

HOW TO PLAY

The game of Pai Gow is a game of Chinese tiles. The name Pai Gow means “to make nine,” which is the object of the game. There are 32 dominos referred to as “tiles” which are mixed or shuffled by the dealer. Dice are used to determine who get the first hand. Pai Gow is a rotating bank game. Each player has the opportunity to bank the bets against all other players, including the house. The dealer will offer the bank to each player in turn, moving counterclockwise. The player has the option of either accepting the bank or passing it on to the next player. If no one accepts the bank, it goes back to the dealer. To be the banker, a player must have played the previous hand against the house and must be able to cover all bets. A player may also choose to co-bank with the house, in which case that player must cover half the bets. If a player chooses to co-bank, their hand must be set by the dealer according to the standard “house way.” The dealer places the tiles in eight stacks of four each. A stack is dealt to each position on the table (including any vacant positions). In Pai Gow the individual value of a tile is NOT based on the number of dots on it. Its value is based upon a symbolic Chinese meaning. Each player uses the four tiles to form two separate two tile hands. The best hand is referred to as the “high hand” and the other hand is called the “low hand.” If the player’s two hands are higher than both banker’s hands, the player is a winner. If the player’s two hands rank lower than both banker’s hands, the player loses. If only one of the player’s hands is higher, and the other is lower, it is a tie or “push” and no money changes hands. If the player and the banker have two hands totaling the same number, the hand with the higher “single ranking” tile is the winner. The banker always wins if the two hands are exactly identical.

FIRE AND ICE

Players also have the exciting option on designated Pai Gow Tiles tables of placing a Fire & Ice Bonus Wager. This wager is based on the color of your tiles. You want to have either all white dot tiles or all red dot tiles. All Red pays 1000 to 1 All White pays 35 to 1 With any Combination of colors, the bet loses.

HAND RANKINGS

The highest hand is the Supreme Pair or Gee Joon. The second through sixteenth ranking pairs are called “Bo” pairs. The thirteenth through sixteenth ranking pairs are not identical tiles; they are called Mixed (Chop) pairs. After the pair rankings the next highest are the “Wong,” which is a 9 tile with a 12, then a 9 tile with a 2. After the Wong is the “Gong,” which is an 8 tile with a 12, then an 8 tile with a 2. If a player cannot make any of these combinations, they arrange two tiles to get as close to a total of nine as possible. At this point, the game is similar to playing two hands of baccarat, with nine being the highest possible total. As in baccarat, only the last digit of the total is counted: two tiles which total 11 will only count as 1, a total of 15 will count as 5, etc.

SETTING HANDS

The following are four basic rules for players when setting their hands: 1. Play the pairs: The Gee Joon, 11 identical pairs, and four mixed pairs. Look for these pairs and play them as your “high hand.” 2. Play a 12 or a 2 with a 7, 8 or 9 to produce either a high 9, a Gong or a Wong. These are the most common “high hands” and are very powerful. 3. Play two small tiles that add up to 7, 8 or 9. 4. Average the hands by playing the biggest tile with the smallest. There are two “wild” tiles in Pai Gow: the 3 tile, which is formed by a red one and a white two and the 6 tile, which is formed by a red four and a white two.

BOTH can be counted as either 3 or 6, and together they form the highest hand, called "Gee Joon." It is considered a pair, even though these tiles obviously do not match. Watch for these "wild" tiles and use them in figuring totals. All winning wagers pay 1 to 1. The house collects 5% commission on each winning hand. If a player needs assistance setting their hands, the dealer will set the player's hand according to the house ways. No one other than the player and dealer are permitted to see or touch the tiles of a given hand. Tiles must stay on the table