

MINI BACCARAT

The only decisions you have to make in the game are whether to bet on the Banker's Hand, the Player's Hand or on a Tie Hand. If you bet on the Banker, the casino will collect a 5% commission on all money won. The commissions must be paid at the conclusion of each shoe. A winning wager on either the Banker or Player pays 1 to 1. A tie wager pays 8 to 1.

Mini Baccarat is played with eight decks of cards. The cards are shuffled by the dealer and then placed in a box called a shoe. The object of the game is to obtain a point total closest to nine. Tens, Jacks, Queens and Kings all count as zero. Any combination of cards totaling ten also counts as zero. All other cards, 2-3-4-5-6-7-8 and 9, count at face value. Aces count as one. When the total of the cards exceeds 9, the first digit of the total is dropped, because in the game of Baccarat all hands must be a single digit number from 0 to 9. Example: Queen + 3 = 3, 7 + 5 = 2, Ace + 8 = 9.

The game begins when four cards are dealt alternately from the shoe. The first card goes to the player, the second to the Banker, the third to the player and the fourth to the Banker. The dealer calls out the count. If the point count of either hand is 8 or 9 it is called a "Natural" and no additional cards are drawn. If the Banker does not have a natural, the player will always draw a third card on totals of 0-1-2-3-4 and 5 and stand with 6-7-8 and 9. In no event shall more than one additional card be dealt to either hand. Any third card which is required to be dealt shall first be dealt face upwards to the "Player's Hand" and then to the "Banker's Hand."

Providing the player does not have a natural, the Banker shall always draw on totals of 0, 1 and 2. If the player stands on 6 or 7 the Banker will always draw on totals of 0-1-2-3-4 and 5, and stand on totals of 6-7-8 and 9.

Whenever the Banker's hand loses, the shoe is moved, counterclockwise, to the next participant in the game. Rules governing the drawing of a third card are as follows:

RULES: PLAYER

When first two cards total

1-2-3-4-5-0 - DRAWS 6-7 - STANDS

8-9 NATURAL - STANDS

RULES: BANKER

When the 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 and 9.

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

WHEN THE FIRST TWO CARDS TOTAL

BANKER HAVING	DRAWS WHEN PLAYER'S THIRD CARD IS:	DOES NOT DRAW WHEN PLAYER'S THIRD 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

The following wagers shall be permitted to be made by a participant at the games of baccarat and mini baccarat:

1) A wager on the "Banker's Hand" which shall:

- a) Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand."
- b) Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand."
- c) Be void if the Point Count of the "Banker's Hand" and "Player's Hand" are equal.

2) A wager on the "Player's Hand" which shall:

- a) Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand."
- b) Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand."
- c) Be void if the Point Count of the "Banker's Hand" and "Player's Hand" are equal.

3) A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and "Player's Hand" are equal and shall lose if such Point Counts are not equal.

Dragon Bonus Mini Baccarat side bet

DRAGON BONUS® is the industry's most popular side bet. Players win the DRAGON BONUS bet when their hand (Player or Banker) is a natural winner, or when it wins by at least four points. Best of all, DRAGON BONUS does not corrupt the drawing rules or commission structure of baccarat, a game steeped in tradition.

PAI GOW POKER

The object of Pai Gow Poker is to make 2 traditional poker hands using 7 cards. The 2 hands consist of the high hand (5 cards) and the low hand (2 cards). In order to win, both the player's hands must be higher than the bank's. For the bank to win, both of its hands must be higher than the player's. If the banker wins one and the player the other, the hand is a standoff or a push and no money is exchanged. If the bank and player have the exact same hand (copy) the banker wins. **The player's cards must be arranged so that the five card hand is higher or equal in rank than the two card hand or the player automatically loses.**

The game is played with one deck consisting of 52 cards plus one Joker. The Joker is not wild, but can be used only as an ACE or as a card to complete a straight, a flush, a straight flush or a royal flush.

A dice cup containing three dice is shaken by the banker to determine who receives the first card. The banker's position is always 1, 8 or 15 and rotation is always counterclockwise.

The dealer shuffles the cards, announces "No More Bets" and shakes the dice cup and deals seven hands of seven cards each, face down in front of each betting area, regardless if a player is present (including the dealer). The dice will determine the starting position for dealing the cards.

After receiving the cards, the players set their two separate hands. Remember, the five card hand must be equal to or higher than the two card hand. Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Each player shall be required to keep the seven cards in full view of the dealer at all times. Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player shall not touch the cards again.

Any player's hand that is set incorrectly is an automatic loser. The house hand will always be set last and according to fixed house way. Any player may be the banker and wager against all other players and the house. The bank is offered to each player counterclockwise with the dealer taking the bank in turn. In order to bank, a player must have played the previous hand against the house. Unless the banker requests a smaller amount or requests that the dealer place no wager during that round of play the house will wager a sum equal to the player's last wager against the house. The banker must have sufficient gaming chips on the table to cover all wagers placed by other players during that round (unless co-banking).

At the banker's request the house will co-bank. This simply means the house will cover 50% of the wagers and 50% of the wagers are to be covered by the banker. The hand must be set according to the house-way and the house table limit will apply.

All winning wagers are paid even money less a 5% commission for the house. There is no commission charged for pushed or losing hands.

RANKINGS

1. 5 Aces (4 Aces, 1 Joker)
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. *Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

* A, K, Q, J, 10 is the highest straight.

A, 2, 3, 4, 5 is the lowest straight flush.

A, 2, 3, 4, 5 is the second highest straight.

Fortune Pai Gow Poker Side Bet

<u>Forutne Bonus Hand</u>	<u>Payout</u>	<u>Envy Bonus</u>
Seven-card straight flush with no joker	8,000 to 1	\$5000.00
Royal flush plus royal match*	2,000 to 1	\$1000.00
Seven-card straight flush with joker	1,000 to 1	\$500.00
Five aces	400 to 1	\$250.00
Royal flush	150 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

A joker may be used as any card to complete any straight, flush, straight flush or royal flush other than a seven-card straight flush with no joker.

*Royal Match is a king/queen of the same suit

PAI GOW TILES

Pai Gow is a game of Chinese dominoes. It originated in Ancient China and is played in most Oriental countries. Translated into English, Pai Gow means "to make nine." It is played with 32 dominoes - 11 of which are identical pairs.

The object of Pai Gow is to make 2 "ranking" hands using 4 dominoes (2 dominoes per hand). The 2 hands consist of the "high hand" and the "low hand." In order to win the player's rankings in both hands must be higher than the bank's. For the bank to win, its rankings must be higher than the player's. If the banker wins one and the player the other, the hand is a standoff (push). If the bank and player have the same ranking hand and their highest ranking individual tiles are also the same, then the banker wins. This is known as a Copy Hand.

A unique feature of Pai Gow is after each hand the bank will be offered among the players counterclockwise beginning with the player to the farthest right of the dealer. Any player can accept or pass the bank. The banking player must be able to cover all bets made by the other players and must have wagered in the previous round that the dealer acted as banker.

The dominoes are shuffled by the dealer and then placed in 8 stacks of 4 each. The players then place their bets. The dealer will announce "no more bets" prior to shaking the Pai Gow shaker at least three times, then remove the lid, total the dice and announce the total. This determines which player will get the first stack of dominoes. The dealer will then deal one stack (4 dominoes) to each player's position as determined by a selected delivery style, whether there is a player seated there or not including him or herself and a dead hand. The players then rank their dominoes and place two hands face down immediately behind the player's betting area. Each player at the table shall be responsible for setting his or her own hand and no other person except the dealer may touch the tiles of that player. Each player shall be required to keep the four tiles in full view of the dealer at all times. Once each player has set a high hand and a low hand and placed the two hands face down on the layout, the player shall not touch the tiles again. The dealer will always set his or her hand using a set of rules known as "house way." The banker's hand is shown first and then the dealer reveals the players' hands. The dealer collects the losers and pays the winners at even money less a 5% commission for the house.

Only players who are seated at the Pai Gow table may place a wager and receive tiles, that player must remain seated until the completion of the round of play.

RANKING THE DOMINOES

In order to play Pai Gow it is necessary to know the ranking of the dominoes. The rankings do not follow a number sequence (i.e. highest to lowest) but are symbols to the Chinese. For example, the highest ranking domino is the twelve while the second highest is the two.

The highest ranking hand in Pai Gow is a combination of the 15th (white 2, red 4) and 17th (white 2, red 1) ranking dominoes. This pair is called Supreme (Gee Jun). The 2nd through the 12th ranking hands are the matched pairs (Bo) and the 13th through the 16th ranking hands are the mixed pairs (Chop Bo). These pairs rank in the same order as the individual dominoes.

"Wong" are ranked next, 17th and 18th. A "wong" is a twelve (teen) domino and any domino having a value of nine or a two (day) domino and any domino having a value of nine. "Gongs" are the next ranking, 19th and 20th. A "gong" is a twelve domino and any domino having a value of eight or a two domino and any domino having a value of eight.

If none of the above rankings can be made, hands are formed by ranking dominoes from nine to zero. This is done by adding the dominoes together. If the value of the two tiles totaled is a two-digit number, the left digit is discarded and the right digit constitutes the value of the hand. For example, the dominoes 8 and 11 added together make 9. The 7-6 make 3. These types of rankings are the most common in Pai Gow. When the banker and player have the same ranking hand by number, the hand that has the higher ranking single domino will win.

The dominoes 3 (1/2) and 6 (2/4) together make the highest ranking hand the Supreme Pair. If the tiles which form the supreme pair are used separately, the numeric total of the 3 (1/2) may be counted as a 6 and the numeric total of the six (2/4) may be counted as a 3. When the three (1/2) is counted as 6, its individual ranking shall be fifteenth instead of seventeenth; when the six (2/4) is counted as 3 (1/2), its individual ranking shall be seventeenth instead of fifteenth. Remember, look for these two dominoes when trying to make 9's.

HINTS FOR SETTING UP PAI GOW HANDS

1) PAIRS

Always look for pairs first. Don't forget Gee Jun (1/2 and 2/4) and mixed pairs.

2) WONGS AND GONGS

Play a 12 or 2 domino with any 9 or 8 domino.

3) NINE OR EIGHT

Play any domino that totals nine or eight.

4) AVERAGE

If none of the above can be found, average the dominoes by playing the highest domino with the lowest domino.

5) RANKING

If possible try to play the highest ranking domino in the low hand.

6) HOUSE WAY

Sic Bo

Sic Bo is played with an electronic board and three dice in sealed shaker. Players place bets on a variety of dice combinations with odds that increase with the difficulty of the bet. Payoffs can be as high as 150 to 1. The dealer shakes the dice and enters the three uppermost number showing on each die into a keypad. The winning combinations on the layout are automatically illuminated.

The following shall constitute the definitions of permissible wagers at the game of sic bo:

1. "Three of a kind" shall mean a wager which shall win if the same number is showing on all three dice and the player selected that number to appear on all three dice.
2. "Two of a kind" shall mean a wager which shall win if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.
3. "Any three of a kind" shall mean a wager which shall win if the numeric value on all three dice is the same and the player wagered that any of the number 1 through 6 would appear on all of the three dice.
4. "Total value bet" shall mean a wager which shall win if the numeric total of all three dice equals the total of the number wagered.
5. "Two dice combination" shall mean a wager which shall win when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.
6. "Small bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9, or 10 and shall lose if any other numeric total is shown or if three of a kind appears.
7. "Big bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16, or 17 and shall lose if any numeric total is shown or if three of a kind appears.
8. "One of a kind" shall mean a wager which shall win if one or more of the three dice shows a numeric value equal to the number wagered.

Sic Bo Payout

<u>Wager</u>	<u>Payout Odds</u>
Three of a kind	150 to 1
Two of a kind	8 to 1
Any three of a kind	24 to 1
Total value of 4 or 17	50 to 1
Total value of 5 or 16	18 to 1
Total value of 6 or 15	14 to 1

Total value of 7 or 14	12 to 1
Total value of 8 or 13	8 to 1
Total value of 9, 10, 11 or 12	6 to 1
Any two dice combination	5 to 1
Small Bet	1 to 1
Big Bet	1 to 1
One of a kind	1 to 1

"One of a kind" shall be paid at 2 to 1 if two of the dice show the same numeric value and at 3 to 1 if all three dice show the same numeric value.