

Pai Gow

The following is a summary of the game rules.

Pai Gow, translating as “make nine”, originated in China several thousand years ago. Steeped in traditions of ancient gaming, it is the oldest form of gambling played in today’s casinos.

Initially, Pai Gow can look confusing. However, you will only need to watch for a short time to realise that it is very similar to many card games but using tiles in place of cards.

HOW TO PLAY

Pai Gow is played with 32 tiles. 22 of these tiles form 11 Identical Pairs and the remaining 10 tiles form 5 Mixed Pairs (see illustration).

The illustration shows the tiles in their highest to lowest order (or rankings) both as Pairs and as Individual tiles. Familiarise yourself with the tile rankings, as you would for a deck of cards.

At the Beginning of the Game

The dealer shuffles the tiles and then shakes the dice cup, while announcing, “No more bets.” Four dice are exposed, three one colour and the fourth is a different colour. The three dice are used to determine which playing area receives the first stack of tiles and the fourth to determine which of the six tile cuts will be used when the house Banks. Players will now have the opportunity to handle, view and set their tiles.

Objective

Each player and the Bank (or house) needs to construct two separate hands with their four tiles called a Low Hand and a High Hand. The player’s hands and the Bank’s hands are then compared to determine who wins.

The dealer has no choice about the way they set the Bank’s hands as they follow a set of rules known as The Star’s Pai Gow House Way.

New players who are unsure of how to set their tiles can ask the dealer to set the tiles House Way for them, or where diagram ‘B’ is in use, place a wager in either of the House Way playing areas.

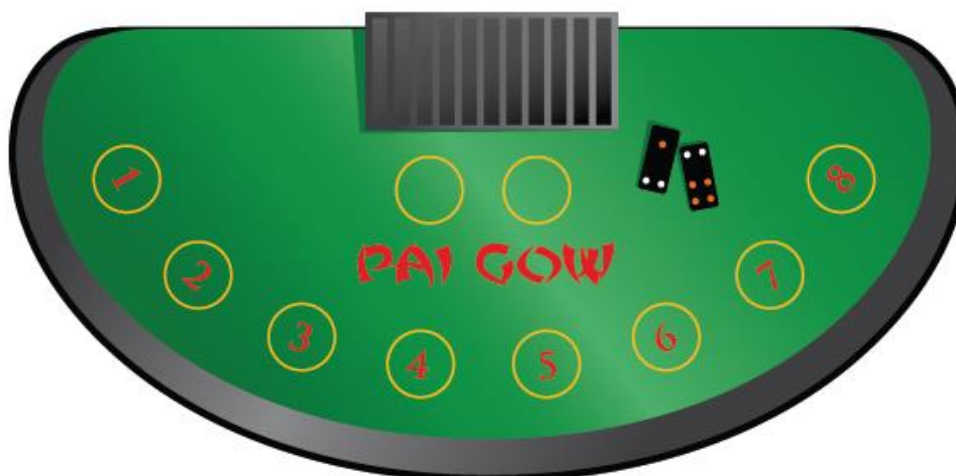
House Way Playing Area (Diagram B)

The Star may offer Pai Gow to be played with House Way playing areas. The House Way playing area is a clearly marked area on the table.

Players may place a wager on a House Way playing area in addition to any other playing area, but shall not touch or handle any tiles dealt to the House Way playing area.

The tiles will be set by the dealer in accordance with The Star’s Pai Gow House Way.

Diagram A



Indicative Table Designs

Diagram B



The Player Wins

When your Low Hand and High Hand is of a higher value than the Bank's Low Hand and High Hand you win. All winning wagers are paid at even-money less 5% commission.

The Player Stand Off (Push/Money Back)

If only one of your hands is of a higher value than the Bank's hands, the result is a stand-off.

The Bank Wins

Wagers only lose if the Bank's Low Hand and High Hand are both of a higher or identical (copy) value than your Low Hand and High Hand.

When the Tiles are in Your Hands:

Step 1. Look for a Pair: After receiving your 4 tiles, look for a Pair. Remember that Pairs have the highest ranking.

Step 2. If there are no Pairs, look for a Teen or Day tile with a 7 or 8 or 9: It is possible to combine one Teen or Day tile with a 7 to form a High 9; a Teen or Day tile with an 8 to form a Gong; a Teen or Day tile with a 9 to form a Wong.

Step 3. If there are no Pairs and no Teen or Day tile with a 7 or 8 or 9:

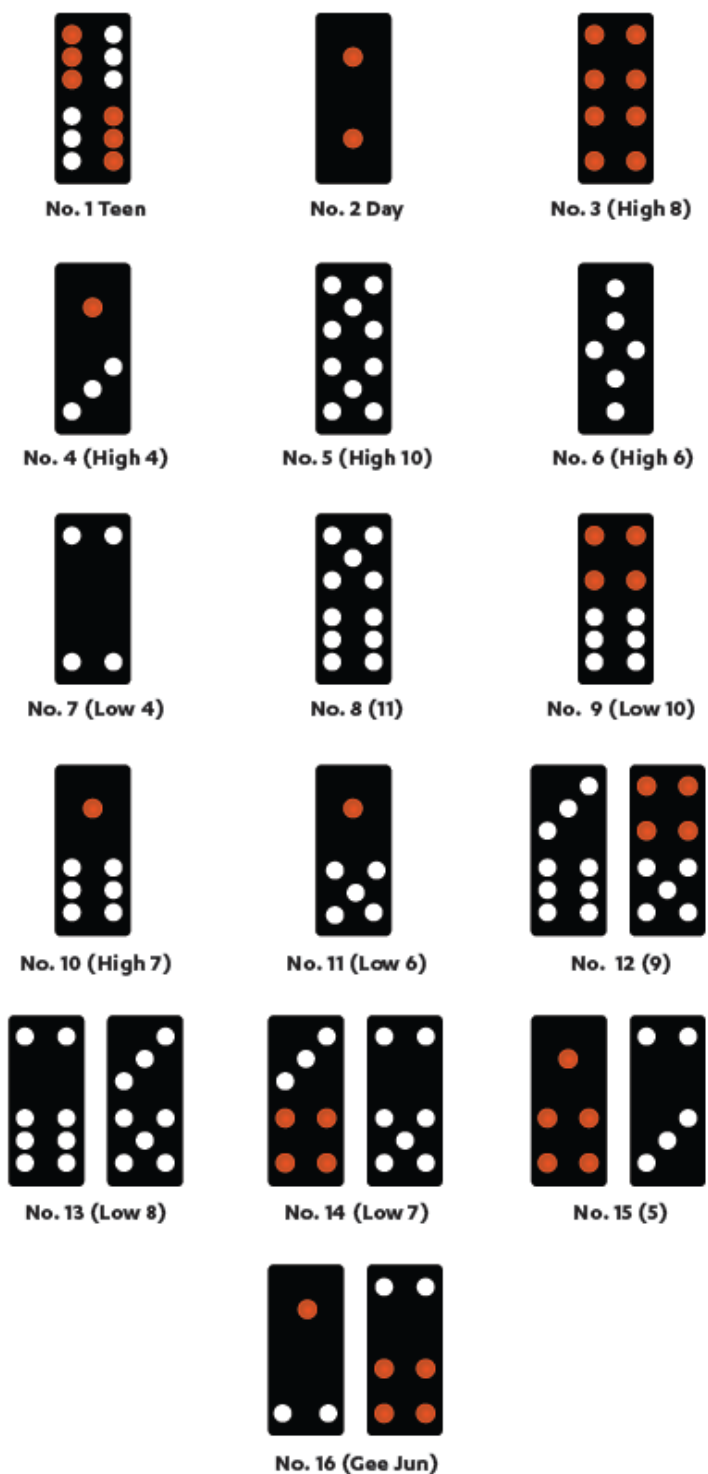
- The red and white dots represent the numerical value of that tile.
- When the dots exceed a numerical value of 10, just drop the first digit.
- Remember, the numerical value closest to nine wins unless a High 9, Gong, Wong or Pair beats it.
- Try balancing the hands by combining a tile with the most dots with a tile with the least dots or see if two tiles with the least dots can be combined to form hands.
- However, if you and the Bank have a numerical value of zero in the Low Hand, the Bank wins.

Specialties: Gee Jun

As a Pair, Gee Jun is unbeatable but when separated, each individual Gee Jun tile is ranked the lowest. However, they act like wild cards since each can have a numerical value of either 3 or 6. You choose the value that gives you the best hand.

There is no set way a player has to play Pai Gow and the above is only a simple guide. You can have fun experimenting with the different tile combinations or try Player Banking.

INDIVIDUAL



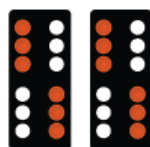
1/2 or 2/4 OR 6 NOTE:

Gee Jun as individual tiles are the lowest ranked. They can be used as a 3 or 6.

PAIRS



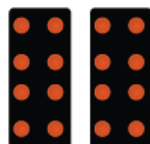
No. 1 Gee Jun (Gee)



No. 2 Teen (12)



No. 3 Day (2)



No. 4 Yun (High 8)



No. 5 Nhor (High 4)



No. 6 Mooy (High 10)



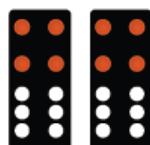
No. 7 Cheong Sum (High 6)



No. 8 Ban Tang (Low 4)



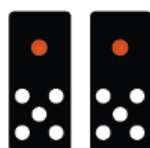
No. 9 Foo Tau (11)



No. 10 Hoong Tau Sap (Low 10)



No. 11 Ko Kiok Chaat (High 7)



No. 12 Lim Lum Lok (Low 6)



No. 13 Chap Gow (9)



No. 14 Chap Paat (Low 8)



No. 15 Chap Chaat (Low 7)



No. 16 Chap Ng (5)

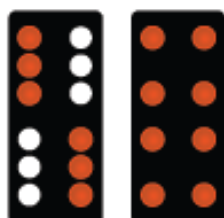
WONGS, GONGS & HIGH NINES



No. 17 Teen Wong



No. 18 Day Wong



No. 19 Teen Gong



No. 20 Day Gong



No. 21 Teen High Nine



No. 22 Day High Nine

NOTE:

A Wong, Gong or High Nine can be played with any 9, 8, 7, not only the tiles depicted.

See table games staff for further information on how to play.

Think! About your choices.
 Call Gambling Help 1800 858 858
www.gamblinghelp.nsw.gov.au.