must keep the four tiles in full view of the dealer at all times. Players are responsible for setting their own tiles and no other player may touch the tiles. A player may ask for assistance from the dealer in setting their hand according to the House Ways. The dealer is the only other person allowed to touch a player’s tiles. The dealer will always set their hand using a set of rules known as “House Ways.” When a player and the banker have two dominoes totaling the same number, the combinations with the higher “single ranking” domino is the winner. When the two tiles that form the highest ranking hand “The Supreme Pair” (Gee Joon) are used separately, the numeric value is interchangeable. The 3 can be counted as a 6 and the 6 can be counted as a 3. When two hands have the same numeric value and identical high tiles, it is called a “Copy Hand.” All Copy Hands are won by the bank.

### **RANKING COMBINATIONS**

To play Pai Gow well, a player must have a solid knowledge of the first 16 rankings. The highest is the Supreme Pair or Gee Joon. The second through the sixteenth ranking pairs are called “Bo” pairs. The thirteenth to sixteenth ranking pairs are not identical dominoes; they are called Mixed (Chop) Pairs. After the pair ranking, the best combinations are the “Wong” which is the 12 and any 9. This is followed by the dominoes 2 and any 9. Next is “Gong” which is 12 and any 8 followed by 2 and any 8. If the Bo pairs, Wong, or Gong combinations cannot be made, the next

combinations are ranked from 9 to 0. When two hands have the same numeric value of zero, they are considered equally bad, regardless of the high tile. The bank will win all 0 - 0 tie hands regardless of ranking. To see the ranking of each domino, please refer to the ranking chart on the next page. An interesting aspect with Pai Gow is the banker can be any player or the dealer. Each player has an opportunity to bank the play against all of the other players including the dealer. Players have the option to pass the bank to the next player if they do not wish to bank the game. Any player who wishes to bank accepts responsibility for all wagers made during that round of play. Players must be able to cover all bets and must have wagered in the last round in which the dealer acted as banker. The house will handle all bets and charge a 5% commission on all winning wagers. A winning wager pays even money. There is no commission on a "Pushed" or losing wager.

### PAI GOW RANKING CHART

#### Pairs

1st	2-4 with 1-2	"Gee Joon"
2nd	6-6 with 6-6	"Teen"
3rd	1-1 with 1-1	"Day"
4th	4-4 with 4-4	"Yun"
5th	1-3 with 1-3	"Gor"
6th	5-5 with 5-5	"Mooy"
7th	3-3 with 3-3	"Chong"
8th	2-2 with 2-2	"Bon"
9th	5-6 with 5-6	"Foo"
10th	4-6 with 4-6	"Ping"
11th	1-6 with 1-6	"Tit"
12th	1-5 with 1-5	"Look"
13th	4-5 with 3-6	"Chop"
14th	2-6 with 3-5	"Chop Bot"
15th	3-4 with 2-5	"Chop Chit"
16th	2-3 with 1-4	"Chop NG"

#### Wongs

17th	6-6 with 4-5 or 3-6	"Teen Gow Wong"
18th	1-1 with 4-5 or 3-6	"Day Gow Wong"

#### Gongs

19th	6-6 with 4-4 or 2-6 or 3-5	"Teen Gong"
20th	1-1 with 4-4 or 2-6 or 3-5	"Day Gong"

# THREE-CARD POKER - PROGRESSIVE

**Three-Card Poker is an exciting variation of stud poker in which players are challenged to make the best poker hand while playing with only three cards.** Players may bet against the dealer or bet on the value of their own three-card hand or both. An "Ante Bonus" shall be paid if a player is dealt one of the three highest ranking hands in the game. The Ante Bonus is paid regardless of the dealer's hand.

#### Ante Bonus:

Straight	1 to 1
3 of a Kind	4 to 1
Straight Flush	5 to 1

#### BETTING OPTIONS

To play Three-Card Poker, place an Ante wager, a "Pair Plus" wager or both at the same time before the dealer announces, "No More Bets." An additional wager offered on the Three-Card Poker table is the "Play" wager. The Play wager must be equal to the Ante wager. To play against the dealer, a player must first make an Ante bet or both the Ante and the Pair Plus bets. After players have viewed their cards, they have the option of either placing a Play wager equal to their Ante wager or forfeiting their original bets. The dealer must have Queen High or better to qualify and the game moves on. If the dealer does not have a qualifying hand, the Ante wager is paid 1 to 1 and the Play wager is returned to the player. After making a Play wager, if the dealer qualifies and the player's hand beats the dealer's hand, the Play wager is paid 1 to 1. After making an Ante wager, if the dealer qualifies and the player's hand beats the dealer's hand, the Ante wager is paid 1 to 1. In the event of a tie hand, the hand is called a Push and the wagers are returned.

#### Play Pair Plus:

Bet the Pair Plus spot to bet on your own hand. If your hand contains a pair or better, you win. The maximum pair plus bet is \$100.00. The rankings of the hands in Three-Card Poker differ from traditional poker hands. In Three-Card Poker, a straight beats a flush.

#### Pair Plus Payouts

Pair	1 to 1
Flush	3 to 1
Straight	6 to 1
3 of a Kind	30 to 1
Straight Flush	40 to 1

**\$1 Progressive Wagering:**

If a player gets an Ace-King-Queen in Spades, it triggers the \$1 progressive jackpot. Hands containing an Ace-King-Queen suited, three-of-a-kind and straights trigger a flat payout off the meter. If a player makes the \$1 progressive wager and their hand does not qualify for payouts, they may still win the Envy Bonus payout if at least one player has an Ace-King-Queen suited. A player cannot win Envy Bonuses for his own hand or the dealer's.

<b>Hand</b>	<b>Bonus Payout</b>	<b>Envy Bonus</b>
Ace, King & Queen of Spades	100% of meter	\$100
Ace, King & Queen of Hearts, Diamonds or Clubs	\$500 for 1	\$25
Straight Flush	\$70 for 1	
Three-of-a-kind	\$60 for 1	
Straight	\$6 for 1	

# ULTIMATE TEXAS HOLD 'EM

**Ultimate Texas Hold'em is similar to traditional poker except it features head-to-head play against the dealer (players do not compete against each other) and an optional bonus wager that pays odds if the player's five-Card hand is three-of-a-kind (Trips) or better.** The Ante and Blind wagers are made against the dealer, but the Trips wager is against a posted pay table and not the dealer hand.

## HOW TO PLAY

The object of the game is to beat the dealer by making the best five-card poker hand by a player using any combination of their two cards and the five community cards in the center of the layout. Before any cards are dealt, players make equal wagers in the Ante and Blind circle. The player can make the optional wager in the Trips area of the layout. Two cards are dealt to each player and the dealer. After this, players can either check (do nothing) or bet three to four times the Ante in the Play circle. The dealer then reveals the Three-Card Flop. If players have not already made a play wager, they can check or bet two times the Ante in the Play circle. The dealer then reveals the Turn and the River. Any player that has not made a Play wager yet must either make a Play wager equal to the Ante or Fold and lose the Ante and Blind wagers.

The dealer then reveals their two cards and announces their best Five-Card Poker hand. The dealer needs at least a pair to qualify. If the dealer does not qualify, the Ante wager is returned to the player and all other wagers placed by the player will be paid or taken accordingly. When the dealer qualifies, if the player hand beats the dealer, the Ante and Play wager win even money. The Blind wager is paid if the player has at least a Straight, but if the player beats the dealer with less than a Straight, the Blind wager pushes. If the dealer hand beats the player, the player's wagers lose, except the Trips wager which is paid if the player has three-of-a-kind or better, regardless of the outcome of the hand. If the dealer hand ties the player, the wagers are a push, except Trips if the player qualifies for a payout.

### Blind Payout Odds

Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Less Than a Straight	Push

### Trips Payout Odds (Optional Bonus Wager)

Royal Flush	50 to 1
Straight Flush	40 to 1
Quads	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Trips	3 to 1

The aggregate pay limit on all winning Ante, Play, Blind and Trip wagers for any hand may not exceed \$50,000.