



CASINO GAMES TUTORIAL

JOIN THE FUN TABLE GAME GUIDE



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Welcome to the Fun!

Use this as your guide to all of Mount Airy Casino Resort's gaming. Try your hand at Blackjack, Craps, Roulette, Midi and Mini Baccarat, Poker, Pai Gow Poker, Pai Gow Tiles, Let it Ride Poker, Three Card Poker, or any one of a myriad of fascinating Slot Machines and dive into all of the thrills Mount Airy has to offer.

With gourmet dining, luxurious accommodations, world-class entertainment, and consummate customer service, at Mount Airy Casino Resort, the only thing more fun is more fun!

Non-smoking Gaming Tables and Slot Machines will be designated in the casino for our customers' benefit. Our gaming amenities are exclusively for the enjoyment of persons over the age of 21.

Craps

What's more fun than winning? In this lively and fast-paced game, there are many ways to bet and even more ways to win. Place a bet on the Pass Line or Don't Pass Line and let the fun begin!

Come Out Roll: The first roll of the dice at the opening of the game or the next roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet.

Come Out Point: Shall mean a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on a Come Out Roll.

Pass Line: A Pass Line wager is placed immediately prior to the Come Out Roll. You win on 7 and 11 and lose on 2, 3, or 12 on the Come Out Roll. If any other number rolls, it's your point. If your number rolls before 7, you win. If 7 rolls before your point, you lose and the dice move to the next shooter. Pass Line bets cannot be placed, reduced or removed after the point is established. The bet pays even money.

Don't Pass Line: A bet on this line plays the game in reverse of the Pass Line. You lose on the 7 and 11 and win on 2 and 3 on the Come Out Roll. When 12 is rolled, it is a "Stand-Off." When 4, 5, 6, 8, 9, or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet must be placed before the Come Out Roll, but may be removed or decreased after a point is established. However, it may not be replaced or increased after such removal or reduction. This bet pays even money.

Come Bet: You can bet on Come at any time after the Come Out Roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2, 3, or 12 on the roll immediately following placement of the bet. If any other number rolls it's your point, and your bet will be moved to that number. If your point rolls before 7, you win. If 7 rolls before your point, you lose. A Come bet cannot be reduced or removed after a number is established for such a bet.

Don't Come Bet: A bet on Don't Come plays the game in reverse of the Come Line. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 rolls, it is a Stand-Off. When 4, 5, 6, 8, 9, or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed behind that number. Don't Come bets cannot be increased, but may be removed or decreased after a point is established. However, they may not be replaced or increased after such removal or reduction. This bet pays even money.

True Odds:

ODDS	
6 & 8	6 to 5
5 & 9	3 to 2
4 & 10	2 to 1

Hard Ways: There are four Hard Ways combinations: Hard Four (Two 2s), Hard Six (Two 3s), Hard Eight (Two 4s), and Hard Ten (Two 5s). You can bet the combination you want at any time. Hard Ways wagers shall win if the selected Hard Ways is rolled before a 7 and lose if a 7 is rolled or the selected number is rolled in any other way prior to the selected Hard Way being rolled. For instance, if you bet the Hard Six you win when that rolls before 7 or an Easy Six (5 and 1 or 4 and 2). Hard Ways pay high odds as listed in the payout chart. Hard ways are inactive on the Come Out Roll unless the player calls, "On."

Horn Bet: Here you wager on a combination of four numbers: 2, 3, 11, and 12 (Horn). If any of these numbers are rolled, you win. If any other number is rolled, you lose. One Fourth ($1/4$) of the Horn Bet is on each of the individual numbers (2, 3, 11, and 12). If any of these numbers roll, you win and are paid at the odds as listed in the payout charts. If any other number is rolled, you lose. This is a one roll bet.

Horn High Bets: There are four Horn High combinations: Horn High 2 (Aces), Horn High 3 (Ace, Deuce), Horn High 11, and Horn High 12 (2 sixes). If 2, 3, 11, or 12 rolls, you win. If any other number is rolled, you lose. How this differs from a Horn Bet is that one-fifth ($1/5$) of the Horn High is bet on each of the individual Horn numbers (2, 3, 11, and 12), with an additional one-fifth ($1/5$) of the bet on the designated Horn High number. For example, Horn High 11: two-fifths ($2/5$) of the bet on 11, one-fifth ($1/5$) on 2, one-fifth ($1/5$) on 3, one-fifth ($1/5$) on 12. This is a one roll bet.

Odds: An additional wager in support of a Pass Line or Come Bet up to the amount of the original wager may be made. Also, an additional wager in support of a Don't Pass or Don't Come Bet which allows you to win an amount equal to your original bet may be made. These additional wagers in support of a Pass Line, Come Bet, Don't Pass, or Don't Come Bet may be made any time after the Come Out Roll and the point is established. Odds are listed in the payout chart. Come odds are inactive on the Come Out Roll unless the player calls, "On." Don't Come odds always work. Double, triple, four-time, and five-time odds may be offered as an additional wager. In addition, 3, 4, or 5 odds may be offered, where 3 times odds are allowed on the 4 and 10, 4 times on the 5 and 9, and 5 times on the 6 and 8.

Field: You can bet on every roll of the dice. If 2, 3, 4, 9, 10, 11, or 12 rolls, you win. All numbers pay even more money except 2 and 12, which pay double. If 5, 6, 7, or 8 rolls, you lose. The Field is a one roll bet.

Place Bets to Win: On a Place Bet, you can bet on 4, 5, 6, 8, 9, and 10 at any time. If your number rolls before 7, you win according to the odds payouts chart. If 7 rolls before your number, you lose. Place Bets are inactive on the Come Out Roll unless the player calls, "On."

Place Bet Odds:

ODDS	
6 & 8	7 to 6
5 & 9	7 to 5
4 & 10	9 to 5

Buy Bets: Buy Bets are exactly the same as Place Bets except by paying a 5% commission on the "Buy Bet", you receive the true odds as shown on the chart. Buy Bets are inactive on the Come Out Roll unless the player calls, "On." A "Buy" button denotes this bet.

Lay Bet: You may Lay a bet against 4, 5, 6, 8, 9, or 10 at any time. In order to do so, you must pay a 5% commission based on what you could win. Lay Bets always work. Check the chart for the payoffs. A "Lay" button denotes this bet.

Proposition Bets: These are one roll bets, except for Hard Ways. The Dealer will place all Proposition bets in the center of the Crap table. The Dealer will take or pay all Proposition bets on the next roll of the dice again, except for Hard Ways. Unless you request otherwise, your winning bet remains in action.

Any 7: You can bet Any 7 on any roll of the dice. When 7 rolls, you win and are paid 4 to 1; if any other number rolls, you lose. This is a one roll bet.

Any Craps: You can bet on any roll of the dice. If 2, 3, or 12 rolls, you win and are paid 7 to 1. If any other number is rolled, you lose. This is a one roll bet.

2, 3, 11, or 12: You can bet on 2, 3, 11, or 12 individually. They are one roll bets. The winning payoff on 2 or 12 is 30 to 1. The winning payout on 3 or 11 is 15 to 1. If any number other than that number bet rolls, you lose.

Hop Bets

Hop Bets are one roll bets which offer our casino guests an opportunity to experience a new level of excitement on the established game of Craps. As with the one rolls bets which are currently available these may be played at any time and shall either win or lose upon the next roll of the dice.

How to Play

Any Dice combination can be wagered upon with a corresponding location for the bet to be placed within the Proposition area. The player calls out the combination desired for the next roll of the dice; example, "Ace-Four on the Hop." Once taken, the bet is set up by the dealer in the corresponding area. If the wagered combination appears on the next roll, it is declared a win and paid. Should any other combination appear the bet shall be declared a lose and collected by the dealer.

Hop Bets with Payout Schedule

6, and 2	stated as	"six-deuce on the hop"	pays 15 to 1
5, and 3	stated as	"five-trey on the hop"	pays 15 to 1
4, and 2	stated as	"four-deuce on the hop"	pays 15 to 1
5, and 1	stated as	"five-ace on the hop"	pays 15 to 1
6, and 3	stated as	"six-trey on the hop"	pays 15 to 1
5, and 4	stated as	"five-four on the hop"	pays 15 to 1
3, and 2	stated as	"trey-deuce on the hop"	pays 15 to 1
4, and 1	stated as	"four-ace on the hop"	pays 15 to 1
6, and 4	stated as	"six-four on the hop"	pays 15 to 1
3, and 1	stated as	"trey-ace on the hop"	pays 15 to 1
6, and 1	stated as	"six-ace on the hop"	pays 15 to 1
5, and 2	stated as	"five-deuce on the hop"	pays 15 to 1
4, and 3	stated as	"four-trey on the hop"	pays 15 to 1
2, and 2	stated as	"four the hardway on the hop"	pays 30 to 1
3, and 3	stated as	"six the hardway on the hop"	pays 30 to 1
4, and 4	stated as	"eight the hardway on the hop"	pays 30 to 1
5, and 5	stated as	"ten the hardway on the hop"	pays 30 to 1

Blackjack

In this game, the player's object is to draw cards that total 21 or come closer to 21 than the Dealer. All cards are equal to their face value, except for a King, Queen, or Jack which each count as 10. An Ace has the value of 11 unless that would give a player or the Dealer a score in excess of 21, in which case, it shall have a value of 1.

The Dealer starts the game. Every player gets two cards, face up.

The Dealer gets two cards, but one card is face up and one face down—the Hole Card. Only after all players' hands are played does the Dealer expose the Hole Card and play the Dealer's hand. All cards are dealt from a shoe.

Once you have your two cards in front of you, you can choose to Stand (draw no more cards), or take a Hit (draw one more card) until you reach 21 or come as close as possible. However, if you go over 21, you Break and automatically lose. A winning hand pays even money.

Now the Dealer turns over the Hole Card and acts as the hand according to the rules of the game. The Dealer must draw to 16 and Stand when 17 or more is reached. At the end of the game, if your count is the same as the Dealer's it is a Stand-Off (nobody wins). If the player's count is greater than the Dealer's count and both have not exceeded 21, or the Dealer's count exceeds 21 and the player's count does not, the player wins.

What if you get Blackjack right away?

In the event your first two cards are an Ace and any ten-value card, the Dealer announces your hand as Blackjack. You will be paid at this time unless the Dealer has an Ace or a ten-value card as a face up card. In that case, you will not be paid until the Dealer's Hole Card is turned over. If the Dealer's hand is Blackjack, it is a Stand-Off. A player's winning Blackjack is paid off at odds 3 to 2. In the event the player has Blackjack, and the Dealer draws 21, the Blackjack is the winning hand and will be paid at odds of 3 to 2. In the event the player draws 21 with more than 2 cards, the Dealer's Blackjack is the winning hand.

Dealer's Cards

Blackjack Terms

Splitting Pairs: If your first two cards are a pair with the same numerical value, you may split them into two hands. You must bet the same amount as your original wager on each hand formed by splitting a pair. If the Dealer gets Blackjack, only the original wager is collected.

You must complete play on your first hand before playing your second hand. However, you may double down on each hand. If the split pairs are Aces, you will receive only one card on each. Pairs or cards with the same numerical value may only be split once.

Surrender: Surrender is an option that allows players to relinquish half of the wager if the player does not feel they wish to continue in the round. Prior to the dealer checking the hole card, simply announce in a tone calculated to be heard by all you intent to surrender. Please do not handle the wager yourself. The dealer will perform the transaction prior to checking the hole card and return half your original wager. Do not handle the wager yourself.

Doubling Down: After you get your first two cards, or on the first two cards of any split pair, you may make an additional wager up to the original amount except when your first two cards total 21. When Doubling Down you draw only one additional card. If the Dealer gets Blackjack after you've Doubled Down, only the amount of the original wager is collected.

Insurance: If the Dealer's face up card is an Ace, and prior to anyone receiving additional cards, you may take insurance. To do this you place a bet of no more than one-half of your original bet on the insurance line. If the Dealer's Hole Card is a 10, Jack, Queen, or King, you win your insurance bet at odds of 2 to 1. If the Dealer's Hole Card is any other card, you lose your insurance bet. The Dealer collects all losing insurance wagers before continuing the hand. If the correct amount of insurance cannot be bet due to the limitation of the value of chip denomination (i.e., a \$7.50 bet allowing a \$3.75 insurance bet), the player may bet up to the next closest chip denomination (i.e., \$4.00).

Handling of Cards: Players are not allowed to touch the cards.

Value of the Player's Hand: The player is responsible for the correct count of his or her hand.

Hand Signals: The player is responsible for the proper use of hand signals to indicate Hit or Stand. Other decisions may be made verbally.

Midi and Mini Baccarat

Midi and Mini Baccarat are variants of Baccarat. As in regular Baccarat, Midi and Mini Baccarat involves just a few decisions, how much you want to bet and whether to be on the Bank, the Player or on the Tie bet. In betting on the Bank, the casino will collect 5% commission on money won. The commission is paid at the conclusion of each Shoe, or as each Bank winner is paid. A winning Tie bet pays 8 to 1.

In Midi and Mini Baccarat, eight decks of cards are used. And just as in Baccarat, the cards are shuffled and placed in the shoe. However, the Dealer deals all cards in Midi and Mini Baccarat.

The game starts with four cards dealt from the Shoe, forming two hands, one called the Player's hand, the other the Banker's hand. The initial four cards are dealt and placed face down for the Player's hand. The second and fourth cards are placed face down until the Player's hand is called. At this time, the second and fourth cards shall be placed face up for the Banker's hand.

As in the game of Baccarat, if the point count of either hand is 8 or 9, it is called a Natural and no additional cards are drawn. The cards are dealt according to fixed rules. There are no options regarding drawing the third card for either Player's or Banker's hands and Dealer draws additional cards if appropriate. All bets must be placed before the Dealer calls "no more bets" and the cards are dealt. The hand closest to nine wins and shall be paid at odds of 1 to 1. If both the Player's and the Banker's hand result in identical totals, the Tie bet wins, but the Player's and the Banker's hand neither wins nor loses.

Any card from 2 to 9 is equal to its face value. Ace equals 1 and Deuce is 2. All tens and face cards, or any combination of them has no value. When the total of the cards exceeds 9, the first digit of the total is dropped, because in the game of Mini Baccarat all hands must be a single-digit number from 0 to 9. So: $9 + 5 = 4$, $\text{Jack} + \text{Ace} = 1$.

These charts describe the fixed rules governing the drawing of additional cards.

Rules: Player

- When the 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, or 5, and Stand on 6, 7, 8, and 9.
- The Banker shall always draw on the totals of 0, 1, or 2, and then observe the following rules:
- If the Banker's first two card total is 3 the Banker will draw a third card if the Player's third card is 0,1,2,3,4,5,6,7 or 9. If the Player's third card is 8 the Bank will stand
- If the Banker's first two card total is 4 the banker will draw a third card when the player's third card is 2,3,4,5,6,7. If the Player's third card is 0,1,2,3,8 or 9 the Bank will stand.
- If the bank's first two card total is 5 the Bank will draw a third card when the Player's third card is 4,5,6 or 7. If the Player's third cards is 0,1,2,3,8 or 9 the Bank will stand.
- If the Bank's first two card total is 6 the Bank will draw a third card when the Player's third card is 6 or 7. If the Player's third card is 0,1,2,3,4,5,8 or 9 the Bank will stand.
- If the Bank's first two card total is 7, the Bank will always stand.
- If the Bank's first two card total is 8 or 9 (a natural) the Bank will stand and the Player will not draw.

Roulette

In Roulette, you can be straight up, which means your bet is on any of the 38 single numbers, which include 0 and 00. Also, you can place combination bets—bets divided over a combination of adjoining numbers.

Where you place your chip or chips on the Roulette table is very important because this determines your bet. It is the player's responsibility for proper placement.

The Dealer spins the Roulette Wheel in one direction and a small white ball in the opposite direction. Bets may be placed on the Roulette table until the Dealer announces, "No more bets."

When the ball comes to rest, the Dealer calls out the winning number and places a marker on it. First the table is cleared of losing wagers and then all winners are paid.

During this time, players should not touch the table. Wait until the Dealer announces, "Place your bets," to put the chips down. When you place an even money bet – on 1-18, 19-35, Odd, Even, Red or Black – and the ball comes to rest on 0 or 00, you lose your entire bet.

Each player's bet is kept separate from everyone else's because different color chips are used. The value of a stack of colored chips is determined by the player when purchasing the stack or stacks of chips. The value of a stack of colored chips is indicated by a numerical markers button placed on top of a chip of that color. (20 indicates \$20 per stack, 100 indicates \$100 per stack, etc.) **These chips must be redeemed before you leave the Roulette table.**

STRAIGHT UP BETS (these are based on the image in example)

Sample Bet Example	Odds	Sample Bet Position on Layout
A. Straight up	35 to 1	Any one number including 0 or 00
B. Column Bet	2 to 1	Any number in the corresponding winning vertical column
C. Any dozen	2 to 1	Any number in the corresponding winning dozen
D. Red or Black	1 to 1	Any number in the corresponding winning color
E. 1-18 or 19-36	1 to 1	Any number in the corresponding winning section
F. Even or Odd	1 to 1	Corresponding winning even or odd number

COMBINATION BETS

G. Two Numbers	17 to 1	Pays off on 11, 12
H. Three Numbers	11 to 17	Pays off on 13,14,15
I. Four numbers	8 to 1	Pays off on 20, 21, 23, 24
J. Five Numbers	6 to 1	Pays off on 0, 00,1, 2 or 3
K. Six Numbers	5 to 1	Pays off on 19, 20, 21, 22, 23, 24

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Pai Gow Poker

Pai Gow Poker, sometimes called Asia Poker or Double Handed Poker, was first introduced in California in 1986. It was immediately popular upon introduction and was added to the floor of every card room in the State of California. Before long, it was on the casino floor of the gambling halls of Nevada. Its popularity has grown by leaps and bounds and its appeal is widespread.

The object of the game is to beat the Banker. The Banker can be any player or the Dealer. Any player who wishes to Bank must accept responsibility for all wages made during that round of play. The Banking option will be offered to each player, in turn, rotating in a counterclockwise direction. The Banking player must have chips enough to cover all wagers placed in that round and must have wagered in the previous round that the Dealer acted as Banker. No player will be required to accept the Bank and the Dealer will act as Banker when all players decline.

All players and the Dealer will receive seven cards, which they will use to construct two separate hands, one of two cards and one of five. These hands will be set or ranked using standard Poker rankings. Seven cards will be dealt to each betting area, including the Dealer, regardless of whether a player is present.

The two-card hand is called the Second Highest, the Low Hand, or the Front Hand. The highest ranked two-card hand would be a pair of Aces. Since only two cards are used, a straight or a flush is impossible. The five-card hand must always be equal to or higher in rank than the two-card hand. If the two-card hand is set higher than the five-card hand, the hand is considered a foul and that player is an automatic loser.

The five-card hand is called the High or Highest hand, or the Back Hand. The five-card hand will contain normal poker hands, i.e., straights, flushes, four of a kind, etc. The highest possible five-card hand is Five Aces, which is formed by using the 53rd card in the deck, the Joker.

The Joker can be used as an Ace, as the missing card in a straight, straight flush, royal flush, or as the highest card absent from a flush. It will assume the rank of the card it replaces, or it will be ranked as an Ace. The Joker cannot be used to form pairs, three-, four- or five-of-a-kind with any cards other than Aces.

In order for the player to win, his two-card hand and his five-card hand must be higher in rank than the corresponding two-card hand and five-card hand of the Bank. If both of the player's hands are higher than the Banker's hands, the player will be paid the same amount as he was wagered, less a 5% commission. The Gambling Problem? Call 1-800-GAMBLER.

Dealer will collect the commission when the winning wager is paid. If either hand of the player is higher than either hand of the Banker and the other is not, the hand will be considered a tie or a push and no money is won or lost. No commission will be charged on pushes and the player will be allowed to change or remove his bet before the start of the next hand.

If neither of the player's hands is higher than the Banker's hands, the player will lose. The player will only lose the amount wagered. No commission will be charged on losing hands. Sometimes, when comparing the Banker's hand to the player's hand, the cards of the two-card hand will be identical. This is called a Copy Hand. The Bank will automatically win all Copy Hands. This is one advantage of being the Banker.

Each player at the table shall be responsible for setting his or her hand 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 down on the appropriate area of the layout, the player shall not touch the cards again. The Dealer must set his or her hand by using a set of rules known as The House Ways.

Also, any player wishing to join a partnership with the house may do so by requesting Co-Banking. Co-Banking occurs when the requesting player and Dealer act as the Banker on a fifty-fifty basis. When Co-Banking is in effect, the Dealer will handle the Bank hand and set according to the House Ways.

Three dice contained in a shaker will be used to determine where the first card will be dealt. As an alternative to the Pai Gow Poker shaker and dice, a computerized random number generator that automatically selects and displays a number 1 through 7, inclusive, may be used. The Dealer, when the house is Banking, or the Banking player will be counted as 1, 8, or 15. After the cards have been shuffled and cut, the Dealer or Banker will shake the dice. The dice are uncovered and totaled by the Dealer. The count will begin with the Dealer or Banking player and continue in a counterclockwise direction until it matches the total on the dice. That position will be marked as the starting point for the dealing procedure.

All bets must be placed prior to the Dealer's announcement of, "No more bets."

Your best five cards qualify you for a bonus payout no matter how you set your hand.

* Royal Flush (with or without joker) with the additional two cards of a King and Queen in suit. Dealer hand never qualifies for any bonuses.

Maximum Aggregate Payout Posted at Table

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Pai Gow Tiles

Pai Gow is an ancient Chinese betting game played with Chinese dominos also called tiles.

The object of the game is to beat the Banker. The Banker can be any player or the Dealer. Any player who wishes to Bank must accept responsibility for all wagers made during that round of play. The Banking option will be offered to each player, in turn, rotating in a counterclockwise direction. The Banking player must have enough chips to cover all wagers placed in that round and must have wagered in the previous round that the Dealer acted as Banker. No player will be required to accept the Bank and the Dealer will act as Banker when all players decline.

Pai Gow is played with a set of 32 Chinese tiles, which form 16 permissible pairs. A hand with any permissible pair is ranked higher than a hand that does not contain a pair.

The highest-ranking hand is the Supreme Pair, followed by Matched Pairs, and Unmatched or Mixed pairs. The next highest-ranking hands are special combinations known as Wongs and Gongs. Hands consisting of Wongs or Gongs are ranked lower than Pairs.

Wongs are formed with the highest-ranking single tile, 12, and either 9 (Teen Wong) or the second-highest tile, 2, and either 9. Please refer to the Single Tile Ranking Chart.

Gongs are formed with the highest-ranking single tile, 12, and any 8 (Teen Gong) or the second-highest tile, 2, and any 8 (Day Gong).

The next highest-ranking hands are numeric value hands, the highest of which is 9. Hands that do not contain pairs have numeric values.

Each tile has a numeric value and a symbolic ranking.

To find the numeric value, add the spots on each tile. The total will never be higher than 9 because only the last digit in the total number of spots is used.

To find the ranking of each tile and each permissible pair, refer to the ranking charts.

Two tiles will combine to form a hand. Add the total number of spots contained on the two tiles.

If the numeric total of the spots is a two-digit number, the left digit is discarded and the right digit is the value of the hand.

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When two hands have the same numeric value, the ranking will determine the winner. To determine which hand is higher, find the highest-ranked tile in each hand and compare them. 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 the same numeric value of zero, they are considered equally bad, regardless of the high tile and the Bank will win all zero tiles.

When the two tiles that form the highest-ranking hand (the Supreme Pair) are used separately, the numeric value is interchangeable. The 3 can be counted as 6 and the 6 can be counted as 3. They lose their highest pair rank and become low-ranking tiles (fifteenth and seventeenth on the Single Tile Ranking chart).

To begin the game, the players will place their wagers before the Dealer announces, "No more bets." The Dealer will shuffle or "wash" the tiles and stack them into eight stacks of four tiles each. Three dice, contained inside the Pai Gow shaker, will be used to determine the starting position for dealing the tiles. The Dealer or Banker will shake the Pai Gow shaker at least three times. The Dealer will uncover the dice and announce the total. The count will begin with the Dealer or the Banking player and continue with each betting position in a counterclockwise direction until it matches the total on the dice. That position will receive the first stack of tiles.

After the tiles have been delivered, each player will "set" their tiles into two hands of two tiles each; a High Hand and a Low Hand. The players will place their hands face down behind the betting area, separated into two distinct hands. Once the player has set his tiles face down on the layout he or she will not be permitted to touch the tiles again.

Each player at the table is responsible for setting his or her own hands and no other person except the Dealer may touch the tiles of that player. Each player is required to keep the four tiles in full view of the Dealer at all times.

After the players have set their hands, the Dealer will arrange his or her tiles into a High and Low Hand. The Dealer must set his or her hand by using a set of rules known as "The House Way." A copy of these rules is available at the Security Podium.

The Dealer will compare the Low Hand of the Bank (Dealer/Bank or player/Bank) to the Low Hand of the players and the High Hand of the Bank to the High Hand of the players and announce if the wager of that player wins, loses, or is a tie which is known as a Push.

In order for the player to win, his Low Hand and High Hand must be higher in rank than the Low Hand and High Hand of the Bank. In the case of zero tiles, the Bank wins. The winning wagers will be paid at even money less a 5% commission. The Dealer will collect the commission when the winning wager is paid.

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If either hand of the player is higher than either hand of the Bank and the other is not, the hand will be considered a Push and no money won or lost. No commission will be charged on Pushes and the player will be allowed to change or remove his bet before the start of the next hand.

If neither of the player's hands is higher than the Bank's hands, the player will lose. The player will lose the amount wagered and no commission will be charged on losing hands.

Any player wishing to join in a partnership with the house may do so by requesting Co-Banking. Co-Banking occurs when the requesting player and the Dealer act as the Banker on a fifty-fifty basis. When Co-Banking is in effect, the Dealer handles the Bank hand, setting it according to House Ways.

All wagers at Pai Gow shall be made by placing gaming chips, plaques, or match play coupons on the appropriate betting area of the layout, before the Dealer has announced, "No more bets." At which time no wager may be increased or withdrawn.

No verbal wagers accompanied by cash are accepted.

Only players who are seated at the Pai Gow table may place a wager at the game. Once a player has placed a wager and received tiles, he must remain seated until the completion of the round of play.

Pai Gow Tile Rankings

When comparing high hands or low hands to determine the higher ranking hand, the determination is first based upon the rank of any permissible pair of tiles which are contained in the hands. A hand with a permissible pair of tiles ranks higher than a hand which does not contain any permissible pair. The permissible pairs of tiles and their rank, with the Supreme Pair being the highest or first ranking pair, are as follows:

<u>Ranking</u>	<u>Pairing</u>
First	<u>Supreme Pair</u> Six (2-4) and Three (1-2)
Second	<u>Matched Pairs</u> Twelve (6-6) and Twelve (6-6)
Third	Two (1-1) and Two (1-1)
Fourth	Eight (4-4) and Eight (4-4)
Fifth	Four (1-3) and Four (1-3)
Sixth	Ten (5-5) and Ten (5-5)
Seventh	Six (3-3) and Six (3-3)
Eighth	Four (2-2) and Four (2-2)
Ninth	Eleven (5-6) and Eleven (5-6)
Tenth	Ten (4-6) and Ten (4-6)
Eleventh	Seven (1-6) and Seven (1-6)
Twelfth	Six (1-5) and Six (1-5)

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	<u>Mixed or Unmatched Pairs</u>	
Thirteenth		Mixed Nines (3-6 and 4-5)
Fourteenth		Mixed Eights (3-5 and 2-6)
Fifteenth		Mixed Sevens (3-4 and 2-5)
Sixteenth		Mixed Fives (1-4 and 2-3)
	<u>Wongs</u>	
Seventeenth		Twelve (6-6) and Nine (4-5)
		Twelve (6-6) and Nine (3-6)
Eighteenth		Two (1-1) and Nine (4-5)
		Two (1-1) and Nine (3-6)
	<u>Gongs</u>	
Nineteenth		Twelve (6-6) and Eight (2-6)
		Twelve (6-6) and Eight (3-5)
		Twelve (6-6) and Eight (4-4)
Twentieth		Two (1-1) and Eight (2-6)
		Two (1-1) and Eight (3-5)
		Two (1-1) and Eight (4-4)

When comparing high hands or low hands which are of identical permissible pair rank, the hand is considered a copy hand, and the dealer wins the hand.

Except as provided in subsection (e), when comparing the rank of high hands or low hands which do not contain any of the pairs listed in subsection (a), the higher ranking hand is determined on the basis of the value of the hands. The value of a hand is a single digit number from 0 to 9 inclusive and is determined by adding the total number of spots which are contained on the two tiles which form the hand. If the total of the spots is a two digit number, the left digit of the number is discarded and the right digit constitutes the value of the hand.

Examples of this rule are as follows:

- A hand composed of a two (1-1) and a six (3-3) has a value of 8.
- A hand composed of an eleven (5-6) and a seven (1-6) has a value of 8, because the numeric total of the hand is 18 and the left digit in the number 18 is discarded.

If the tiles which form the Supreme Pair are used separately, the numeric total of the 1-2 tile may be counted as a 3 or a 6 and the numeric total of the 2-4 tile may be counted as a 3 or a 6. When the 1-2 tile is counted as 6, its individual ranking under subsection is fifteenth instead of seventeenth and when the 2-4 tile is counted as 3, its individual ranking is seventeenth instead of fifteenth.

When comparing high hands or low hands which are of identical value, the hand with the highest ranking individual tile is considered the higher ranking hand.

The individual ranking for each tile, from highest rank to lowest rank, is as follows: (535.4(f))

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<u>Ranking</u>	<u>Tile</u>	<u>Number of Tiles in Set</u>
First	Twelve (6-6)	2
Second	Two (1-1)	2
Third	Eight (4-4)	2
Fourth	Four (1-3)	2
Fifth	Ten (5-5)	2
Sixth	Six (3-3)	2
Seventh	Four (2-2)	2
Eighth	Eleven (5-6)	2
Ninth	Ten (4-6)	2
Tenth	Seven (1-6)	2
Eleventh	Six (1-5)	2
Twelfth	Nine (3-6)	1
Twelfth	Nine (4-5)	1
Thirteenth	Eight (2-6)	1
Thirteenth	Eight (3-5)	1
Fourteenth	Seven (2-5)	1
Fourteenth	Seven (3-4)	1
Fifteenth	Six (2-4)	1
Sixteenth	Five (1-4)	1
Sixteenth	Five (2-3)	1
Seventeenth	Three (1-2)	1

If the highest ranking tile in each hand being compared is of identical rank, the hand is considered a copy hand, and the hand of the dealer is considered the higher ranking hand

“Let it Ride” Poker

This easy to learn game offers guests the opportunity to control two of their three bets wagered. It is based on Five-Card Stud Poker; however, the players do not play against the Dealer or any other player.

How to Play

Bets

All bets must be placed prior to the Dealer announcing, "No More Bets." Each player places three (3) equal bets in the spaces indicated \$, 2, and 3.

The Deal

Each player and the Dealer receive three (3) cards face down.

The Play

You are not playing against the Dealer or the other players. You are simply trying to get the best possible Poker hand by using your three cards and two community cards, which are exposed by the Dealer.

Each player will be required to keep their three cards in full view of the Dealer at all times.

The winners are paid according to the payout schedule below.

After looking at their first three cards, the player may ask for their first bet back or they may "Let It Ride."

The Dealer, after burning their bottom card, turns up one community card. The player may then ask for their second bet back or "Let It Ride." After each player has made a decision regarding bet number two, each player's cards will be placed face down on the designated area of the layout. At this time, cards may not be touched again.

The Dealer then turns up the second community card and in a counterclockwise direction, turns the three cards of each player face up. After collecting all losing wagers, the Dealer pays all winning hands according to the payout schedule.

Regardless of the decision made concerning the first or second bet, a player may not take back the third bet.

Players cannot show their hands to other players. There is a \$50,000 maximum payout per player per hand.

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Payout Schedule

Royal Flush	1,000 to 1
Straight Flush	200 to 1
4 of a Kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair of 10s or better	1 to 1

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Three Card Poker

Three Card Poker is a new and exciting variation to Poker in which each player and the Dealer receive three cards.

Ranks of Hands (Highest to Lowest)

Straight Flush	3 cards of the same suit in consecutive rank
Three-of-a-Kind	3 cards of the same rank, regardless of suit
Straight	3 cards of consecutive rank, regardless of suit
Flush	3 cards of same suit, regardless of rank
Pair	2 cards of same rank, regardless of suit

When comparing two hands of identical rank, the hand that contains the highest-ranking card shall be considered the highest-ranking hand. If the hands are identical after this application, the hand shall be considered a draw.

Wagers

Place an Ante wager to play against the Dealer only.

Place a Pair Plus and Ante wager to play both against the posted payout and the Dealer. In order to make a Pair Plus wager, a player must have an Ante wager.

How to Play

To play against the Dealer, you must make an Ante wager. After viewing your three cards, you have the option to either place a Play wager equal to the Ante wager or forfeit your Ante and if applicable, your Pair Plus wager. The Dealer must have Queen High or Better to play. If the Dealer's hand does not contain a Queen High or Better, your Ante wager wins 1 to 1, and your Play wager is returned. If the Dealer's does contain a Queen High or Better and the Player's hand beats the Dealer's hand, the Play wager is paid 1 to 1 and the Ante wager is paid 1 to 1. In the event of a Tie, then it is a Push and wagers are returned.

The Pair Plus wager allows you to bet the ranked value of the hand against the posted payout and is not in competition against the Dealer's hand. An Ante wager must be placed in conjunction with the Pair Plus wager in an amount at least equal to the Pair Plus wager.

The payout for the Pair Plus wager shall be as follows:

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

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A player placing an Ante wager and a Play wager shall be paid an Ante Bonus if the player's hand consists of the following:

Straight	1 to 1
Three-of-a-Kind	4 to 1
Straight Flush	5 to 1

If the player makes an Ante wager and a Pair Plus wager but fails to make a Play wager, the player shall forfeit both the Ante wager and the Pair Plus wager.

Slots

The colored lights at the top of each machine tell you what denomination the machine accepts.

The colored lights represent the following:

.01, .02, .05	Red
.25	Yellow
.50	Orange
1.00	Blue
5.00 and above	Purple

Various types of machines are featured at the Mount Airy Casino and Resort.

There are Multiplier machines with which you can play multiple coins per handle pull. With each additional coin, winnings increase proportionately. All awards are won on the center line only.

The Multi-Line machines will generally accept from five up to five hundred coins per handle pull. This machine is similar to the Three-Line machines with which you win on the top and bottom lines in addition to the center line, except that the insertion of the fourth and fifth coins give you a chance to win on diagonal lines also.

You will also find Video Electronic slot machines. These games feature a wide variety of Poker games, Mini Bertha, Slots, and Progressive Poker games. If you're still looking for more, the Mount Airy Casino Resort offers a variety of progressive slot machines, such as Link Progressive Machines that offer various progressive jackpots. These are Super Jackpots which increase in value as coins are deposited to each machine in the link.

Check the display panel on the front of each machine. The panel shows you what the different winning combinations pay and the number of coins necessary to affect the payout. Please remember that some machines pay the entire Jackpot automatically. Some pay only a portion in coin and the balance in by hand-pay through an attendant. If you're in doubt, stay with your machine and wait for an attendant to assist you. You can obtain change in the form of bills for all slot machines from our nearby kiosks and at the casino cashier. It is the responsibility of the player to see that each bet played is registered on the lighted display before pulling the handle or pushing the button. If the games do not register, do not pull the handle. Call an attendant and report the malfunction. The slot machine will pay according to lighted displays only.

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Poker Parlor

The Mount Airy Casino Resort Parlor a very wide selection of games. Sign up to play at the front podium at the Poker Parlor entrance. Our friendly staff is available to answer your questions and show you to the first available seat.

Buy-Ins: The Buy-In for all games is five (5) times the maximum bet unless otherwise posted on the plaque on the poker table. Of course, you may Buy-In for any amount over the posted minimum. Example: The minimum Buy-In for \$1–3 limit is \$15. The minimum Buy-In for \$15–30 limit is \$150.

Seven Card Stud: This is the most widely played poker game. A total of seven cards are dealt to a player, two down and one up at the beginning, with the low card by suit (Clubs, Diamonds, Hearts, and Spades ranked from the lowest to the highest) initiating the action. On subsequent rounds, the High Hand on board initiates the betting action. The last card is dealt face down.

Seven Card Stud High-Low 8 or Better: An eight (8) qualifier is needed to make a Low Hand. This means you must have a five-card hand with no pairs and no card higher than an eight to win the low. Aces are low. The low card by suit initiates betting on the first round. An Ace counts as a high card for this purpose.

Hold 'em: This is a form of Seven Card Stud where each player is dealt two cards to begin. After the first round of betting, three cards are turned up in the center of the table for all to share. Followed by another round of betting. Then the fourth community card is exposed. Another round of betting takes place. The fifth card is exposed and a final round of betting takes place. The best five cards play.

Omaha: This is a version of Hold 'em in which each player receives four down cards. Five community cards are shared and each player must play specifically two cards from his hand and three from the board.

Omaha High-Low Split: Split-pot games use a qualifier of eight or better for low. A player may use any two cards from his hand for high and the same or any other combination of two cards for low. A detailed poker rules book is available in the Poker Parlor.