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PLAYING PAI GOW TILES

PAI GOW TILES

Minimums and maximums, and maximum payouts are posted at the table.

Pai Gow is an ancient Chinese game that when translated literally means "making nines". The game is set like Blackjack or Poker with a Dealer and seats for up to six Players. The game uses 32 tiles, which form the first 16 Ranking Pairs.

OBJECTIVE

The objective of Pai Gow Tiles is to take four tiles and form two "hands" that either total as close to nine as possible, or form one of 20 Ranking Pairs. Hand totals above nine use the last digit (similar to Baccarat).

PLAYING THE GAME

All tiles are shuffled and eight stacks of four are formed. Wagers are placed and three dice are rolled to determine who receives the first stack of tiles. Counting starts from the Banker (not necessarily the Dealer) and goes around the table from position 1 to position 6. If the dice total 3, the second position to the right of the Banker receives the first set of tiles and the others are dealt in counterclockwise sequence. If the dice total 9, then the Banker gets the first set of tiles. Each playing position receives four tiles—all 32 tiles are dealt out even when there are less than six Players.

Each Player receives four tiles and must decide on a high-hand and a low-hand. If a Player is unsure on how to rank their tiles, they can ask the Dealer to set their hands based on the House Ways. When a decision has been made, each hand is stacked face down in front of their wager. Once the Bank's hands are revealed, the Bank turns over each Players' hands. A comparison is made to determine wins, loses and ties.

A Player wins when his high-hand and low-hand are both higher than the high-hand and low-hand of the Banker.

A Player loses when the Banker's high-hand and low-hand is higher than the high-hand and low-hand of the Player. A Player ties when he beats either one, but not both of the Banker's hands.

If the Players' and the Banker's hands both add to the same total, the highest ranking tile in the hand breaks the tie (each tile has an individual ranking — See Single Rank chart). The Bank wins all ties when the ranking tiles also tie. If both low-hands equal zero, the Banker wins that hand; individual tiles are not compared.

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Pai Gow Tiles

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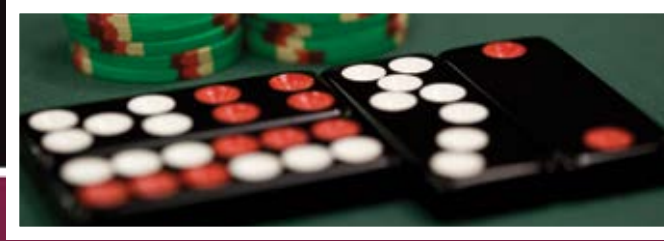
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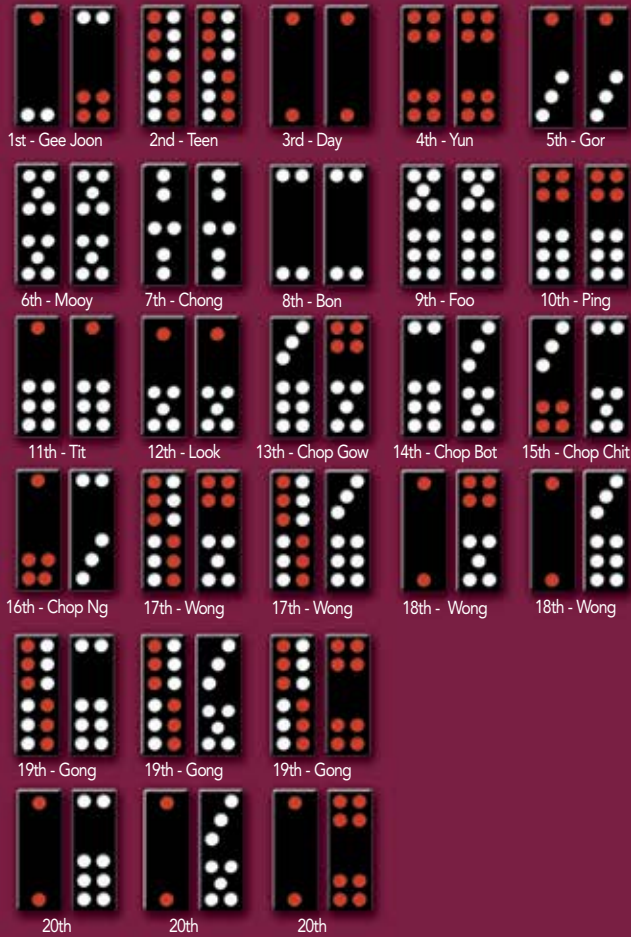
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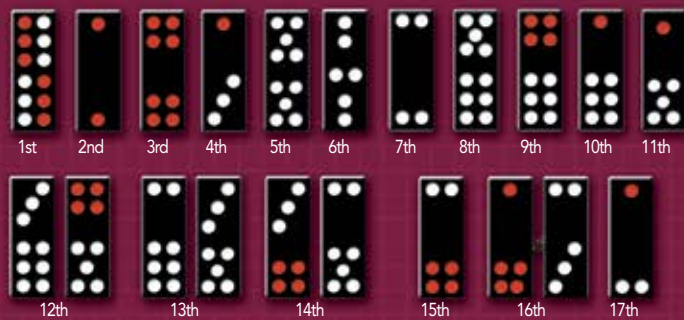




PAIR RANK



SINGLE RANK



BANKER

A unique feature of Pai Gow Tiles is, that after each hand the Bank will be offered to the Players, beginning with the Player to the farthest right of the Dealer and continuing in a counterclockwise direction. 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 tiles are shuffled by the Dealer and placed in eight stacks of four each.

PAYOUTS

Winners are paid even money minus a 5% House commission.

RANKING THE TILES

(See Pair Rank chart)

In order to play Pai Gow Tiles, it is necessary to know the ranking of the tiles. The rankings do not follow a number sequence (i.e. highest to lowest) but are symbols. For example, the highest ranking tile is the 12, but the second highest is the 2 (See Single Rank chart).

The highest ranking hand in Pai Gow Tiles is a combination of the 15th (white 2, red 4) and 17th (white 2, red 1) ranking tiles. This pair is called Supreme (Gee Joon). 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 tiles.

“Wongs” are the next highest ranked hand (17th and 18th). Wongs are a 12 (Teen) or 2 (Day), matched with any tile with a point value of 9. “Gongs” are the next highest ranking hand (19th and 20th). Gongs are a 12 (Teen) or 2 (Day), matched with any tile with a point value of 8. The next highest ranking hand is a High Nine, which is a 12 (Teen) or a 2 (Day), matched with any tile which has a value of 7.

If none of the above rankings can be made, hands are formed by ranking tiles from 9 to 0. This is done by adding the tiles together. If the value of the two tiles totalled is a two digit number, the left digit is discarded and right digit constitutes the value of the hand. For example, the tiles 8 and 11 added together make 9. The 7 and 6 makes 3.

These types of rankings are the most common in Pai Gow Tiles. When the Banker and Player have the same ranking hand by number, the hand that has the higher ranking single tile will win in all cases, except when the numeric value of the hand is 0. In this case, all 0 ties go to the Banker. (See Single Rank chart).

The tiles 3 (1/2) & 6 (2/4) together make the highest ranking hand, the Supreme Pair. If the tiles forming 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 6 (2/4) may be counted as a 3.

HINTS FOR SETTING UP TILES

Pairs

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

Wongs, Gongs & High Nines

Play a 12 or 2 tile with any 7, 8 or 9 tile.

Two Small Tiles

Play two small tiles that total 7, 8, 9.

Average

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

Ranking

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

House Way

If undecided, ask the Dealer to set up the hand the House Way.

The House reserves the right to set the Dealer's hands according to the House Ways at all times.