Names of Games and Variations Offered

The names of the game variations are underlined. The variations actually played are in bold type.

I Poker Variations

A Seven-Card Stud & Variations

1 **Seven-Card Stud**

a **Split Limit**

b No-Limit

2 Razz (Not played.)

a Split Limit

b No-Limit

3 Seven-Card Stud High/Low

a Split Limit

b No-Limit

B Texas Hold 'Em & Variations

1 **Texas Hold 'Em**

a Spread Limit (Not played)

b **Split Limit**

b Split Limit (With kill) (Not played)

c No-Limit (Not played)

2 Omaha (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

3 **Omaha High/Low**

a Spread Limit (Not played)

b Split Limit (Not played)

c **Split Limit (With kill)**

d No-Limit (Not played)

4 Pineapple (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

5 Pineapple High/Low (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

6 Crazy Pineapple (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

7 Crazy Pineapple High/Low (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

C Draw Poker (Not played)

1 Spread Limit

2 Split Limit

3 No-Limit

a Ante with a minimum bet

b Ante with winner blind

c Ante with under the gun blind
d Ante with two blinds: under the gun and winner
e Ante with two blinds: under the gun and from home
f Ante with three blinds: under the gun, from home, and winner
g No ante, three blinds: button, first player to the left of the button, second player to the left of the button

D Lo-Ball (Not played)
1 Spread Limit
2 Split Limit
3 No-Limit
a Ante with a minimum bet
b Ante with winner blind
c Ante with under the gun blind
d Ante with two blinds: under the gun and winner
e Ante with two blinds: under the gun and from home
f Ante with three blinds: under the gun, from home, and winner
g No ante, three blinds: button, first player to the left of the button, second player to the left of the button

II California Action Games

A California Blackjack (Not played)
1 Limit
2 No-Limit

B **Double Hand Poker (Pai Gow Poker)**
1 **Limit**
2 No-Limit (Not played)

C **Fast Nine**
1 **Limit** (Played 7/1/05 to 8/14/05.)
2 No-Limit (Not played)

D **Super Pan Nine**
1 **Limit** (Play started 8/14/05.)
2 No-Limit

III **No Bust 21st Century Blackjack**

A **Limit**
B No Limit (Not played)

IV **Pai Gow**

A Limit (Not played)
B **No-Limit**

V Panguingue (Pan) (Not played)

A 320 Card Deck
B 8-7 Deck
C 8-7-6 Deck

Seven-Card Stud & Variations

Description

Seven-Card Stud and variations are played with a fifty-two-card deck. There is no Joker. There are five rounds of dealing – the original deal (Third Street), Fourth Street, Fifth Street, Sixth Street, and Seventh Street. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a Showdown concludes the hand. Stages of a Seven-Card Stud hand played to completion:

1. Third Street: Each player is dealt two hole cards and one up card. (Three cards are dealt to each player, hence Third Street.).
2. First betting round.
3. Fourth Street: Each still active player is dealt a second up card.
4. Second betting round.
5. Fifth Street: Each still active player is dealt a third up card.
6. Third round of betting.
7. Sixth Street: Each still active player is dealt a fourth up card.
8. Fourth round of betting.
9. Seventh Street (also known as the River): Each still active player is dealt a third down card.
10. Last round of betting.
11. Showdown.

Not all hands reach the final stage or have all the rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

In split limit games while the dealer is shuffling the deck, the players ante. The antes are pooled. The dealer collects the jackpot fee and the House fee for the hand from the pool before the hand is dealt. The remaining chips go into the pot. In No-Limit games, the House collects a fee in advance for each half-hour from each player. All dealing starts with the first active position to the dealer's left and goes clockwise.

On Third Street in Seven-Card Stud and Seven-Card Stud High/Low, the player (not all in) with the low up card is forced to bet. In later rounds of betting in Seven-Card Stud and Seven-Card Stud High/Low, the action starts with the high hand (not all in). On Third Street in Razz, the player (not all in) with the high up card is forced to bet. In later rounds of betting in Razz, the action starts with the low hand (not all in). In the first betting round, after the forced open, players, acting clockwise from the forced bet, may fold, call, or raise. In later rounds of betting, the player who starts the action may check or bet. Until there is a bet, players, acting in clockwise order, have the same two options. Once there is a bet, subsequent players may fold, call or raise.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no Showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action, dealing is concluded, and the Showdown follows.

In a Showdown, a player must show all his cards face up on the table. In Seven-Card Stud, the best, highest ranked, five-card hand wins the pot. If two (or more) players hold the same best hand, they split the pot. In Razz, the best, lowest ranked, five-card hand wins the pot. If two (or more) players hold the same best hand, they split the pot. In Seven-Card Stud High/Low, the best high hand and the best qualifying low hand split the pot. When there is a tie for the best high hand or (qualifying) low hand, the tied players split the half pot.

Ranking of High Hands

The ranking of high poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a Five-High Straight or Straight Flush. The remaining cards are ranked, from highest to lowest, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Trey (Three), Deuce (Two). Suits are not ranked. For the kinds of hands that include sets of more than one card of the same rank, the card ranking of the set ranks it. For instance, Three Jacks ranks higher than Three Tens. Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Four of a Kind, Three of a Kind, Two Pair, and One Pair always have odd cards. When two hands are the same except

for odd cards, then the ranking of the odd cards, from high to low, determines the high hand. With the fifty-two-card poker deck, high hands are ranked as follows:

1. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest ranked Straight Flush is Five-High.
2. **Four of a Kind:** Four cards of a particular rank, along with some other card.
3. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
4. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks a Flush.
5. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks a Straight. The lowest ranked Straight is Five High.
6. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
7. **Two Pair:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pair.
8. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
9. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Ranking of Low Hands

Low hands are ranked in the reverse order of high hands, with the understanding that Straights and Flushes do not count and that Aces are low. In High/Low games, the low hand must be an Eight or better to qualify for low.

Rules for Seven-Card Stud & Variations

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.

15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Poker Rules

1. All poker games are table stakes. Only chips in action at the beginning of a hand may play for that hand. Chips may not be added or removed from action during play of a hand. Chips Playing behind or going short is not allowed. No player may give, loan, or sell chips to another player. A player
2. No one may play another player's chips or play over another player's chips or hold button.
3. Players may not make side bets or take part of another player's action.
4. Buy-ins and limits are posted. To enter a game, a player must put the amount of the posted buy-in on the table, unless the player is forced to move.
    a. If a player leaves a game and then returns to the same game less than one hour later, he must place on the table an amount of chips no less than the amount he had when he left.
    b. Only one short buy is allowed after each full buy. Anything less than the posted buy-in for the game is a short buy.
    c. The floor manager may decide to place a player who is short of the posted buy-in in a game when the player's previous game broke.
    d. Whenever a player buys more chips, the dealer must declare whether the chips play – that is, whether the player called for the chips before the deal began. If a player takes chips from his pocket to place on the table, he must bring it to the dealer's attention, so that the dealer may declare the new amount in action.
5. A new game will be filled with players from the waiting list.
6. Once a new game has been filled, requests by players in action for a change of table come before names on the waiting list. To be listed, a change request must be for the same size and type of game presently being played in.
7. Generally, games with an opening bet of less than ten dollars must be full for a player to be called for a change to a game of the same kind and size. Games with an opening bet of ten dollars or more (including all No-Limit and Pot-Limit games) may be forced move.
8. Husbands and wives, close relatives, and others with a common interest may play in the same game at the floor manager's discretion, but may not sit next to each other. However, the house reserves the right to refuse to seat a player in a particular game and to refuse to allow certain players to play in a game at the same time.
9. A player must be in his seat to be dealt in.
10. Betting Rules: In poker, betting is to take place in an orderly way. Attempts to affect play by

ambiguous actions are a violation of the etiquette of the game.

a. Players should always act in turn.

b. Players should place wagers into the pot towards the dealer where the dealer can reach them. Bets should not be thrown into the pot.

c. String bets and string raises are not allowed.

d. Putting chips into the pot out of turn is not binding, but it may be limiting. If the amount put into the pot out of turn was less than the amount needed to raise at that point in the action, the player may not raise when it is his turn. Putting chips into the pot out of turn to affect another player's action is contrary to the etiquette of the game.

e. Only players going all in may bet, call, or raise short. That is, wager less than the amount required by the limit or minimum at that point in the action.

f. Players should announce their intentions clearly. Verbal declarations in turn are binding. Verbal declarations out of turn are contrary to the etiquette of the game. Without a prior verbal declaration:

1) In a limit game, a player who puts a single chip larger than required into the pot is assumed to be betting at the minimum level. For the rule in No-Limit Hold 'Em, see the special rules for that variation.

2) If a player puts in less than the minimum at that point in the action, then the action is the minimum and the player must make up the difference to the extent possible or forfeit the short amount. An exception is made for a player who tries to call short unaware that there has been a change in the level of action. He will get his chips back unless a player behind him calls the complete bet. Abuse of the exception is a violation of the etiquette of the game.

3) If the player puts in the minimum plus less than half the amount necessary to raise, then the action is the minimum and the extra chips are returned to the player.

4) In limit games, if the player puts in the minimum plus at least half the amount necessary to raise, then the player has raised and must make up the difference to the extent possible or forfeit all the short amount.

g. Tapping or scratching the table and similar gestures indicate that a player passes, meaning either he checks or folds. If a player does this when there is no bet to him, he has checked. If a player does this when there is a bet to him and the next player consequently acts, the first player has folded. If a player does this when there is a bet to him and the next player has not yet acted, the first player may still call, but may not raise.

h. Physical actions, such as carrying chips over or moving chips towards the area of the pot, which may reasonably be construed as indicating action, are equivalent to a verbal declaration.

11. All cards must stay on or above the table surface and remain in clear sight of the dealer.

12. A folded hand or a foul hand is a dead hand. A player with a dead hand forfeits all claim to any part of the pot.

13. Each player is solely responsible for the protection of his hand at all times.

a. This includes the responsibility not to throw away the winning hand.

b. A player who discards a hole card has folded.

c. The dealer will assume that any unprotected, abandoned, or discarded hands are already dead or are being folded. Except possibly during the Showdown, the hand is dead as soon as the dealer or another player picks it up.

14. A hand is foul:

a. If the hand does not have the proper number of cards.

b. If the player's hand includes a Joker or other card that should not be in play and the player does not bring it to the dealer's attention before the next dealing round or the completion of action.

c. If the down cards come in contact with discards, burn cards, or the down cards of another player.

d. If a card from the hand comes in contact with any surface (including a player's lap) other

than the table in use or if a card from the hand ends up out of sight below the level of the table.

e. If a player deliberately damages a card.

15. Players may not expose or discuss their hands at any time before the Showdown. No player shall advise another how to play a hand – one player to a hand.
16. Any player damaging a deck must pay for a new set-up before he will be allowed to play.
17. No language other than English may be spoken at the poker table while a hand is being played.
18. Violations of the etiquette of the game, if repeated, will result in the player being cashed in.
19. The winner in a Showdown is the player with the best five-card poker hand for that game. No splitting pots, except in high/low games, unless there is an actual tie at Showdown.
20. Upon the completion of all action, the player who initiated the last action must show his hand first by turning his hole cards face up. To win the pot, a player must show all his hole cards.
21. The dealer will read all hands in the Showdown, if possible. Any hand with all cards exposed face up on the table in a Showdown and accidentally discarded is a live hand, so long as the player has allowed the dealer sufficient time to read the hand.
22. A player overcalling his hand on Showdown forfeits the pot if and only if he has caused another player to kill his hand.
23. Any player who was dealt in may see any hand live at the Showdown. A hand folded before the request to see it remains a dead hand, except when the apparent winner asks to see the apparent losing hand and there were only two active players at Showdown.

Game Rules

1. A full game has at least seven players.
2. A player may play all in with an ante.
3. Misdeals:
   a. On the original deal, if the dealer exposes a player's down card or deals it off the table, the card becomes the player's up card. The next one or two cards will be dealt down to that player. If it is not possible for every player to hold two unexposed cards down, it is a misdeal.
   b. If it is discovered before any player has acted on the forced open that the dealer has dealt one or more cards to a dead spot, the wrong number of cards to any player, more than one extra exposed card, or cards out of rotation, then it is a misdeal. Once the forced bet has been acted on, the hand plays.
4. On Third Street, if the dealer deals a third down card to a player, the dealer will turn up one of the player's cards, the third card dealt, if that can be determined.
5. A bet and four raises are allowed for each round of betting. If the action is down to head up and the fourth raise has not yet been made, there is no limit to the number of raises.
6. In rounds of betting after Third Street, players may check and raise.
7. Usually, a player who turns down his up cards has folded. An exception is made for the player forced to open on Third Street.
8. A boxed card or Joker will be treated as a scrap of paper, not as a dealt card. When possible, a boxed card or Joker will be replaced by the next card in the deck.
   a. If a Joker is dealt to a player not forced to open and he does not call attention to it before acting, he has a foul hand. If he does not announce it before the next card has been dealt, the Joker will be replaced by the next card in the deck after the remaining cards for that round have been dealt.
   b. If a Joker is dealt to the forced player, he has until he acts a second time or, assuming no raise, until the dealer deals an up card for Fourth Street to prevent his hand being foul.
9. If the dealer exposes a player's River card, the player has the option to play the hand as usual or to play as if all in.
10. The dealer will burn a card before each round of dealing after Third Street.
11. If there has not yet been any action and the dealer has burned more than one card or failed to burn

a card, the cards will be moved to the correct positions, whenever possible. Once there has been action or a River card is part of a player's hand, no adjustment of cards will be made.

12. If a player with no bet to him kills his hand during or just after a round of betting, then the dealer will set aside (as part of the dead hand) the card the player would have received. This will be repeated, so long as there is not an actual bet.
13. If the dealer exposes an extra card, that card is restored to the top of the deck as the burn card for the next round. After Third Street, if more than one extra card is exposed, the exposed cards will be shuffled together with the remaining stub to re-form the deck.
14. If the dealer prematurely burns and deals an up card, then the burn card and any exposed cards will be shuffled together with the remaining stub to re-form the deck. If it is not possible to identify the prematurely exposed cards, then all the prematurely exposed cards play as dealt. Betting for that round will be completed without increase. After the restricted betting, the dealer will finish dealing the cards for the next round. Action is normal from that point.
15. If the dealer prematurely deals a River card to a player and the card is mixed with the player's other down cards, then Sixth Street betting will be completed without increase, as in the previous rule.
16. If the stub of the deck should become mixed with the discards before all dealing has been completed, the dealer must shuffle the stub together with the discards to re-form the deck. If the stub is mixed with the burn cards before all dealing has been completed, the dealer must shuffle the stub together with the burn cards to re-form the deck.
17. A player with a bet to him, who picks up or gathers his up cards as if to fold, has folded, if the next player behind him acts. In any case, he may not raise.
18. Manipulating up cards to give the impression that they were received in a different order is contrary to the etiquette of the game.
19. The dealer will not call open or possible hands, nor attempt to recall the order in which a player received cards.
20. When there are not enough cards in the deck to complete the deal in the normal fashion on the River, the following procedure will be used:
    a. If there is one more card in the deck than there are active players, the dealer burns a card and deals each active player a seventh card, using the last card.
    b. If the number of cards in the deck plus three (for the previously burned cards) is not less than the number of players, then the dealer takes the following steps:
        1) Burns a card and deals all except the last card.
        2) Re-forms the deck by scrambling the last card together with the burn cards, including the card just burned.
        3) If, subtracting a burn card, there are at least as many cards in the deck as there are players still needing seventh cards, the dealer burns and deals, using the last card if necessary. If, not subtracting a burn card, there are enough cards, the dealer does not burn a card, but deals all the cards.
    c. If the above procedures do not provide enough cards for each active player to receive an individual seventh card, the dealer will announce there are not enough cards so a community card must be used. The dealer will then burn a card and turn one card up in the center of the table. This card plays as a seventh card in all active hands.

Variation Rules

Special Rules for Seven-Card Stud

1. On Third Street, the player with the low card showing among the players who are not all in is forced to open. Cards are ranked from Ace (high) to Deuce. When more than one player holds the up card of lowest rank, the suit of the card is used to determine the low card. For this purpose, the suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.
2. In rounds of betting following Third Street, the action starts with the player with the high hand showing who is not all in. In case of ties, action starts with the first high hand going clockwise from the dealer's left. In the last round of betting, an exposed river card is not used for determining high hand showing.
3. Limits:

a. Third Street: The player forced to open has two options: he may open for the lower limit or the force posted for the game. The force counts as a full bet. All raises must be the lower limit, regardless of the option exercised by the forced opener.
b. Fourth Street: Without an open pair, all bets and raises must be at the lower limit. With an open pair, play may be at either or both limits, with the understanding that all action will be at the higher limit once someone bets or raises the higher limit.
c. Later Rounds: All bets and raises are at the higher limit.

4. When two or more players tie, the pot is split. Odd chips go to the player with the high card (using suits if necessary) in the seven-card hand. No player gets more than one odd chip.

Special Rules for Razz

1. On Third Street, the player with the high card showing among the players who are not all in is forced to open. Cards are ranked from King to Ace. When more than one player holds the up card of highest rank, the suit of the card is used to determine the high card. For this purpose, the suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.
2. In rounds of betting following Third Street, the action starts with the player with the low hand showing who is not all in. In case of ties, action starts with the first low hand going clockwise from the dealer's left. In the last round of betting, an exposed river card is not used for determining low hand showing.
3. Limits:
   a. Third Street: The player forced to open has two options: he may open for the lower limit or the force posted for the game. The force counts as a full bet. All raises must be the lower limit, regardless of the option exercised by the forced opener.
   b. Fourth Street: All bets and raises are at the lower limit.
   c. Later Rounds: All bets and raises are at the higher limit.
4. When two or more players tie, the pot is split. Odd chips go to the player with the low card (using suits if necessary). No player gets more than one odd chip.

Special Rules for Seven-Card High/Low

1. On Third Street, the player with the low card showing among the players who are not all in is forced to open. Cards are ranked from Ace (high) to Deuce. When more than one player holds the up card of lowest rank, the suit of the card is used to determine the low card. For this purpose, the suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.
2. In rounds of betting following Third street, the action starts with the player with the high hand showing who is not all in. In case of ties, action starts with the first high hand going clockwise from the dealer's left. In the last round of betting, an exposed river card is not used for determining high hand showing.
3. Limits:
   a. Third Street: The player forced to open has two options: he may open for the lower limit or the force posted for the game. The force counts as a full bet. All raises must be the lower limit, regardless of the option exercised by the forced opener.
   b. Fourth Street: All bets and raises are at the lower limit.
   c. Later Rounds: All bets and raises are at the higher limit.
4. In split pots when there is an odd chip, the odd chip goes to the high hand. When the high part is split and there is an odd chip, that part is split as in Seven-Card Stud. When the low part is split and there is an odd chip, that part is split as in Razz.

Special Rules for No-limit Seven-Card Stud & Variations

1. Dealing and order of action are the same in No-Limit Seven-Card Stud as in Split Limit Seven-Card Stud.
2. The size of a No-Limit Seven-Card Stud game is determined by the ante. The smallest ante is $5.00.
3. The buy-in for a no-limit game is Four hundred times the ante.
4. The player with the low card on Third Street is forced to open for at least five times the ante.
5. Other than the forced open, the minimum bet or raise is at least Tens times the ante.

6. Except for players going all in, at any point in the action in any betting round, the minimum raise is the largest previous bet or raise made on that round.
7. A player may bet all his chips when it is his turn to act.
8. There is no cap on the number of raises.

Glossary of Terms for Seven-Card Stud & Variations

action	(1) Chance or time to bet. (2) Wagering activity. (3) The amount of a player's bet or the amount that another player can match.
active player	A player with a live hand. An active player is eligible to win at least part of the pot.
all in	All of a player's chips are in the pot during a hand. He may still win the pot for which he had chips, but he has no role in further action on the hand.
ante	To participate in a hand, each player puts the amount specified for the game into a pool from which the dealer takes the fee for the hand. Any remaining chips are put into the pot.
bet	Wager.
board	A player's up cards.
boxed card	A card in the deck found faced the wrong way.
burn	To discard the top card of the deck before dealing.
burn card (burn)	The top card of the deck that is discarded before a dealing round. The burn cards are kept separate from other discards.
buy-in	The posted minimum amount in chips required to enter a game.
call	To put chips into the pot to match bets and raises made by previously acting players.
change list	A list maintained at the Poker Desk of active players who are interested in switching from one to another game of the same size and type.
check	The action of not betting, indicated by word or gesture. Checking is possible only when there is no bet to the player.
check and raise	To check in anticipation of being able to raise when the action gets back around.
chip	The coin shaped objects, issued by Artichoke Joe's Casino, to represent different cash values.
chip seller	The employee of Artichoke Joe's Casino who is responsible for replenishing the dealers' racks and selling chips to players.
common card	When there are more players left than cards for Seventh Street, the dealer will turn up one card face up that plays as part of each player's hand.
complete hand	A hand that requires five cards to meet its definition.
dead card	A dealt card that cannot be used.
dead hand	A folded or foul hand. A player with a dead hand cannot win any part of a pot.
dealer	The employee of Artichoke Joe's Casino who shuffles and deals the cards, controls the game, declares the winner, and delivers the pot, but does not participate in the play or the outcome.
Deuce	In poker, the name always used for a Two.
discard	In poker, to throw away a hand or card. A card that has been thrown away.
floor manager	The House employee who supervises the game and makes decisions in case of disputes.
fold	To end participation in a hand by not calling a bet and discarding one's hand.
force (forced bet)	A bet that is required as part of the game's format.
forced move	When more than one table of a particular type and size has been started, players at the later starting tables must move to tables started earlier when a seat opens there. Players move in the order their names were placed on the waiting list. A player who refuses a forced move must cash out.
foul	A card or hand that does not meet the requirements of the game and may not be played.

full buy	A buy of at least as much as the posted buy-in.
full game	A game with all positions occupied by seated players.
going short	A convention that allows players to continue betting when out of chips by using chips from the pot to indicate how much is "owed". This violates the table stakes rule and is prohibited at Artichoke Joe's Casino.
heads up	When the action is down to two players.
high hand	The hand with the highest ranked combination showing.
high poker	A poker game in which hand ranking is based on the rarity of the defining combinations. In low poker games, hands are ranked in the opposite order.
Hold Button	A valueless chip used to indicate that a particular player has the right to occupy the seat in that position.
hold out	Cheating by hiding a card or cards to use later. A hold out artist is a person who does this.
hole cards	Cards dealt to a player face down.
House	Artichoke Joe's Casino.
Joker	A wild card that may be used to represent some particular card in a player's hand. At this time, Artichoke Joe's Casino does not use the joker in any poker game.
kill	To discard or declare dead a hand
limit	The posted amount allowed as a bet.
lobby	To spend time away from the table.
low card	On Third Street, the lowest card showing.
misdeal	An entire hand declared void by the floor manager. When a misdeal is called, the hand is completely re-dealt.
No-Limit	A variation of poker games in which there is no set maximum bet. A player may bet all of his chips at one time.
odd cards	Cards held as part of a five-card poker hand that play no role in defining the hand, but may play a role in ranking the hand.
open pair	A player's hand has two cards of the same rank showing.
overcalling a hand	Announcing a hand that is better than the hand actually held. Done either by accident or in attempt to get players to discard a better hand.
pass	To check, if there is no bet, or fold, if there is a bet.
play behind	Money that a player announces will play. At Artichoke Joe's Casino, playing behind is not allowed. Players must put cash on the table to buy chips.
play over	The practice that allows one player to play in a position over a hold button or another player's chips while the other player is away from the table. This is not allowed in poker games at Artichoke Joe's Casino.
pot	The chips accumulated in the center of the table made up of players' wagers. The object in poker is to win the pot.
raise	To bet more than the previous player. Also, such a bet.
rank	The ordered position of a card or hand relative to other cards or hands defined for a game.
round	In poker games, periods used for dealing or betting.
short buy	A purchase of chips that is less than the posted buy-in for a game.
short-handed	Without the full number of players.
Showdown	At the end of a hand that has had a final bet called, the showing of hands face-up to determine the best hand and, hence, the winner.
side bets	Wagers between players that are outside the permitted gaming structure.
side pot	When one or more players are all in, other active players who still have chips may continue to bet. Those bets are segregated into a side pot or side pots.
split limit	A betting structure that has different limits for different rounds of betting.

spotter	A House employee assigned to directly supervise a game to ensure the game runs properly and to avoid disputes between players.
street	The round of cards being dealt or that has just been dealt. The number of cards each player will have or has determines the "number" of the street.
string bet	Bets must be preceded by a verbal declaration or be made in one motion. Without a verbal declaration, when a player makes part of his bet and then pauses before finishing it, it is a string bet.
stub	The cards remaining in the deck after part or all of the hand has been dealt.
suit	The poker deck is divided into four groups – Spades, Hearts, Diamonds, and Clubs. Each of these groups is a suit.
table stakes	Only the chips on the table at the beginning of the hand play. Also, the player may not take chips out of play during a hand. In poker, the associated rule that a player may not remove chips from play while in a game is often thought of as being part of table stakes.
time	(1) A request by a player to suspend play to consider his next action or to ask for a floor manager. (2) The fee for playing charged by the House.
Trey	In poker, the name always used for a Three.
turn	The time for a player to act.
under the gun	The first player to act.
waiting list	A list of names or initials of players interested in playing a game of a particular size and type. Maintained at the Poker Desk

Texas Hold 'Em & Variations

Description

Texas Hold 'Em is played with a fifty-two-card deck. There is no Joker. There are four rounds of dealing – the original deal, the Flop, the Turn, and the River. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a Showdown concludes the hand. Stages of a Texas Hold 'Em hand played to completion:

1. Original deal: Two hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

Stages of an Omaha or Omaha High/Low hand played to completion:

1. Original deal: Four hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

Stages of a Pineapple or Pineapple High/Low hand played to completion:

1. Original deal: Three hole cards are dealt to each player.
2. First betting round.
3. Each active player discards one hole card.
4. The Flop: The dealer turns three community cards face up in the center of the table.
5. Second betting round.
6. The Turn: The dealer turns a fourth community card face up with the other three.
7. Third betting round.
8. The River: The dealer turns a fifth community card face up with the other four.
9. Final round of betting.
10. Showdown.

Stages of a Crazy Pineapple or Crazy Pineapple High/Low hand played to completion:

1. Original deal: Three hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Each active player discards one hole card.
5. Second betting round.
6. The Turn: The dealer turns a fourth community card face up with the other three.
7. Third betting round.
8. The River: The dealer turns a fifth community card face up with the other four.
9. Final round of betting.
10. Showdown.

Not all hands reach the final stage or have all the rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

All games have a rotating button and mandatory, live blinds. While the dealer is shuffling the deck, in split limit and spread limit, the first player to the left of the button puts in the small blind. The next player to the left puts in the big blind, an amount equal to the lower limit for the game. In jackpot games, the dealer takes the jackpot fee from the small blind before the hand is dealt. In limit games with a per hand House fee, the dealer collects that fee from the pot when there will be a flop. In no-limit games, the House charges each player a fee every half-hour, paid in advance. The cards are dealt clockwise, starting with the first player to the left of the button, the same player who has the small blind. In the first round of betting, the first player to the left of the big blind is the first to act. He may fold, call, or raise. Subsequent players have the same options. If no one calls or raises, the player with the big blind wins the pot. The blinds are live. That is, a player with a blind may raise, even when there is no previous raise. In subsequent rounds of betting, the action starts with the first player in action to the left of the button. That player may check or bet. Until there is a bet, players have those same two options. Once there is bet, subsequent players may fold, call, or raise.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no Showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action, dealing is concluded, and the Showdown follows.

In a Showdown, the best five-card hand(s) win. For high, the best hand is the highest ranked hand. For low the best hand is the lowest ranked hand. Except in Omaha and Omaha High/Low, a player has seven cards available to form his hand: his two hole cards together with the community cards. A player's hand might include zero, one, or two of his hole cards. In Omaha and Omaha High/Low, a player must use exactly two of his hole cards for a hand. In order to win the pot in a Showdown, a player must show both hole cards. Partial discarding results in a dead hand.

Ranking of High Hands

The ranking of high poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a Five-High Straight or Straight Flush. The remaining cards are ranked, from highest to lowest, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Trey, Deuce. Suits are not ranked. For the kinds of hands that include sets of more than one card of the same rank, the card ranking of the set ranks it. For instance, Three Jacks ranks higher than Three Tens. Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Four of a Kind, Three of a Kind, Two Pair, and One Pair always have odd cards. When two hands are the same except for odd cards, then the ranking of the odd cards, from high to low, determines the high hand. With the fifty-two-card poker deck, high hands are ranked as follows:

1. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest Straight Flush is five-high.
2. **Four of a Kind:** Four cards of a particular rank, along with some other card.
3. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
4. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks the hand.
5. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks the Straight. The lowest ranked Straight is five-high.
6. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
7. **Two Pairs:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pair.
8. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
9. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Ranking of Low Hands

Low hands are ranked in reverse order of high hands -- Straights and Flushes do not count and Aces are low. In High/Low games, the low hand must be an Eight or better to qualify for low.

Rules for Texas Hold 'Em & Variations

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Poker Rules

1. All poker games are table stakes. Only chips in action at the beginning of a hand may play for that hand. Chips may not be removed from action during play of a hand. Playing behind or going short is not allowed. No player may give, loan, or sell chips to another player.
2. No one may play another player's chips or play over another player's chips or hold button.
3. Players may not make side bets or take part of another player's action.
4. Buy-ins and limits are posted. To enter a game, a player must put the amount of the posted buy-in on the table, unless the player is forced to move.
    a. If a player leaves a game and then returns to the same game less than one hour later, he must place on the table an amount of chips no less than the amount he had when he left.
    b. Only one short buy is allowed after each full buy. Anything less than the posted buy-in for the game is a short buy.
    c. The floor manager may decide to place a player who is short of the posted buy-in in a game when the player's previous game broke.
    d. Whenever a player buys more chips, the dealer must declare whether the chips play – that is, whether the player called for the chips before the deal began. If a player takes chips from his pocket to place on the table, he must bring it to the dealer's attention, so that the dealer may declare the new amount in action.
5. A new game will be filled with players from the waiting list.
6. Once a new game has been filled, requests by players in action for a change of table come before names on the waiting list. To be listed, a change request must be for the same size and type of game presently being played in.
7. Generally, games with an opening bet of less than ten dollars must be full for a player to be called for a change to a game of the same kind and size. Games with an opening bet of ten dollars or more (including all No-Limit and Pot-Limit games) may be forced move.
8. Husbands and wives, close relatives, and others with a common interest may play in the same game at the floor manager's discretion, but may not sit next to each other. However, the house reserves the right to refuse to seat a player in a particular game and to refuse to allow certain players to play in a game at the same time.
9. A player must be in his seat to be dealt in.
10. Betting Rules: In poker, betting is to take place in an orderly way. Attempts to affect play by ambiguous actions are a violation of the etiquette of the game.
    a. Players should always act in turn.
    b. Players should place wagers into the pot towards the dealer where the dealer can reach them. Bets should not be thrown into the pot.
    c. String bets and string raises are not allowed.
    d. Putting chips into the pot out of turn is not binding, but it may be limiting. If the amount put into the pot out of turn was less than the amount needed to raise at that point in the action, the player may not raise when it is his turn. Putting chips into the pot out of turn to affect another player's action is contrary to the etiquette of the game.
    e. Only players going all in may bet, call, or raise short. That is, wager less than the amount required by the limit or minimum at that point in the action.
    f. Players should announce their intentions clearly. Verbal declarations in turn are binding. Verbal declarations out of turn are contrary to the etiquette of the game. Without a prior verbal declaration:
        1) In a limit game, a player who puts a single chip larger than required into the pot is assumed to be betting at the minimum level. For the rule in No-Limit Hold 'Em, see the special rules for that variation.
        2) If a player puts in less than the minimum at that point in the action, then the action is the minimum and the player must make up the difference to the extent possible or forfeit the short amount. An exception is made for a player who tries to call short unaware that there has been a change in the level of action. He will get his chips back unless a player behind him calls the complete bet. Abuse of the exception is a

violation of the etiquette of the game.

3) If the player puts in the minimum plus less than half the amount necessary to raise, then the action is the minimum and the extra chips are returned to the player.

4) In limit games, if the player puts in the minimum plus at least half the amount necessary to raise, then the player has raised and must make up the difference to the extent possible or forfeit all the short amount.

g. Tapping or scratching the table and similar gestures indicate that a player passes, meaning either he checks or folds. If a player does this when there is no bet to him, he has checked. If a player does this when there is a bet to him and the next player consequently acts, the first player has folded. If a player does this when there is a bet to him and the next player has not yet acted, the first player may still call, but may not raise.

h. Physical actions, such as carrying chips over or moving chips towards the area of the pot, which may reasonably be construed as indicating action, are equivalent to a verbal declaration.

11. All cards must stay on or above the table surface and remain in clear sight of the dealer.

12. A folded hand or a foul hand is a dead hand. A player with a dead hand forfeits all claim to any part of the pot.

13. Each player is solely responsible for the protection of his hand at all times.

    a. This includes the responsibility not to throw away the winning hand.

    b. A player who discards a hole card has folded.

    c. The dealer will assume that any unprotected, abandoned, or discarded hands are already dead or are being folded. Except possibly during the Showdown, the hand is dead as soon as the dealer or another player picks it up.

14. A hand is foul:

    a. If the hand does not have the proper number of cards.

    b. If the player's hand includes a Joker or other card that should not be in play, and the player does not bring it to the dealer's attention before the next dealing round or the completion of action.

    c. If the down cards come in contact with discards, burn cards, or the down cards of another player.

    d. If a card from the hand comes in contact with any surface (including a player's lap) other than the table in use or if a card from the hand ends up out of sight below the level of the table.

    e. If a player deliberately damages a card.

15. Players may not expose or discuss their hands at any time before the Showdown. No player shall advise another how to play a hand -- one player to a hand.

16. Any player damaging a deck must pay for a new set-up before he will be allowed to play.

17. No language other than English may be spoken at the poker table while a hand is being played.

18. Violations of the etiquette of the game, if repeated, will result in the player being cashed in.

19. The winner in a Showdown is the player with the best five-card poker hand for that game. No splitting pots, except in high/low games, unless there is an actual tie at Showdown.

20. Upon the completion of all action, the player who initiated the last action must show his hand first by turning his hole cards face up. To win the pot, a player must show all his hole cards.

21. The dealer will read all hands in the Showdown, if possible. Any hand with all cards exposed face up on the table in a Showdown and accidentally discarded is a live hand, so long as the player has allowed the dealer sufficient time to read the hand.

22. A player overcalling his hand on Showdown forfeits the pot if and only if he has caused another player to kill his hand.

23. Any player who was dealt in may see any hand live at the Showdown. A hand folded before the request to see it remains a dead hand, except when the apparent winner asks to see the apparent losing hand and there were only two active players at Showdown.

Game Rules

1. A full game has at least Nine players.
2. It is a misdeal if:
    a. The dealer exposes or deals off the table two or more hole cards.
    b. At the completion of the original deal, if two or more extra cards are dealt off the deck.

    If a hand is dealt to a dead spot, the hand is dead, but it is not a misdeal.
3. The games have a rotating button that moves clockwise around the table and mandatory blinds. The button moves from one hand to the next. The blinds are assigned to consecutive seats and are fixed with the big blind last. Limits:
    a. Split Limits:
        1) Split limit games have two mandatory blinds, with the first blind one seat to the left of the button. The big blind is always the same as the lower limit. Both blinds are live. Extra blinds are limited to live straddles and posting to get a hand.
        2) In the first two rounds of betting (before the Flop and after the Flop), bets and raises are at the lower limit.
        3) In the last two rounds of betting (after the Turn and on the River), bets and raises are at the higher limit.
    b. Spread Limits:
        1) Spread limit games have two mandatory blinds, with the first blind one seat to the left of the button. The big blind is always the same as the lower limit. Both blinds are live. Extra blinds are limited to live straddles and posting to get a hand.
        2) The minimum bet or raise at some point in the action is the greater of the posted minimum and the largest bet or raise to that point in the betting round.
        3) The maximum bet or raise is limited by the posted maximum.
        4) Spread limit games may be structured to have different minimum or maximum limits for different betting rounds.
4. In an existing game, a player is entitled to the button only if he was the closest to the button moving clockwise of all the players remaining from the last hand.
5. Entering a game:
    a. Minimum bet less than $10:
        1) A player may be dealt in immediately without posting, so long as the position is not immediately to the left of the button.
        2) If immediately to the left of the button, the player may be dealt in immediately by buying the button. (See below for buying the button.)
        3) A player may wait for the blinds to go by before taking a hand. However, if the blinds go by more than once, then the rule for missing the blinds applies.
    b. Minimum bet of $10 or more:
        1) A player who comes from a broken game (same size or bigger) or from a forced move game may be dealt in immediately without posting, so long as the position is not immediately to the left of the button.
            a) If immediately to the left of the button, the player may be dealt in immediately by buying the button. (See below for buying the button.)
            b) A player may wait for the blinds to go by before taking a hand. However, if the blinds go by more than once, the rule for missing blinds applies.
        2) If not from a broken game (same size or bigger) or from a forced move game, to get a hand:
            a) The player may wait for the big blind in the normal rotation.
            b) If immediately to the left of the button, the player may buy the button. (See below for buying the button.)
            c) If immediately to the left of the big blind, the player may do a live straddle. (See below for live straddle.)

d) In other positions, the player may post the amount of the big blind. The blind is live, but the player acts in the normal rotation.

6. A player who misses a blind or the button has missed the blinds.
   a. A player who goes broke may be dealt in without posting, even when the player has missed the blinds.
   b. Otherwise, a player who has missed the blinds has the following options:
      1) Wait for the big blind.
      2) If immediately to the left of the button, buy the button. (See below for buying the button.)
      3) If immediately to the left of the big blind, do a live straddle. (See below for live straddle.)
      4) If not in the big blind position or immediately to the left of the button, post the amount of both blinds. The big blind is live (the player acting in the normal rotation), but the small blind is dead money in the pot.
7. Buying the button: With the button in the position to the immediate right, the player posts the amount of both blinds. The big blind is live while the amount of the little blind is dead money. The players to the left of the buyer of the button do not post the usual mandatory blinds. The player who buys the button gets the button on the next hand.
8. Live Straddle: Before a hand starts, the player to the immediate left of the big blind makes a bet twice the size of the big blind.
   a. The live straddle is a bet and a raise.
   b. The straddle is live, meaning that player has the option to raise when the action gets to him.
   c. Once one live straddle is made, the next player may post a bet three times the big blind. This is a bet and two raises. Up to four live straddles are allowed. All straddles are live except the fourth of four. All players act once before the player who made the last straddle.
9. Changing seats at the table:
   a. When moving away from the button, to get a hand the player must wait until in the same position relative to the button as before the move or, to get a hand before that, post the amount of the big blind. When posting, the blind is live but the player acts in the normal rotation.
   b. When moving towards the button, the player may be dealt in immediately.
      1) The player must buy the button if the new seat is immediately to the left of the button or, when that is not the case, take the blinds in turn in the new seat. Otherwise, the rule for missing the blinds applies.
      2) An exception to 1) is made for the player who has just taken both blinds and the button before moving. In that case, the player may let the button go by one time before taking a hand, without penalty.
10. Trading seats at the table:
    a. The player moving away from the button may get a hand immediately without posting.
    b. The player moving towards the button must buy the button if the new seat is immediately to the left of the button or, when that is not the case, take the blinds in turn in the new seat. Otherwise, the rule for missing the blinds applies.
11. A bet and four raises are allowed for each round of betting. If the action is down to head up and the fourth raise has not yet been made, there is no limit to the number of raises.
12. After the first round of betting, players may check and raise.
13. If the dealer exposes a player's hole card or deals it off the table, the card is dead. When the dealing round is completed, the top card of the deck will replace it. The dead card becomes the burn card for the next dealing round.
14. If the dealer exposes too many cards on the Flop, the Flop will be taken back and shuffled together with the stub to re-form the deck. (The burn card is not included.)
15. If the dealer fails to burn a card before the Flop, Turn, or River, he will correct the error, if possible, by making the mistakenly turned up card the burn card and then turning up another card. If the error

cannot be corrected before any action, the up card plays and the dealer will burn two cards the next time.

16. If the dealer deals the Flop before the first round of betting is completed, then the prematurely exposed cards will be taken back. When the round of betting is completed, the dealer will shuffle the three cards (not the burn card) together with the stub to re-form the deck.
17. If the dealer deals the Turn before the second round of betting is completed, then that card is taken out of play. When the round of betting is completed, the dealer will burn a card and turn the next card. What would have been the River card is now the Turn card. After the third round of betting is completed, the dealer will shuffle the stub together with the one card that had been taken out of play, burn, and deal the River card.
18. If the dealer deals the River card before the third round of betting is completed, then he will take that card out of play. When the round of betting is completed, the dealer will shuffle the stub together with the one card taken out of play, burn, and deal the River card.
19. A boxed card or a Joker will be treated as a scrap of paper, not as a card. When possible, the dealer will replace it with the next card off the deck. If a Joker is dealt as a down card and the player does not announce it before a card is dealt to the next player, then the dealer, after dealing the rest of the cards for that round, will replace the Joker with the top card of the deck.
20. Limit games with a kill: Some games are posted as "kill" games. If a player meets the posted requirement, such as sweeping the pot in a split pot game or winning two hands in a row in a high variation, the player "kills" the next pot. That is, the player puts up a blind larger than the regular big blind for the game, thereby increasing the limits for the next hand as posted. For instance, a 3-6 game could have a six dollar kill, making the next hand 6-12.
    a. The kill is live, but the player who makes the kill acts in the normal rotation, immediately after the player to his right.
    b. The kill replaces the player's regular obligation, if any, to post a blind.
    c. The blind obligation of other players does not change.
    d. If the player with the kill again meets the posted requirement, the next hand will also be a kill pot.

Variation Rules

Special Rules for Texas Hold 'Em

1. If none of the active players at Showdown can beat the five-card hand on the board, then the main pot will be split equally between the active players. Side pots, if any, will be split equally between the players with chips in them.
2. A player must have a live hand to play the board.
3. When splitting a pot leaves one or more odd chips, the odd chips go to the winners who were closest going clockwise from the button, no player getting more than one chip.

Special Rules for Omaha and Omaha High/Low

1. A player's hand must use exactly two of his four hole cards. In Omaha High/Low, different two-card combinations may be used for high and low.
2. In Omaha High/Low, the main pot is split two ways between the active player(s) with the winning high hand and the active player(s) with the winning low hand. Side pots are split in the same way, but only the players with chips in them may win.
3. To qualify to win all or part of a low half of an Omaha High/Low pot, a player's hand must be an Eight or better. If there is no qualifying low hand, the high hand wins the whole pot.
4. If there is an odd chip remaining when a pot is split for high and low, the odd chip goes to the high half.
5. When a pot or the high or low half of a pot is split between players with the same winning hand, odd chips go to the winners who were closest going clockwise from the button, no player getting more than one chip from that split.

Special Rules for Pineapple, Pineapple High/Low, Crazy Pineapple, and Crazy Pineapple High/Low

1. In Pineapple and Pineapple High/Low, after the first round of betting, each active player must discard one hole card. In Crazy Pineapple and Crazy Pineapple High/Low, after the flop before the second

round of betting, each active player must discard one hole card.

2. In all of these variations, if a player is found to have the wrong number of hole cards, then his hand is dead.
3. In Pineapple High/Low and Crazy Pineapple High/Low, the main pot is split two ways between the active player(s) with the winning high hand and the active player(s) with the winning low hand. Side pots are split in the same way, but only the players with chips in them may win.
4. To qualify to win all or part of a low half of a Pineapple High/Low or Crazy Pineapple High/Low pot, a player's hand must be an Eight or better. If there is no qualifying low hand, the high hand wins all of that pot.
5. If there is an odd chip remaining when a pot is split for high and low, the odd chip goes to the high half.
6. A player must have a live hand to play the board.
7. When a pot or the high or low half of a pot is split between players with the same winning hand, odd chips go to the winners who were closest going clockwise from the button, no player getting more than one chip from that split.

Special Rules for No-limit Texas Hold 'Em and Variations

1. All No-Limit Hold 'Em games have three mandatory blinds: the first on the button, the second in the first position to the left of the button, and the big blind two players to the left of the button.
2. The minimum bet before the flop is two times the largest blind. In rounds of betting after the flop, the minimum bet is two times the big blind. At a particular moment, the minimum raise is the amount of the bet or raise to the player.
3. A player may bet all his chips any time it is his turn to bet. There is no cap to the number of raises.
4. All in action by a single player that is less than a minimum raise more than the prior level of action is not a raise. However, all in action by two or more players that added together is at least a minimum raise more than the level before the first all in action does constitute a raise.
5. In the first betting round, a player who puts a single chip larger than required into the pot is assumed to have opened or called. After the first betting round when there has not yet been a bet, a player who puts a single chip larger than required into the pot is assumed to have bet the entire value of the chip. After the first betting round when there has been a bet, a player who puts a single chip larger than required into the pot is assumed to have called.
6. A player may do the overs, kill the blind, from any position.
    a. The player posts a live blind, at least twice as large as the big blind. The largest kill allowed in any No-Limit game is four times the size of the big blind for the game
    b. Some No-Limit games will be limited to a kill twice the size of the big blind.
    c. A player entering the game must either wait for the big blind or do the overs.
    d. If a player misses a blind, then when he decides to resume play, he must either wait for the big blind or do the overs.
    e. A player may do the overs with the button to his right. However, the button will pass over that player for the next hand.
    f. In No-Limit games with the overs limited to twice the amount of the big blind, there may be two over blinds of the same size. The second kill may be done only by a player who would otherwise not be dealt in.
7. Order of play:
    a. Before the flop, action starts with the first player without a blind to the left of the big blind. The players without blinds play in clockwise rotation, then players with blinds play in order of the size of their blinds. When two players have the same size blind, the first to act is the first to the left of the button. This means that when the button and the position to the button's left have the same size blind, the player with the button acts before the player to his left. When the pot is raised, after all the blinds have acted, still active players act again in the same order they came into the pot.
    b. After the flop, the action starts with the first active player to the left of the button and moves clockwise.

Double Hand Poker (Pai Gow Poker)

Description

Double Hand Poker is one of California's favorite games. The game is often called Pai Gow Poker, because the betting action comes from the ancient Chinese game of Pai Gow. Double Hand Poker is played with a fifty-two-card poker deck plus a Joker. There are seven positions on the table. The House collects a posted fee from each player for each wager made.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets more than his original wager. In limit games, a player may bet up to the limit (posted maximum bet for the game) on one or more spots in player positions. No player may ever win or lose more than his wager. In each round of play, seven hands, each of seven cards, are dealt face down in front of the dealer. The DP picks the hand that will be distributed first. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the Action Button is placed and play no other role in the game. The dealer then distributes the hands clockwise to the seven positions on the table, dealing the first hand selected by the DP to the Action Button position. The dealer moves the DP hand to the center of the table and takes hands delivered to positions where no one is playing out of play.

Each player separates his cards into two poker hands, one of two cards (the front hand) and one of five cards (the back hand). The front hand may not be stronger than the back hand. When he is done, the player places the two hands in the indicated places in front of him. After all players have set their hands, the dealer opens the DP's hand. The DP tells the dealer how to set it.

Ranking of Hands:

Back Hand Ranking:

Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Other hands always have odd cards. In Double Hand Poker, when more than one player has the same Two Pair or One Pair, the ranking of the odd card(s), from high to low, determines the best hand. The Rankings are:

1. **Five Aces.**
2. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest ranked Straight Flush is Five-High.
3. **Four of a Kind:** Four cards of a particular rank, along with some other card.
4. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
5. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks the Flush.
6. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks the Straight. The lowest ranked Straight is Five-High.
7. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
8. **Two Pair:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pairs.
9. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
10. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Front Hand Ranking:

1. **Pair.**
2. **No Pair:** Two cards of different rank. The ranking of the individual cards, higher first, ranks the hand.

Starting with the Action Button and proceeding clockwise, the dealer manages a series of Showdowns between the DP and each of the active player positions. The player's front hand is compared to the DP's front hand and his back hand to the DP's back hand. A higher ranked hand beats a lower ranked hand. When the player and the DP have the same hand (front or back), it is called a copy. In such a case, the DP's hand (front or back) beats the player's hand. In order for one of them to win, both of the player's or the DP's hands must

beat the corresponding hands of the other. If one of the player hands beats the corresponding DP hand, but the other player hand loses to the other DP hand, then it is a tie. When the DP wins, the dealer turns the player's hand face down in front of the player position and puts the losing bets from the position on top of the cards. When the player wins, the dealer leaves the player's hand face up. When it is a tie, the dealer puts the player's hand face down in his rack. The series of Showdowns continues to the last player, when money is covered, or until it is definitely clear that the DP bet has been covered.

After the Showdowns, the dealer settles the action. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. When the player and the DP tie, it is a push and the DP's wager is unchanged. Action for a position moves from the position's first betting spot to its last. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for Limit Double Hand Poker and No-Limit Double Hand Poker.

Rules for Double Hand Poker

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.

20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, when the seated player does not wish to act as the DP.
9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise.

Seven Positions:

If the dice total is ...	... , then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is ...	... , then the Action Button goes to position #
9 or 17	1 – The DP

10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.
15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.
20. Special Action: A player acting as the DP may pay another player to bet as a player.
    a. The total amount bet in the DP position must be at least as much as the total of player bets.
    b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
    c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules for Double Hand Poker

1. A DP seated at the DP position has the right to pick the first hand to be dealt and to shake the dice.
2. The DP is not allowed to touch his hand.
3. All cards must remain in clear sight of the dealer and/or the floor manager.
4. Once the DP's hand is opened, no player may change the way his hand is set. Players are not allowed to touch their cards once the DP's hand has been opened.
5. While the dealer may suggest alternative ways, it is the DP's responsibility to decide how to set his hand and to announce the decision. Once this has happened, a floor manager may reset the hand (House Way) only if the hand has been set foul.
6. A player betting in a position may participate in setting the hand in that position, but the player with the most in action has the final say.
7. A player betting on more than one hand may not set or even see more than one of the hands. When a player bets on more than one hand, he must choose the hand he will see. If the player who would otherwise have the right to set a hand cannot, that player may have another player betting on the hand set it or have the hand set House Way.

House Way:

Combination	Rule
No Pair	Second and third highest cards in front.
One Pair	Play pair in back; two highest other cards in front.

If more than one of the following rules applies, start with rules giving the best front hand. With the same best front, use the rule giving the best back hand.

Two Pairs	Pair/pair except when (1) Pair of Eights or above, pair of Sevens or under, <u>and</u> can play Ace-Face in front. (2) Pairs seven or under <u>and</u> can play A, K, or Q in front.
Three Pair	Play highest pair in front.
Three of a Kind	Play all except Three Aces in back. Play Three Aces in back, if you can play at least King-Queen in front; otherwise, play one Ace in front with next highest card. With two sets, play larger pair in front.
Straights & Flushes	Play Straight or Flush behind, with best possible front.
Full House	Play high pair in front with (at least) Trips in back.
Four of a Kind	With Trips, play higher pair in front, when it makes a difference for front. With pair, play the pair in front. Otherwise, play Four Twos through Sevens in back and split Four Eights through Aces.
Five Aces	Play pair of Aces in front.

8. A player has a foul hand if:
   a. The two-card front hand is stronger than the five-card back hand.
   b. There are not exactly two cards in the front hand and five cards in the back hand.
   c. The player does not protect his hand and it comes in contact with other cards.
9. Action for a foul hand:
   a. The player responsible for a foul hand loses to the extent that action covers.
   b. For players with separate bets in the position, the dealer will reset the hand House Way, so long as the hand has seven cards and has not come in contact with other cards..
   c. If the responsible player fouls the hand by setting a hand with less than seven cards or by allowing the hand to come in contact with other cards, separate bets by other players in the position will be taken out of action.
10. Only the floor manager may declare a misdeal. Reasons for a misdeal:
    a. More than one card is boxed or is exposed by the dealer.
    b. The joker or any Aces is boxed or is exposed by the dealer.
    c. Before the DP's hand is opened, it is discovered that two or more players have been dealt hands with the wrong number of cards or that the hands have been distributed to the wrong positions.
    d. The floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
11. If the floor manager declares a misdeal, all action is nullified and a new hand will start.
12. A single boxed or exposed card on the deal will be replaced after the completion of the deal by the first card of the stub.
13. A player who intentionally damages cards will be cashed in and may be barred.
14. It is the player's responsibility to protect his hand. This includes the responsibility not to expose his hand.

Super Pan Nine

Description

The object of the game is to get a card count of nine or as close to nine as possible. The value of a face card is zero, of an ace one, and of the other cards their face value. The count of a hand equals the right-hand digit of the total of the card values. To assemble the deck for Super Pan Nine, start with eight standard poker decks and remove all the sevens, eights, nines, and tens. The game is dealt from a shoe and there are seven or eight positions on the table.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. The House collects a fee from each player for each wager. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets more than his original wager. In limit games, a player may bet up to the limit (posted maximum bet for the game) on one or more spots in player positions. No player may ever win or lose more than his wager. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the Action Button is placed and play no other role in the game.

Each active position is dealt a hand of three cards. The cards are dealt clockwise one at a time to each active position, starting with the Action Button position. Players have the option to stand pat or draw a fourth card in an attempt to improve their hand. A player indicates his choice by placing his hand in the back box for a hit or in the front box for no hit. When the dealer determines that all players' hands are set, he delivers hit cards face down to the indicated positions, starting with and going clockwise from the first position to the left of the DP that needs a hit.

The DP is last to play. The DP must hit hands with a count of zero, one, two, or three. He has the option to stand pat or draw with four, five, or six. He must stand pat with seven, eight, or nine. Starting with the action button and proceeding clockwise, the dealer opens the player hands. If a player hand has a count greater than the DP hand, the player wins. If a player and the DP hands have the same count, it is a tie. If a player hand has a count less than the DP hand, the DP wins. When a player wins in a position, the dealer leaves the player hand face up. When it is a tie, it is a push and the dealer puts the player hand face down in his rack. When the DP wins, the dealer turns the player hand face down in front of the player position and puts the losing bets from the position on top of the cards. The dealer opens all player hands.

After all player hands have been opened, the dealer settles the action, starting with the Action Button position and moving clockwise. Action for separate wagers in a position moves from the position's first betting spot to its last. If a player wins, the player receives his bet and an equal amount from the DP bet. If the DP wins, the same amounts will be given to the DP when all action is completed. When the player and the DP tie, it is a push and the DP bet is unchanged. The round of play ends when action for all player hands is settled or when the DP wins or loses the amount of his bet.

The events that determine the winner are the same for No Limit Super Pan Nine and Limit Super Pan Nine.

Rules for Super Pan Nine

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.

7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but Kum-Kum bets will be paid off or collected as one bet. Players who bet Kum-Kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, when the seated player does not wish to act

as the DP.

9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise --

Seven Positions:

If the dice total is ...	... , then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is ...	... , then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.
15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.
20. Special Action: A player acting as the DP may pay another player to bet as a player.

a. The total amount bet in the DP position must be at least as much as the total of player bets.
b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules

1. Cards must stay on or above the table surface and remain in clear sight of the dealer. Only seated players may handle the cards.
2. The DP may not touch his hand at any time.
3. No foreign objects are allowed on the table.
4. All the players participating in the betting in a position may participate in the decision whether to draw or stand pat. The final decision rests with the player with the most money in action on that hand. A player who is active in more than one position must consider the hands in rotation from the DP position. A player in a position must not show or discuss the hand with players who are not active in that position.
5. A player may request that his hand be played House Way. House Way for Super Pan Nine: Hit with less than six and stand with six or more.
6. A player may decide to change the way his hand is played, so long as the DP's hand has not been opened.
7. Once the dealer starts hitting hands, players are not allowed to touch the cards, even after the action has been concluded.
8. When possible, the player who controls play of the DP hand indicates the desire to hit by making a scratching motion with either hand. The DP indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the DP is standing and a hand signal is not possible, the DP indicates his decision by verbal declaration.
9. The dealer will show all hands.
10. A player has a foul hand if:
    a. The player plays a hand that does not have the proper number of cards.
    b. The player plays a three-card hand containing a foreign card.
    c. The player allows his cards to come in contact with other cards.
11. A player with a foul hand loses his bet only if the action reaches that hand.
12. The next card out of the shoe will replace a boxed card immediately.
13. Only the floor manager may declare a misdeal. Reasons for a misdeal:
    a. It is discovered before the DP's hand is opened that the deal began in the wrong place or two or more players have been dealt the wrong number of cards.
    b. When the DP's hand is opened, it is found to contain a foreign card or too many cards.
    c. When the DP's hand is opened, it is found to contain too few cards and it is not possible to back cards up to correct the situation.
    d. The floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
14. If the floor manager declares a misdeal, all action is nullified and a new hand will start.
15. A player who intentionally damages cards will be cashed in and may be barred.
16. It is the player's responsibility to protect his hand. This includes the responsibility not to expose his hand.

No Bust 21st Century Blackjack

Description

No Bust 21st Century Blackjack brings the excitement of traditional Blackjack to California. 21st Century Blackjack is the property of CGC, Inc., All Rights Reserved. No Bust 21st Century Blackjack is played with a special deck formed by combining standard poker decks, each with one or more Jokers added. No Bust 21st Century Blackjack is played at Artichoke Joe's Casino with a deck made up of six or eight standard decks, each with one Joker added. The game is dealt from a shoe.

The object of the game is to get a Natural or a hand as close in rank to a Natural as possible. Jokers are wild cards. A Natural is an original two-card hand consisting of two Jokers, two Aces, or one Joker and one Ace. The rank of a hand that is not a Natural is determined by the count of the hand. A hand with a Joker and any other card or cards that is not a Natural has a count of 21. The value of an Ace is 1 or 11, of a face card 10, and of other cards their face value. The count for most hands is the sum of the values of the cards in the hand. Hands are ranked as follows: Natural, 21, 20, 19, 18, 17, less than 17, 22, 23, 24, 25, 26, 27, 28, 29.

For each hand, one of the players acts as the Designated Player (DP). The DP position is marked with the DP Button. The other players all play against the DP. Players, including those betting in the DP position, make individual bets. The House collects a fee from each player for each bet before the hand is dealt. A player betting in the DP position may bet any amount, but may neither increase the wager once the deal starts, nor cover any bets in excess of his wager. A consequence of this is that a player betting against the DP may get partial action or no action at all. The Designated Player position must rotate in a systematic and continuous way, so that no player may act consecutively as the Designated Player for many hands. The game will be disbanded if at least one other intervening player does not act as the DP when offered the opportunity.

Betting takes place before the start of the deal. No player may change his bet after the deal starts before he plays his hand. All bets must be placed on the designated wagering spots.

On the original deal, all cards are dealt face-up. Beginning with the first active position to the left of the DP Button, dealing clockwise, the dealer deals each active player position a hand of two cards. The Designated Player is dealt only one card. The DP's second card, when it is dealt, determines where the Action Button is placed. The Action Button is placed as follows:

DP's 2nd Card	Position
Ace or 8	1st position clockwise from DP
2 or 9	2nd position clockwise from DP
3 or 10	3rd position clockwise from DP
4 or Jack	4th position clockwise from DP
5 or Queen	5th position clockwise from DP
6 or King	6th position clockwise from DP
7 or Joker	7th position clockwise from DP

When the DP's first card is a Joker, the DP gets a second card immediately. There is no play. When the DP does not have a Joker up, players play their hands. The play starts with the first active position to the DP's left, going clockwise to the DP who plays last. A player may surrender, split, double down, hit, or stand. The option to surrender exists only with the original two-card hand. The options to split or double down exist only with two-card hands. Surrender means the player concedes the hand without play. Half of the player's bet is returned to the player, while the other half will be lost if the action covers. A player may split any pair except for Aces or Jokers, but including any two 10-value cards. To split, a player must make an additional bet exactly the same as the original bet. The original bet plays on the first hand resulting from the split, the additional bet plays on the second hand. Multiple splitting is permitted, up to three times. A player may double down with any two-card hand, except when the hand is a Natural, contains a Joker, or has a count of 20 or more. To double down, a player must make an additional bet exactly the same as the original bet. Both bets play on the hand. A player who doubles down receives one draw card face down. Players may double down after splitting. If a player does not double down, he must hit with a count of 11 or less and must stand with a count of 20 or more. With an option hand – count greater than 11 and less than 20 – the player may hit or stand. A player's turn lasts until he decides to stand with a count greater than 11 and less than 20 or until the count is 20 or more.

When all players have finished play, a second card is dealt face-up to the DP. If the DP then has a Natural, additional bets resulting from splitting and doubling down are returned to the players. The change in action resulting from surrender stands. When the DP does not have a Natural, he has no options. The DP must hit 16 or less and soft 17. The DP stands with all other counts.

Starting with the Action Button and proceeding clockwise, the dealer manages a series of Showdowns between the DP and each of the active players who have not surrendered. The following chart shows the outcomes when the DP or player has a Natural.

Player	DP	Winner	Action
Joker-Joker	No Natural	Player Wins	2-1
Joker-Joker	Joker-A or A-A	Player Wins	1-1
Joker-Joker	Joker-Joker	Tie	Push
Joker-A or A-A	No Natural	Player Wins	1-1
Joker-A or A-A	Any Natural	Tie	Push
No Natural	Any Natural	DP Wins	1-1

The DP wins if the player's count is more than 21 and the DP has a count less than 22. The player wins if the DP's count is more than 21 and the player has a count less than 22. The hand closest to 21 wins if both have counts less than 22. It is a tie if both have the same count less than 22. It is a tie if both have counts more than 21 and the player's count is less than the DP's count. The DP wins if both have counts more than 21 and the DP's count is less than or the same as the player's count. The series of Showdowns continues to the last player or to when all player wagers have been covered.

After the Showdowns, the dealer settles the action, starting with the Action Button and proceeding clockwise. If the player has a Natural consisting of two Jokers and the DP does not have a Natural, the player receives his bet and an amount equal to twice his bet from the DP's wager. If the player otherwise wins, the player receives his bet and an equal amount from the DP's wager. If a player surrendered, the remaining half of the player's bet and an equal amount from the DP's bet will be given to the DP. When the DP wins against a player who did not surrender, the player's bet and an equal amount from the DP's bet will be given to the DP. When it is a tie, the action is a push – the player gets his bet back and the DP's wager is unchanged. Chips given to the DP do not become part of the DP's wager. Starting from the first betting spot in a position, action on original bets is always settled first. Once action on all original bets in the position is settled, action on split and double down bets is settled, again starting from the first betting spot. When there is more than one DP bet, the bets are acted on in turn, starting with the first betting spot. The round of play ends either when action for all player hands is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for No-Limit No Bust 21st Century Blackjack and Limit No Bust 21st Century Blackjack.

Rules for No Bust 21st Century Blackjack

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.

10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

1. A House dealer deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions. Only one seated player is allowed for each position. If the seated player is temporarily away from the table, another player may play over the seated player's chips or Hold Button.
3. The player seated at a position has priority to bet in that position.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. No player is required to bet more than his original wager, unless the player chooses to split or double down.
6. When one player bets on top of another player's bet, the player who pays the fee controls the hand. Kum-kum betting is a voluntary agreement between players. Kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player who is seated in a position and made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, even if the seated player does not wish to act as the DP.
9. Special Action: A player acting as the DP may pay another player to bet as a player.
    a. The total amount bet in the DP position must be at least as much as the total of player bets.
    b. Special action is settled separately, before other action. The DP and player wagers are

marked with colored plastic chips.

c. The part of a DP's wager that covers special action only plays against that player's special action. Therefore, once special action for a DP is settled, the remaining amount of special action for that DP is then out of action.

10. Any active player may ask the dealer the amount of the DP's bet.
11. Once the deal starts, the players may not touch their bets before action is settled for the position.
12. The DP may not cover any action more than his original bet.
13. A player may play more than one hand. Each hand will be played in its normal turn.
14. Players may not touch their cards.
15. Before the original deal, if the first card in the shoe is boxed, it is a dead card. Boxed cards discovered on the original deal play. After the original deal, before the DP's hand is played, boxed cards are dead. During the DP's draw, boxed cards are live.
16. Only the floor manager may declare a misdeal.
    a. If it is discovered before play of the hand starts that the deal started in the wrong position, an inactive position was dealt a hand, or that an active position was dealt the wrong number of cards, it is a misdeal.
    b. If more than two boxed cards are discovered before the original deal is completed, it is a misdeal.
    c. If a foreign card appears before play of the DP's hand is completed, it is a misdeal.
    d. If the floor manager finds, at any point before all action is settled, that some circumstance prevents a fair conclusion to the hand in accordance with rules and procedures, it is a misdeal
17. The player with the most money in action in a position controls how to play it, but any player in the position with a separate bet may choose to surrender.
18. Players may surrender, so long as the DP's card is not a Joker and the player hand is not a Natural and does not contain a Joker.
    a. A player must state his intention to surrender when play reaches the position.
    b. A player with a separate bet who does not surrender may play the hand. The player with the most money in action among the players who have not surrendered controls play.
    c. No more than half of a surrendering player's bet in units of $5 is returned to the player. If action reaches the position, all or part of the remaining bet will be automatically lost.
19. A player may split any pair except Jokers or Aces, but including any two 10-value cards. To split, the player who controls the hand must make an additional bet the same size as his original bet. One bet plays on each of the hands resulting from the split.
    a. Players must state their intention to split when it is their turn to play. The additional bet must be made immediately – no going for money or table credit.
    b. Bettors in the position other than the controlling player may participate. When a player chooses not to, his bet is on the first hand resulting from splitting to receive a second card.
    c. When a split results in another hand that may be split, the player may split the new hand. Three splits, resulting in a maximum of four hands, are allowed.
    d. A player who chooses not to participate in a split at the first opportunity may not participate in a subsequent split.
20. A player may double down with a two-card hand, except when the hand is a Natural, includes a Joker, or has a count of 20 or more.
    a. Players must state their intention to double down when it is their turn to play. The additional bet must be made immediately – no going for money or table credit.
    b. Players may double down with two-card hands resulting from a split.
    c. A player in the position other than the controlling player may participate, except when the hand resulted from a split and the player did not participate in the split.
    d. When a player doubles down, the hand is dealt one card face down. The dealer will turn the card over when the position is reached in the Showdown. However, the double down card

will not be changed if it is exposed.

21. When a player does not double down with his original hand or a hand resulting from a split, he must stand with 20 or more, must hit 11 or less, and has the option to hit or stand with 12 to 19.
22. When possible, a player indicates the desire to hit by making a scratching motion with either hand. A player indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the player is standing, and a hand signal is not possible, the player indicates his decision by verbally declaring "hit" or "stand" or by some appropriate gesture or declaration.
23. Any player may object if the dealer exposes a card and the player whose turn it is has not indicated how he will play or continue to play. It is a player responsibility to call time to stop the dealer when play is out of order.
    a. If the objection is timely – made before more than two cards are exposed – and the player has not indicated how he will play, all improperly exposed cards are dead and the player retains his playing options.
    b. If the objection is not timely, but the DP's second card has not been exposed, out of turn play stands, so long as it was otherwise properly conducted. The player will be given the chance to play or finish play after the current out of turn hand is done.
    c. If the objection is not timely and the DP's second card has been exposed, out of turn play stands, so long as it was otherwise properly conducted, and the skipped player may not draw or otherwise play his hand. If the floor manager finds that the player was not at fault, the floor manager will take the hand out of action.
    d. After hitting his hand at least once, a player may not object to an unrequested hit card dealt to an option hand in order to receive another chance to hit. The player must accept the card or stand. If the player stands, then the unrequested card is dead.
24. A draw card delivered to a hand with a count of 20 or more cannot stand. Such a card is dead, unless it is now the DP's turn (no players in between) and the DP hand requires a card.
25. Play of the DP hand is automatic: hit 16 or less and soft 17, otherwise stand. The floor manager will try to correct errors in the DP's draw, even if part of the action has been settled. However, once action is completed in all positions, no adjustment will be attempted.
26. House Way for players is the same as DP play.
    a. If the DP controls a hand in another position, that hand must be played House Way. House Way will also be used when no one betting in a position can play the hand or when the controlling player requests it.
    b. A card improperly delivered to a House way hand cannot stand. Such a card is dead, unless it is now the DP's turn (no players in between) and the DP hand requires a card.
    c. It is a player responsibility to call time to stop the dealer when play of a House Way hand is skipped or not finished.
        1) If the objection is timely – made before more than two cards are exposed – play will be corrected. Cards exposed in error, in the order they were exposed, will be used. Any remaining cards exposed in error are dead, unless it is now the DP's turn (no players in between) and the DP hand requires a card.
        2) If the objection is not timely, but the DP's second card has not been exposed, out of turn play stands, so long as it was otherwise properly conducted. House Way play will be concluded after the current out of turn hand is done.
        3) If the objection is not timely and the DP's second card has been exposed, out of turn play stands, so long as it was otherwise properly conducted, and no correction will be attempted. The floor manager will take the hand out of action.
27. Players may not use any device or contrivance for counting cards.
28. A player who intentionally damages cards will be cashed in and may be barred.

Pai Gow

Description

Pai Gow is an ancient Chinese game, played with a set of thirty-two dominoes or tiles. Each tile has from two to twelve red or white dots. The number of dots on the whole face determines the value of the tile. The color of the dots has no significance – it simply makes the tiles easier to read.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Artichoke Joe's Casino does not participate in the action and has no interest in the outcome of betting. Fees for bets at a table are charged according to a posted fee schedule. The dealer, a House employee, collects and drops the fees after dealing each hand.

Players, including those betting in the DP position, make individual bets. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager. No player may ever win or lose more than his wager. In turn, seated players have the opportunity to act as the Designated Player, so long as the player had a bet in the position the previous hand. The DP position is marked by a button that moves counterclockwise around the table.

Players place their bets in the areas marked for each of the eight positions on the table. In Pai Gow, the seated player in a position is the person who bets on the first betting spot of the position. While betting takes place, the dealer scrambles (shuffles) the tiles face down and then arranges them in eight stacks of four tiles each. The seated player in the DP position instructs the dealer where in the stack to start the deal and instructs the dealer to deal either two or four tiles at a time. After all bets have been made, the seated player in the DP position shakes three dice in a covered cup. The total shown by the three dice determines the position of the Action Button. The dice play no other role in the game.

Each position is dealt four tiles, either two or four at a time, going counterclockwise, starting with the Action Button. The seated player arranges his tiles into a high pair and a low pair. The player then places the two face down pairs in front of the position's bets, side by side, with the low pair slightly closer to the center of the table. After all players' hands are set, the dealer opens the DP's hand and the DP sets it.

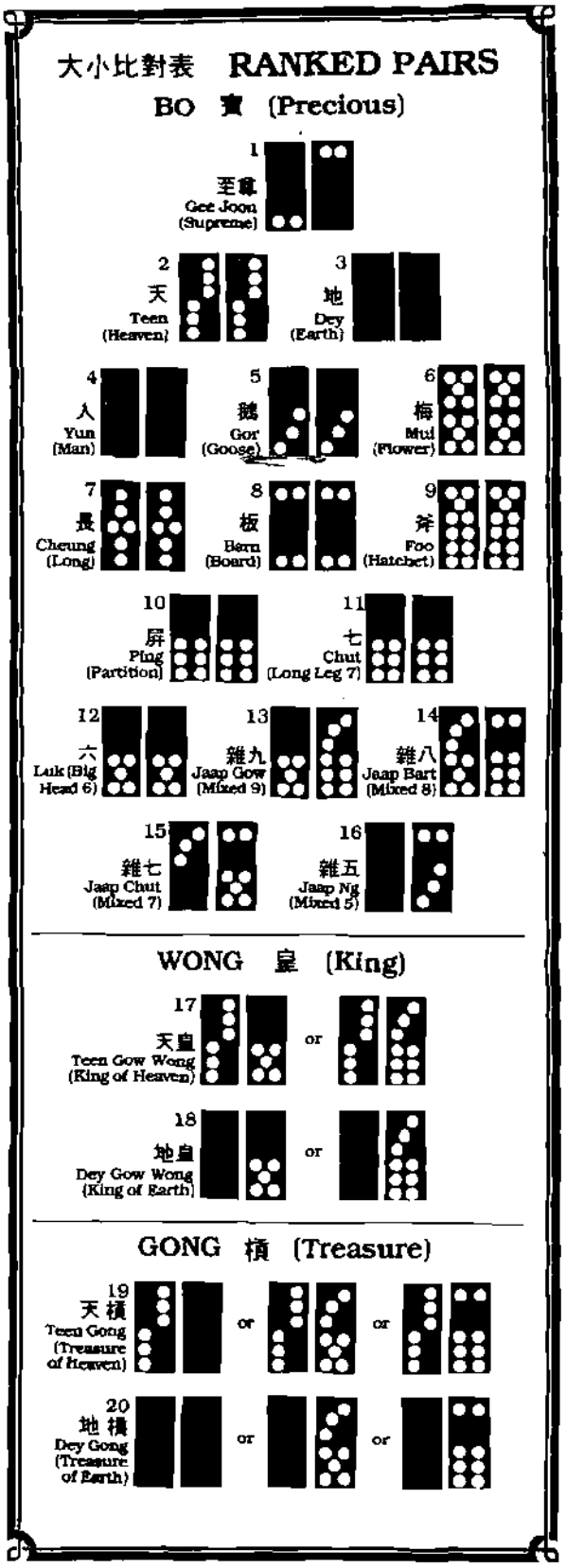
Generally, a pair's value equals the right-hand digit of the total of the dots on the two tiles, giving a value from zero up to nine. For pairs with the same value greater than zero, the pair with the higher ranked single tile has higher rank. The two lowest ranked single tiles are limited wild cards: the Low Six can count as a Low Three and a Low Three as a Low Six. In addition, there are twenty special pairs that rank higher than nine. The two lowest ranked single tiles, Low Six and Low Three, taken together, form the highest ranked pair, Gee Joon (Supreme). The Ranked Singles and Ranked Pairs are shown on the next page.

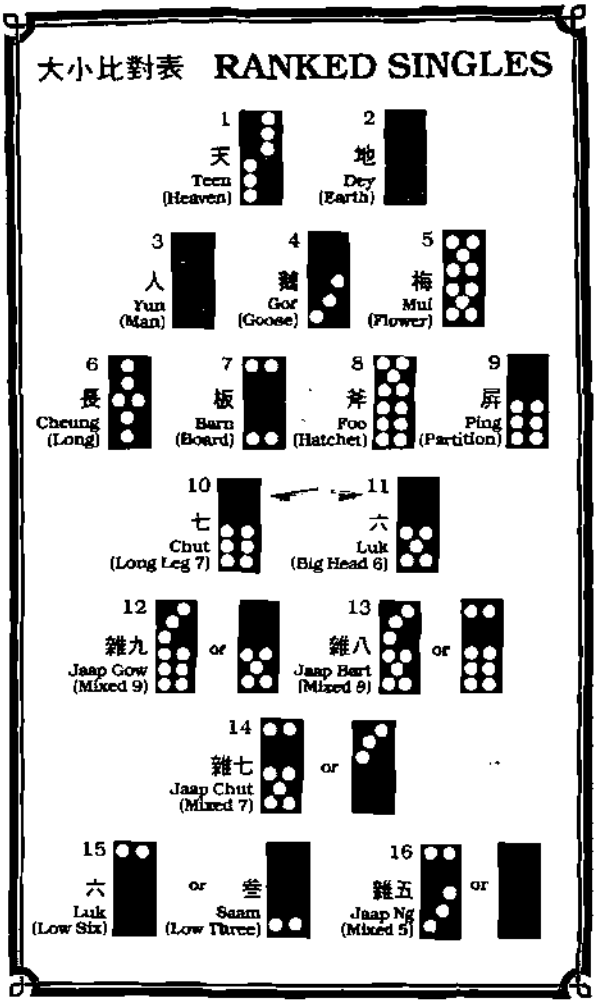
Starting with the Action Button and proceeding counterclockwise, the dealer manages a series of showdowns between the DP and each of the active player positions. A player's low pair is compared to the DP's low pair and his high pair to the DP's high pair. A higher ranked pair beats a lower ranked pair. When the corresponding pairs of the player and the DP have value equal to zero or have exactly the same rank, the DP's pair beats the player's. For one of them to win, both of the player's or the DP's pairs must beat the corresponding pairs of the other. If both the DP and the player win with one of their pairs, then it is a tie. When the DP wins in the Showdown with a position, the dealer moves the bets in that position to the center of the table and picks up the losing tiles. When the player wins, the dealer leaves the bets and tiles in place. When it is a tie, it is a push and the dealer picks up the tiles. The series of Showdowns continues to the last player, when player bets are covered, or until it is definitely clear that the DP bet has been covered.

After the Showdown, the dealer settles the action. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts are given to the DP. Losses and wins reduce the amount of the DP's bet remaining in action on the hand. Pushes leave that amount unchanged. Action in a position starts with the seated player's bet, together with any joint bets, and proceeds in order through sequential bets. The round of play ends either when action for all active positions is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for Limit Pai Gow and No-Limit Pai Gow.

Ranked Pairs and Ranked Singles:





Rules for Pai Gow

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative – manager, dealer, or spotter – may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

1. Players must place their bets in the areas marked on the table for each position.
    a. Associated bets – bets made by non-seated players – may be either joint or sequential.

1) Joint bets share action proportionately. Joint bets are normally placed beside or stacked on top of the seated player's bet.
2) Action on sequential bets comes after action on the seated player's bet. Sequential bets are normally placed behind the seated player's bet, farther from the dealer.

b. Any number of non-seated players may associate their bets with a seated player. However, a player may make a joint bet only with the permission of the original bettor.

c. All players are responsible for their own bets and chips

2. When the opportunity to act as the Designated Player comes to or is in a position, the seated player from the previous hand has first priority to act as the DP in the position.
   a. If the seated player from the previous hand does not wish to act as the DP, an associated player from the previous hand may act as the DP, thereby becoming the seated player in the DP position.
   b. After one hand as the DP, the seated player in a position may decline to act as the DP for a second hand.
   c. The opportunity to act as the DP may remain in a position for no more than two hands.
3. While betting takes place, the dealer scrambles (shuffles) the tiles face down and then arranges them in eight stacks of four tiles each.
   a. The seated player in the DP position has the right to instruct the dealer to restack the tiles in an arrangement of his choosing. That player may instruct the dealer where in the stacked set to begin the deal and instruct the dealer to deal the tiles two or four at a time.
   b. If the dealer exposes one tile while stacking the tiles, the DP may ask for a reshuffle or accept the stack as playable.
4. The seated player in the DP position shakes the dice. The sum of the pips on the tops of the three dice determines the placement of the Action Button. Counting from the DP position as number one, going counterclockwise:

If the dice total is …	… , then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

5. Once the dealer opens the dice cup, no change in betting is allowed. Players may not touch their bets after the dice cup is opened, before action is settled for that position.
6. The Action Button position receives the first stack of (two or four) tiles. The deal continues, moving counterclockwise around the table from the Action Button, until all eight positions have four tiles.
7. When there is a misdeal, all play is dead and all tiles must be reshuffled and restacked. Only a floor manager may declare a misdeal. Misdeals:
   a. If while stacking the tiles the dealer exposes two or more tiles, it is a misdeal.
   b. If the tiles are dealt out of rotation, it is a misdeal, provided that this is discovered before any action has been settled. If the settlement has begun, hands play as set.
   c. If during the deal the dealer exposes any tile that is part of the DP hand, it is a misdeal.
8. When the dealer is distributing tiles to players (other than the DP) and the dealer exposes one tile, the player must accept it as playable.
9. When the dealer is distributing tiles to players (other than the DP) and the dealer exposes two or more tiles, the player's hand is taken out of action. That is, the hand is dead and the player gets his

bets back.

10. If the floor manager determines that a set of tiles is foul – for example, when there are missing or extra tiles, or when different back designs appear – all hands are dead and there is no action on the hand. Action on all preceding hands stands.
11. If tiles are thrown off the table or damaged, the set of tiles must be totally reconstructed to the satisfaction of the floor manager before a new set will be brought into play.
12. All tiles must remain plainly visible on or above the table.
13. Each player is solely responsible for the protection of his hand at all times. This includes the responsibility not to throw away the winning tiles. The House may not be able to protect the winning hand if the player fails to protect it in the first place. A player's hand is dead if he permits his tiles to come in contact with another player's tiles or tiles that are out of play.
14. Setting player hands:
    a. A player may not show his hand or discuss it with any player involved in another position.
    b. A seated player may show associated players their common hand.
    c. The seated player sets the hand, but the player with the most money in action has the final say, provided that this player is allowed to participate in setting it.
15. A player hand is foul if it can be reset so that both the front (weak) pair and back (strong) pair are stronger.
16. Once the dealer opens the Designated Player's hand, a player hand plays as set, except, possibly, when it is foul. No player may touch the tiles once the DP hand is open.
    a. When the hand is set foul, the seated player automatically loses to the extent action covers
    b. The dealer will reset the foul hand House Way for any sequential bettors in the position, once action on the seated player's bets is finished. (House Way is prominently displayed on the wall in the playing area.)
17. When there is no one to set a hand in an active position, the dealer will set the hand House Way. At any time, the player who controls a hand may ask the dealer to set the hand House Way. (House Way is prominently displayed on the wall in the playing area.)
18. The dealer may suggest alternative strategies for play of the Designated Player hand, but it is the obligation of the player with the most money in action to announce the final decision. The dealer will set the hand according to the Designated Player's announcement only.
19. Different languages are often heard at the Pai Gow table, since Pai Gow is a multi-ethnic game. In case of questions or disputes, rulings will be given in English as well as other languages.
20. Special Action: A player betting in the Designated Player position may pay another player to bet against him.
    a. A player buying action has the responsibility to make sure that the total bet in the Designated Player position is at least as much as the total of bets in other positions.
    b. Special action is settled separately, before other action. The part of a DP's bet that covers special action plays against the special action only. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.
21. The House reserves the right to make any game seven-handed at any time.

California Blackjack

Description

California Blackjack is a variation of California Aces®, a non-banked game that gives players the excitement of blackjack. The game was invented and developed by Roger Wisted. California Aces® is played with a special deck, a standard poker deck with four aces added. California Blackjack, the game played at Artichoke Joe's Casino, is played with a deck made up of six of the special decks. The game is dealt from a shoe and there are eight positions on the table.

The object of the game is to get a count of twenty-two, or as close to twenty-two as possible. Each card has a value. The value of an ace is one or eleven, of a face card ten, and of other cards their face value. The count of a hand is the sum of the values of the cards in the hand. There are no soft counts exceeding twenty-two. A Natural is any two aces dealt as the original hand and is the best hand. Hands that are not Naturals are ranked from twenty-two to thirteen in descending order, then from twenty-three and up in ascending order.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. The House collects a fee from each player for each wager. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager. No player may ever win or lose more than his wager. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the action button is placed and play no other role in the game.

Beginning with the action button position, dealing clockwise, the dealer deals each active position a hand of two cards. The first time around, all cards are dealt face up to, except for the DP's card, which is dealt face down directly in front of the dealer's chip rack. In the second round, dealt in the same order, all cards are dealt face up. The DP's second card is dealt on top of the down card. If the DP's up card is an ace, the DP checks the hand to see if it is a Natural. If the DP has a Natural, the hand is concluded. If a player also has a Natural, it is a push. The DP wins against other hands.

When the DP does not have a Natural, the draw starts with the first active position to the DP's left, going around the table clockwise to the DP who draws last. A hand with a count of twelve or less must be hit. With an option hand – a hand with a count greater than twelve and less than twenty-two – the player may hit or stand. The player's turn lasts until he decides to stand with a count greater than twelve and less than twenty-two or until the count is twenty-two or more. The DP draws last. Since he can see all the hands, the DP has no options on the draw. The DP must hit seventeen or less and soft eighteen. The DP must stand on hard eighteen and all hands with a count of nineteen or more.

Starting with the action button and proceeding clockwise, the dealer manages a series of showdowns between the DP and each of the active player positions. The rank of the player's hand is compared to the rank of the DP's hand. The player with the higher ranked hand wins. When the player and the DP have hands with the same count greater than twenty-two or equal to eighteen, the DP wins. When the player and the DP have hands with the same count less than twenty-two but not equal to eighteen, it is a tie. When the DP wins in the showdown with a position, the dealer turns the player's hand face down in front of the bet. When the player wins, the dealer leaves the player's hand face up. When it is a tie, it is a push and the dealer puts the player's hand face down in his rack. The series of showdowns continues to the last player, when money is covered, or until it is definitely clear that the DP bet has been covered.

After the showdowns, the dealer settles the action. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. Action for a position moves from the position's first betting spot to its last. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for Limit California Blackjack and No-Limit California Blackjack.

Rules for California Blackjack

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is

allowed.

5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, when the seated player does not wish to act as the DP.
9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise.

Seven Positions:

If the dice total is ...	... , then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is ...	... , then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.

15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.
20. Special Action: A player acting as the DP may pay another player to bet as a player.
    a. The total amount bet in the DP position must be at least as much as the total of player bets.
    b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
    c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules

1. A player may play more than one hand. Each hand will be played in its normal turn.
2. If the first card in the shoe is boxed, it is a dead card. Other boxed cards discovered on the original deal generally play.
3. The only player allowed to touch a card is the DP checking for a natural.
4. If the DP does not declare a natural, the hand will count as a soft twelve when the DP's turn to draw comes.
5. Only the floor manager may declare a misdeal. Reasons for a misdeal:
    a. Both cards dealt to the DP are boxed or exposed by the dealer, unless the hand is a Natural.
    b. The dealer exposes the DP's hole card while sliding it to him to check for a Natural, unless the hand is a Natural.
    c. It is discovered before the draw starts that the deal started in the wrong position, an inactive position was dealt a hand, or that an active position was dealt the wrong number of cards.
    d. At any point before all action is settled, the floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
6. During the draw, a card found to have been boxed in the shoe is dead, unless the next hit is required.
7. A hand containing an ace is never an automatic hit hand.
8. The player with the most money in action has the final say on how an option hand will be played.
9. When possible, a player indicates the desire to hit by making a scratching motion with either hand. A player indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the player is standing, and a hand signal is not possible, the player indicates his decision by verbally declaring "hit" or "stand" or by some appropriate gesture or declaration. Anytime a standing player controls a hand, the dealer will echo the decision with the appropriate signal before proceeding.
10. So long as the DP's hand has not been opened, when a player is skipped over on the draw or is not allowed to conclude his turn properly, the player will be given an opportunity to draw.
    a. If the hand is twelve or less and only one draw card has been exposed, then that card goes to the hand that should have received it.

b. If the hand is twelve or less and more than one draw card has been exposed or it is an option hand and at least one draw card has been exposed, then the player will be given the chance to draw or finish drawing once the position currently drawing is finished. The part of the draw that was out of turn stands.

11. After the DP's hand is exposed, when a player has been skipped over on the draw or has not been allowed to conclude his turn properly, there may be no action for that position.
    a. If the floor manager determines that the player had no chance to stop play before the dealer opened the DP's hand.
    b. If the player's hand has a count of twelve or less.

    No action for a position means the player gets his wager back and an equal amount is returned to the DP when the action reaches that position.
12. A draw card delivered to a hand with a count of twenty-two or more cannot stand.
13. A player may not object to an unrequested hit card in order to receive a second chance to draw. The player must stand or accept the card. If the player stands, then the unrequested hit card is a dead card.
14. The DP may object to an unrequested hit card delivered to a player's hand. The objection must be timely – made before more than one additional card is exposed.
    a. If the objection is timely, then the improperly exposed cards are dead. The player retains his option to hit or stand.
    b. If the objection is not timely, the draw stands.
15. During the DP's draw, a boxed card is a live card.
16. The floor manager will always try to correct any error in the DP's draw, even if part of the action has been settled. However, once the hand is out of action (action completed in all positions), no adjustment will be attempted.
17. If the DP plays a hand in another position, he must play that hand House Way.
18. A hand will be played House Way if no player with a bet in the position is able to play the hand or if the controlling player requests it. When an employee plays a hand for a player, the hand must be played House Way. House Way is:
    a. Stand on nineteen, twenty, twenty-one, twenty-two, and hard thirteen or more.
    b. Hit all other hands.
19. Players may not use any device or contrivance for counting cards.
20. A player who intentionally damages cards will be cashed in and may be barred.

Fast Nine

Description

The object of the game is to get a card count of nine or as close to nine as possible. The value of a face card is zero, of an Ace one, and of the other cards their face value. The count of a hand equals the right-hand digit of the total of the card values. To assemble the deck for Fast Nine, start with eight standard poker decks and remove all the Sevens, Eights, Nines, and Tens. The game is dealt from a shoe and there are seven or eight positions on the table.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. Players, including those betting in the DP position, make individual wagers. The House collects a fee from each player for each wager. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager. No player may ever win or lose more than his wager. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the Action Button is placed and play no other role in the game.

Each active position is dealt a hand of three cards. The cards are dealt clockwise one at a time to each active position, starting with the Action Button position. Players have the option to stand pat or draw a fourth card in an attempt to improve their hand. A player indicates his choice by placing his hand in the back box for a hit or in the front box for no hit. When the dealer determines that all players' hands are set, he delivers hit cards face down to the indicated positions, starting with and going clockwise from the first position to the left of the DP that needs a hit. The DP is last to play.

If the DP has a hand with a count of zero, the hand is not hit. Starting with the Action Button and proceeding clockwise, the dealer opens the player hands. If a player hand has a count of zero, one, two, three, four, or five, then it is a tie. The action is a push and the dealer puts the player's hand face down in his rack. If a player hand has a count of six, seven, eight, or nine, then the dealer leaves the hand face up in front of the position. If a player hand has a count of six, the player wins half of the position's wager. That is, the player receives his wager and an amount from the DP's wager equal to half the player's wager. If a player hand has a count of seven, eight, or nine, the player wins. The player receives his wager and an amount from the DP's wager equal to the player's wager.

The DP must hit hands with a count of one, two, or three. He has the option to stand pat or draw with four, five, or six. He must stand pat with seven, eight, or nine. Starting with the Action Button and proceeding clockwise, the dealer opens the player hands. If a player hand has a count greater than the DP hand, the player wins. If a player and the DP hands have the same count, it is a tie. If a player hand has a count less than the DP hand, the DP wins. When a player wins, the dealer leaves the player's hand face up. When it is a tie, it is a push and the dealer puts the player hand face down in his rack. When the DP wins, the dealer turns the player hand face down in front of the player position and puts at least one of the bets from the position on the hand. Action for separate player wagers in a position moves from the position's first betting spot to its last. Showdowns continue to the last position. The round of play ends either when action for all players' hands is settled or when the DP wins or loses the amount of his original wager.

Rules for Fast Nine

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.

6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the

position the previous hand, may act as the DP there, when the seated player does not wish to act as the DP.

9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise.

Seven Positions:

If the dice total is ...	... , then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is ...	... , then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.
15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.

20. Special Action: A player acting as the DP may pay another player to bet as a player.
    a. The total amount bet in the DP position must be at least as much as the total of player bets.
    b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
    c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules

1. Cards must stay on or above the table surfaces and remain in clear sight of the dealer. Only seated players may handle the cards.
2. The DP may not touch his hand at any time.
3. No foreign objects are allowed on the table.
4. All the players participating in the betting in a position may participate in the decision whether to draw or stand pat. The final decision rests with the player with the most money in action on that hand. A player who is active in more than one position must consider the hands in rotation from the DP position and must not reveal the card count of a hand to players who are not participating in the betting on that hand.
5. A player may request that his hand be played House Way. House Way for Fast Nine is hit with card count less than six and stand with card count of six or more.
6. A player may decide to change the way his hand is played, so long as the DP's hand has not been opened.
7. Once the dealer starts hitting hands, players are not allowed to touch the cards, even after the action has been concluded.
8. When possible, the player who controls play of the DP hand indicates the desire to hit by making a scratching motion with either hand. The DP indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the DP is standing and a hand signal is not possible, the DP indicates his decision by verbal declaration.
9. The dealer will show all hands.
10. A player has a foul hand if:
    a. The player plays a hand that does not have the proper number of cards.
    b. The player plays a three-card hand containing a foreign card.
    c. The player allows his cards to come in contact with other cards.
11. A player with a foul hand loses his bet only if the action reaches that hand.
12. The next card out of the shoe will replace a boxed card immediately.
13. Only the floor manager may declare a misdeal. Reasons for a misdeal:
    a. It is discovered before the DP's hand is opened that the deal began in the wrong place or two or more players have been dealt the wrong number of cards.
    b. When the DP's hand is opened, it is found to contain a foreign card or too many cards.
    c. When the DP's hand is opened, it is found to contain too few cards and it is not possible to back cards up to correct the situation.
    d. The floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
14. If the floor manager declares a misdeal, all action is nullified and a new hand will start.
15. A player who intentionally damages cards will be cashed in and may be barred.
16. It is the player's responsibility to protect his hand. This includes the responsibility not to expose his hand.

Panguingue (Pan)

Description

Panguingue or Pan, as it is usually called, is a rummy game of European origin. There are only ten ranks of cards used – there are no eights, nines, or tens in the deck. Two variations of Pan have been played at Artichoke Joe's Casino. The only difference between the two variations is the deck used. The first variation is played with what is called an 8-7 deck. This deck is assembled from eight standard poker decks with all eights, nines, and tens plus one spade of each remaining rank removed. This deck has three hundred ten cards. The second variation is played with an 8-7-6 deck. It is a three hundred seven-card deck, the 8-7 deck with an additional three, five, and seven of spades removed. A full Pan game has seven players. The buy-in is twenty times the condition of the game. The condition is the denomination of chip used to play. Multiple condition play is an option for players in all games.

The House collects a fee from each player every half hour. This fee is paid in advance and is non-refundable. To be dealt a hand, each player puts up one chip. The dealer pools these chips, collecting two chips as the fee for the hand. The rest of the pooled chips are placed on top of the block. The block is a wood or plastic block with a flat top, cut at an angle to support the deck on the table. The collected antes are called the tops. Each player is dealt a hand of ten cards, five at a time, beginning with the winner of the previous hand and going counterclockwise. After looking at his hand, each player declares himself in or out of the hand. Players who declare themselves out discard their hands and have no further role in the hand. Players who declare themselves in are committed to play the hand to the end or until they go broke. If only one player declares himself in, he wins the tops and the hand is concluded.

Play begins with the first player who declared himself in and moves counterclockwise. All cards drawn from the deck are turned face up. To use a drawn card, the player must be able to use it in a valid meld on the board (face up on the table in front of the player). Valid melds are called conditions. When a player does not use a card he has drawn, the next active player may use it, if he can, or he may draw a card himself. Whenever a player uses a drawn card, his hand – cards on the board and in his hand – has eleven cards. Unless he can meld all eleven of his cards, he must discard, so that he only has ten cards. Players may not use a card discarded from a player's hand. Even if a player has a valid condition in his hand, he may not meld it on the board until he can meld a drawn card on the board. When a player is able to use a drawn card, his hand is said to have been hit.

The object of the game is to collect chips from other players in the hand. During play of the hand, melding pay conditions face up on the table means each of the other players in the hand must pay the melding player the value of the condition. A player who loses all of his chips is out of the hand. If all but one of the original players in the hand lose all of their chips, the remaining player is the winner of the hand. When only two players remain in action, they may agree at any time to split the tops. In this case, the player with fewer chips is considered the winner, but that means only that he will be the first player dealt to and the first to declare for the next hand. When a double condition and single condition player split, only the single tops are split. In no case may a player collect more than the number of chips he has from any other player. So, if a player melds a two-pay and only has one chip, he may ask for only one chip from each player in the hand. However, if his hand is hit again, he may collect the amount he was previously unable to ask for from the active players.

The first player to meld eleven cards, including the last card drawn from the deck, pans the hand (goes out) and is the winner of the hand. When he goes out, the winner:

1. Is awarded the tops.
2. Is paid two chips by each player still in the hand for going out.
3. Is paid by each player still in the hand for any pay condition not yet collected for.
4. Is paid a second time by each active player for every pay condition still on the board.
5. Is the first player dealt to and to declare for the next hand.

A player may not collect more than the number of chips he has from any other player when going out.

Rules for Panguingue (Pan)

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

The rules for Panguingue, which includes a description of rules, methods, and conventions concerning wagering on outcomes, can be found in Artichoke Joe's Rule Book (the green book).

Glossary for Panguingue

A glossary of terms is included in Artichoke Joe's Rule Book (the green book).

Draw Poker

Description

Draw Poker is a high poker game. All Draw Poker games are no-limit table stakes. A button moves around the table clockwise, marking the position of the designated dealer. All variations of the game are played with a regular fifty-two-card poker deck and one joker. There is no minimum hand to open. Before the draw, a player must bet or fold. Check and raise is allowed after the draw. There are two rounds of dealing – the original deal and the draw. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a showdown concludes the hand. Stages of a Draw Poker hand played to completion:

1. The deal: Each player is dealt five cards face down.
2. First betting round.
3. The draw: Each player may draw from one to four cards or play pat.
4. Second round of betting.
5. Showdown

Not all hands reach the final stage or have both rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

There are seven variations of Draw Poker. The number of blinds required defines each. The difference between one variation and another is the betting order before the draw. The event that determines the winner is the same. The variations are:

1. Ante with a minimum opening bet.
2. Ante with winner blind.
3. Ante with under the gun blind.
4. Ante with two blinds: under the gun and winner.
5. Ante with two blinds: under the gun and from home.
6. Ante with three blinds: under the gun, from home, and winner.
7. No ante, three blinds (button, first player to the left of the button, next player to the left).

While the dealer is shuffling the deck, the players ante and/or put the required blinds into the pot in front of their positions. All dealing starts with the first active position to the left of the button and goes clockwise. The first player to act before the draw is the first player without a blind to the left of the button. He may fold or open for at least twice the amount of the biggest blind or, for games with no blind, the posted minimum bet for the game. Players may bet all their chips any time they bet. Other players have the same options until the pot is opened. Once the pot is opened, players may fold, call, or raise. The players with blinds act in order of the size of their blinds. If no player opens, the player with the biggest blind wins the pot. When the first round of betting is concluded and there are at least two active players, the draw follows. Players may draw up to four cards or play their hands pat. The second round of betting starts with the first active player with chips to the left of the button and proceeds clockwise. The minimum bet after the draw is twice the amount of the big blind or, in games with no blind, the same minimum bet as before the draw. Players may check and raise after the draw.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action. If before the draw, then active players draw and the showdown follows. If after the draw, there is an immediate showdown.

In a showdown, a player must show all his cards. The best five-card hand wins the pot. In all high poker games, the best hand is the highest ranked hand. If two players hold the same best hand, they split the pot.

The ranking of poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a five-high straight or straight flush. The remaining cards are ranked, from highest to lowest, king, queen, jack, ten, nine, eight, seven, six, five, four, three, two. Suits are not ranked. The joker may be used as an ace or to complete a straight, flush, or straight flush. The joker is always

Lo-Ball

Description

At Artichoke Joe's Casino, Lo-Ball is draw poker where the object is to have the low hand. Ace is low, straights and flushes do not count. There are three types of variations: Spread Limit, Split Limit, and No-Limit. In all variations, a button moves around the table clockwise, marking the position of the designated dealer. Spread Limit is played with a regular fifty-two-card poker deck and one joker. The joker counts as the lowest usable card in the player's hand. Split Limit and No-Limit are played with a regular fifty-two-card poker deck and no joker. In all variations, before the draw, a player must bet or fold. In all variations, check and raise is allowed after the draw, except with a seven or better. There are two rounds of dealing – the original deal and the draw. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a showdown concludes the hand. Stages of a Lo-Ball hand played to completion:

1. The deal: Each player is dealt five cards face down.
2. First betting round.
3. The draw: Each player may draw from one to four cards or play pat.
4. Second round of betting.
5. Showdown

Not all hands reach the final stage or have both rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

In Spread Limit Lo-Ball, a player may open for any amount from the lower to the higher limit. Once the pot is opened, any raise must be as large as the largest previous wager in the betting round. In Split Limit Lo-Ball, the blinds are placed exactly as in Split Limit Texas Hold 'Em. Betting before the draw is at the lower limit and after the draw at the higher limit. The event that determines the winner is the same in Spread Limit, Split Limit, and No-Limit.

There are seven variations of No-Limit Lo-Ball. The number of blinds required defines each. The difference between one variation and another is the betting order before the draw. The event that determines the winner is the same. The variations are:

1. Ante with a minimum opening bet.
2. Ante with winner blind.
3. Ante with under the gun blind.
4. Ante with two blinds: under the gun and winner.
5. Ante with two blinds: under the gun and from home.
6. Ante with three blinds: under the gun, from home, and winner.
7. No ante, three blinds (button, first player to the left of the button, next player to the left).

While the dealer is shuffling the deck, the players ante and/or put the required blinds into the pot in front of their positions. All dealing starts with the first active position to the left of the button and goes clockwise. The first player to act before the draw is the first player without a blind to the left of the button. He may fold or open for at least twice the amount of the biggest blind or, for games with no blind, the posted minimum bet for the game. Players may bet all their chips in any turn. Other players have the same options until the pot is opened. Once the pot is opened, players may fold, call, or raise. The players with blinds act in order of the size of their blinds. If no player opens, the player with the biggest blind wins the pot. When the first round of betting is concluded and there are at least two active players, the draw follows. Players may draw up to four cards or play their hands pat. The second round of betting starts with the first active player with chips to the left of the button and proceeds clockwise. The minimum bet after the draw is twice the amount of the big blind or, in games with no blind, the posted minimum bet for the game.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action. If before the draw, the active players draw and a showdown follows. If after the draw, there is an immediate showdown.

In a sense, the ranking of hands in Lo-Ball is opposite to the ranking of hands in Draw Poker. Ace is low. Straights and flushes do not count, but pairs and other combinations of cards with the same rank do. In games with a joker, the joker is used as the lowest ranked card not in the hand. The best hand is 5-4-3-2-A, the wheel. Hands are compared one card at a time from the highest in the hand to the lowest. The lower ranked card beats the higher. So, for example, 8-7-6-5-4 beats 9-4-3-2-A and 7-5-4-3-A beats 7-5-4-3-2.

In a showdown, a player must show all five cards to win. The winner is the active player with the best hand. Splitting the pot is allowed only in case of an actual tie.

Rules for Lo-Ball

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the

player will forfeit his seat.

21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

The rules for Lo-Ball, which includes a description of rules, methods, and conventions concerning wagering on outcomes, can be found in Artichoke Joe's Rule Book (the green book).

Split-Limit rules are the same as No-Limit rules except for the change in betting. The betting rules, adapted to two rounds of betting, are the same as for Split Limit Texas Hold 'Em.

Fee Schedule for Panguingue (Pan)

Due to recent court rulings and State regulations, the following rate schedule has been established. Fees must be paid prior to the play of each hand. Fees are for use of the facilities, services, and personnel.

Condition	Fee per Hand (Collected from Player Ante Pool)	Half Hour Fee for Each Player
$2	$2	$4
$5	$5	$10
$10	$10	$20
$20	$20	$40

- All fees are collected in advance.
- All participants make individual decisions on what to bet.
- The House will never charge more than the posted fee but reserves the right to charge less.
- The House will collect fees from all players participating in wagering.
- Rules of play are available from the Shift Coordinator.
- Decision of the house supervisor is final.

(Provisional)

Fees for Limit Draw Poker & Lo-Ball

Time charges are for the use of facilities, services, and personnel

$3.00 Time Collection per Hand for All Limit Games

Spread Limit Variations

Size	Ante	Buy-in
1 to 10	1	$ 60
1 to 20	2	$ 120

(Fee collected from ante pool.)

Split Limit Variations

Size	Blinds	Buy-in
2-4	1 & 2	$ 20
3-6	1 & 3	$ 30
4-8	2 & 4	$ 40
5-10	2 & 5	$ 50
6-12	2 & 6	$ 60
10-20	5 & 10	$ 100
15-30	10 & 15	$ 150
20-40	10 & 20	$ 200

(Fee collected from blinds, when there is action.)

- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Coordinator.
- The decision of the house supervisor is final.

(Provisional)

Fees for No-Limit Draw & Lo-Ball

Time charges are for the use of facilities, services, and personnel

Fee Collected in Advance from All Players

Ante with minimum bet:

Size	Ante	Buy-in	Collection
5 to go	1	$ 300	$ 7
10 to go	2	$ 500	$ 8
20 to go	5	$ 1000	$ 10

Ante with one blind under the gun or winner blind:

Size	Ante/Blind	Buy-in	Collection
10 to go	1/5	$ 500	$ 8
20 to go	2/10	$ 1000	$ 10
40 to go	5/20	$ 2000	$ 15

Ante with two blinds (under the gun with winner or from home):

Size	Ante/Blinds	Buy-in	Collection
20 to go	1/5/10	$ 1000	$ 10
40 to go	2/10/20	$ 2000	$ 15
80 to go	5/20/40	$ 4000	$ 20

Ante with three blinds (under the gun, from home, and winner):

Size	Ante/Blinds	Buy-in	Collection
40 to go	1/5/10/20	$ 2000	$ 15
80 to go	2/10/20/40	$ 4000	$ 20
160 to go	5/20/40/80	$ 8000	$ 30

No Ante, three blinds (clockwise starting with the button):

Size	Blinds	Buy-in	Collection
5 to go	1-2-2	$ 300	$ 7
10 to go	2-3-5	$ 500	$ 8
20 to go	5-5-10	$ 1000	$ 10
40 to go	10-10-20	$ 2000	$ 15
80 to go	20-20-40	$ 4000	$ 20
160 to go	40-40-80	$ 8000	$ 30
400 to go	100-100-200	$ 20000	$ 50

- All participants make individual decisions on what to bet.
- Fee collections are made in advance.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Coordinator.
- The decision of the house supervisor is final.

(Provisional)

Artichoke Joe's Casino

Seven-Card Stud & Variations

Variations are Razz & Seven-Card Stud High/Low

Time Charges are for the use of facilities, services, and personnel.

$3 Time Collection per Hand for All Limit Games of Seven-Card Stud and Razz; $4 for Seven-Card Stud High/Low.

Size	Ante	Forced Bet	Buy-in
2-4	N/A	$ 1	$ 20
3-6	$ 1	$ 1	$ 30
4-8	$ 1	$ 2	$ 40
5-10	$ 1	$ 2	$ 50
6-12	$ 1	$ 2	$ 60
10-20	$ 2	$ 3	$ 100
15-30	$ 2	$ 5	$ 150
20-40	$ 5	$ 10	$ 200
30-60	$ 5	$ 10	$ 300
40-80	$ 10	$ 20	$ 800
50-100	$ 10	$ 25	$ 1000
60-120	$ 10	$ 30	$ 1200
80-160	$ 20	$ 40	$ 1600
100-200	$ 20	$ 60	$ 2000

Time Collection per Half Hour per Player for No-Limit Games

Ante	Forced Bet	Minimum (after the pot is opened)	Buy-in	Collection
$ 5	$ 25	$ 50	$ 2000	$ 15
$ 10	$ 50	$ 100	$ 4000	$ 20
$ 20	$ 100	$ 200	$ 8000	$ 30

- All fees shall be collected before the hand is dealt.
- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Manager.
- The decision of the house supervisor is final.

1/1/06

Lightning Poker™

Description

Texas Hold 'Em is the world's favorite poker game. Lightning Poker™ is an electronic, fully automated Texas Hold 'Em table, featuring faster play without dealer errors. The Lightning Poker™ table has ten stations, each with an LCD touch screen and magnetic card reader, and a large center screen that displays game status. Lightning Poker™ uses encoded player account cards. Once a player has obtained and funded an account card, the player may enter a game and access their account information at the table.

When a game starts, deck of virtual cards is shuffled using a random number generator. All games have a rotating dealer button and mandatory, live blinds. When a game starts, the system randomly chooses one of the active positions to have the dealer button. The first player to the left of the button puts up the small blind and the next player to the left posts the big blind. In jackpot games, $1 for the jackpot is taken from the small blind, before the cards are dealt. The cards are automatically dealt clockwise, starting with the small blind position, from the shuffled deck. In turn, starting with the first player to the left of the big blind, players are prompted to act (check, bet, call, raise, or fold). If no one calls or raises, the player with the big blind wins the pot. The blinds are live. That is, a player with a blind may raise, even when there is no previous raise. The posted fee for the House is collected whenever there will be a flop. In subsequent rounds of betting, the action starts with the first player in action to the left of the button. That player may check or bet. Until there is a bet, players have those same two options. Once there is bet, subsequent players may fold, call, or raise.

There are four rounds of dealing – the original deal, the Flop, the Turn, and the River. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a Showdown concludes the hand. The stages of a Texas Hold 'Em hand, limit or no-limit, played to completion are:

1. Original deal: Two hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

The stages of an Omaha or Omaha High/Low hand played to completion are:

1. Original deal: Four hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

Not all hands reach the final stage or have all the rounds of betting. Some hands end when a

player is not called. The betting in some hands ends because only one active player still has chips.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win any part of the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no Showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action, dealing is concluded, and the Showdown follows.

In Texas Hold 'Em, a player's hand is the best, highest ranked five-card hand, using the player's hole cards and zero, one, or two of the board cards. In Omaha, a players hand is the best, highest ranked five-card hand, using exactly two of the player's hole cards together with three board cards. In Omaha High/Low, a player's high hand is defined in the same way as in Omaha and the player's low hand

In a Showdown, the best, five-card hand(s) win. In Texas Hold 'Em, limit and no limit, a player's hand might include zero, one, or two of his hole cards. No splitting pots, unless there is an actual tie.

Ranking of Hands

High Hand Ranking

The ranking of high poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a Five-High Straight or Straight Flush. The remaining cards are ranked, from highest to lowest, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Trey, Deuce. Suits are not ranked. For the kinds of hands that include sets of more than one card of the same rank, the card ranking of the set ranks it. For instance, Three Jacks ranks higher than Three Tens. Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Four of a Kind, Three of a Kind, Two Pair, and One Pair always have odd cards. When two hands are the same except for odd cards, then the ranking of the odd cards, from high to low, determines the high hand.

Straight Flush: Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest Straight Flush is five-high.

Four of a Kind: Four cards of a particular rank, along with some other card.

Full House: Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.

Flush: Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks the hand.

Straight: Five cards in rank sequence. The ranking of the highest card in the sequence ranks the Straight. The lowest ranked Straight is five-high.

Three of a Kind: Three cards of one rank combined with two cards different in rank from the three-card set and each other.

Two Pairs: Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pair.

One Pair: Two cards of one rank combined with three cards, each of different rank.

No Pair: Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Low Hand Ranking

For low hands, Ace is the lowest ranked card. Straights and Flushes do not affect the ranking of low hands. Hence, the low hands better than one-pair hands consist of five cards of different ranks. To qualify as a low hand in Omaha High/Low, the five cards of different ranks must all be Eight or lower.

Rules for Lightning Poker™ -- Texas Hold 'Em & Variations

1. No one under twenty-one is allowed on the premises. ID must be shown on demand.
2. Obviously intoxicated persons will not be allowed to begin play. If a player becomes intoxicated, the House reserves the right to prohibit him from continuing play.
3. The Lightning Poker™ system uses encoded account cards for players. Once a player has obtained and funded an account card at the Cashier Cage, the player may enter a game and access their account information at the table. After leaving a game, a player may access all or part of the value encoded on his card.
4. All time collections are based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
5. Side betting or taking part of another player's action is not allowed.
6. No player shall criticize another player's play.
7. One player to a hand.
8. Acting outside the regular game structure, verbally or physically, to influence play is not allowed.
9. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled forfeits all wagers. Such players shall be barred and may be subject to prosecution.
10. Two (or more) players may not agree to check to the end when all other players have folded or are all-in.
11. No language other than English may be spoken at the table while a hand is being played.
12. Answering a cell phone at the table is allowed, but a player must leave the table to have a conversation.
13. Players may not expose or discuss their hands at any time before the Showdown.
14. For good cause, the Floorman may stop play or action at any time.
15. If a player disrupts a game by his behavior or refuses to conform to the rules, then the House may cash him in and ask him to leave. Such behavior includes:
16. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floorman. However, it is the player's responsibility to inform the floorman if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floorman. If the player does not return immediately, the player will forfeit his seat.
17. Lightning Poker™ games are table stakes. Chips stay on the table until a player leaves the game. The maximum amount a player may bet in a hand is the amount the player has at the start of a hand.
18. No one may play another's chips or play over another player's chips.
19. Buy-ins and limits are posted. To enter a game, a player must put at least the posted buy-in on the table.
    a. A short buy is anything less than a full buy. Only one short buy is allowed.
    b. If a player leaves a game and then returns to the same game less than one hour later, he must place on the table an amount of chips no less than the amount he had when he left.
20. Husbands and wives, close relatives, and others with a common interest may play in the same game at the floorman's discretion, but may not sit next to each other. The House reserves the

right to refuse to allow certain players to play in a game at the same time.

21. The games have a rotating button that moves clockwise around the table. The button moves from one hand to the next. Except in a new game, a player is entitled to the button only if he is the closest to the button of all the players remaining from the previous hand, moving clockwise from the button.
22. There are two mandatory blinds: the small blind and the big blind. The small blind is immediately to the left of the button, and the big blind is immediately to the left of the small blind. The blinds are live. That is, a player with a blind may raise when the action reaches his position, even when there was no previous raise.
    a. With three or more players, the small blind is immediately to the left of the button and the big blind is immediately to the left of the shall blind.
    b. If a game is heads up, the small blind is posted on the button, the other player posting the big blind. This means the player with the button acts first in a heads up game.
    c. Extra blinds are limited to players posting to get a hand.
23. A player who is not in his seat ready to act when the action reaches his position has a dead hand. This does not cause a misdeal.
24. Action by a player is determined by the option selected on the touch screen. Verbal declarations or gestures that normally indicate action are not binding. However, any player who continues to disrupt the game by abuse of this rule, will be cashed in.
25. Players get full action for their money, odd dollars play.
26. Only players going all in may call or raise short.
27. After the first round of betting, players may check and raise.
28. Entering a game:
    a. A player is not allowed to enter a game or change games without the approval of the Board Person or Floorman.
    b. A player may wait for the blinds to go by before taking a hand. However, if the blinds go by more than once, then the rule for missing the blinds applies.
    c. A player may wait for the big blind to get a hand or, to get a hand immediately, post the amount of the big blind, so long as that player is not to the immediate left of the button. If the player is to the immediate left of the button, then the player must wait for the button to pass before posting.
29. Order of play:
    a. Before the flop in a game with three or more players, action starts with the first player without a blind to the left of the button. Players who have posted to get a hand play in the normal clockwise rotation.
    b. In a heads up game before the flop, action starts with the player with the button.
    c. After the flop, the action starts with the first active player to the left of the button and moves clockwise.
30. A player who misses a blind must wait for the big blind or:
    a. When not in the big blind position or immediately to the left of the big blind position, post the amount of both blinds. The small blind is dead money, but the big blind is live (the player acting in the normal rotation).
    b. If a player is to the immediate left of the button, the player must wait for the button to pass.
31. Changing seats:

a. When moving away from the button, to get a hand the player must wait until in the same position relative to the button as before the move or, to get a hand before that, post the amount of the big blind. This blind is live, but the player acts in the normal rotation.
b. When moving towards the button, the player may be dealt in immediately, so long as the new position is not to the immediate left of the button. When that is the case, the player must wait for the button to pass and the rule for moving away from the button will apply.
c. A player who deals off (plays both blinds and the button) and immediately moves to a different seat, may allow the blinds to pass the new seat one time without penalty.
d. Who may move to an open seat in the game is determined by the order players requested a change.

32. Anyone damaging House property will be held responsible, to the full extent of law.
33. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floorman's decision is final in all disputes.
34. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Rules for Variations of Texas Hold 'Em

Variation Rules for Split Limit Texas Hold 'Em

1. The big blind is always the same as the lower limit. For example, in a 15-30 game the big blind is $15.
2. In the first two rounds of betting, before and after the flop, bets and raises are at the lower limit, except for all-in action. In the last two rounds of betting, after the turn and on the river, bets and raises are at the higher limit, except for all in action.
3. If all-in action is less than half of the limit at that point in the hand, the action is not a bet or raise. If all-in action is half or more of the limit at that point in the hand, the action is a bet or raise.
    a. All-in action of less than half the limit does not re-open the betting for a player who acted previously.
    b. All-in action of half or more of the limit does re-open the betting for a player who acted previously.
4. A bet and four raises are allowed for each round of betting. However, if the action is down to head up before the fourth raise is made, then there is no limit to the number of raises.
5. The winner in a Showdown is the player with the best five-card poker hand. No splitting pots, unless there is an actual tie at Showdown. When splitting a pot leaves one or more odd chips, the odd chips go to the winners who were closest in front of the button going clockwise from the button. No player gets more than one chip.
6. A player must have a live hand to play the board.

Variation Rules for No-Limit Texas Hold 'Em

1. Some no limit games have a maximum as well as minimum value for the full buy-in. The special rule limiting buying chips will be posted for all such games. In these games, the player may not re-buy unless down to less than half of the minimum amount of a full buy.
2. A player who has already acted in a round of betting and is not facing a full bet, may not raise. Otherwise, a player may bet all his chips in turn. There is no limit to the number of raises allowed.
2. The minimum bet (or raise) in all betting rounds is the amount of the big blind, unless the player is going all-in. At a particular point in the action, the minimum raise for a player is the amount of the last bet or raise to that player.
3. If the player in the big blind position does not have enough to put up the posted amount of the big blind, the minimum to call is still the posted amount, unless the player is going all-in. To raise before the flop, a player must at least double the minimum. For example, in a $10 to go game, if a player goes all-in for $5, subsequent players may call $10 or raise to at least $20.
4. In rounds of betting after the flop, when someone goes all-in for less than the minimum, subsequent players have the option to just call the all-in amount. To raise, subsequent players must raise at least the amount of the minimum bet at that point in the action. For example, if the minimum bet is $10, and a player goes all-in on the flop for $5, subsequent players, may fold, call $5, or raise to at least a total of $15.
5. Raises must be at least the size of the previous bet or raise on that betting round, except for all-in action. For example, a player bets $100 and a second player raises $100 to make the total bet $200. A third player who wishes to reraise, must wager at least $300.
6. Taken together, more than one all-in bets, each too small to qualify as a raise, qualify as a raise (reopening the betting for a player), if the total to the player is at least the amount of a

full raise.

7. The winner in a Showdown is the player with the best five-card poker hand. No splitting pots, unless there is an actual tie at Showdown. When splitting a pot leaves one or more odd chips, the odd chips go to the winners who were closest in front of the button going clockwise from the button. No player gets more than one chip.
8. A player must have a live hand to play the board.

Variation Rules for Omaha and Omaha High/Low

1. In both Omaha and Omaha High/Low a player's hand must use a combination of precisely two hole cards taken with a combination of precisely three board cards.
2. In Omaha High/Low, the player may use the same two hole cards for high and low or a different two-card combination. Also, the player may use the same three board cards or a different three-card combination.
3. To qualify to win the low hand share of the pot, the low hand must be an Eight or better.
4. Pots are split between the best high hand and the best qualifying low hand. Side pots are split in the same way, but only players with chips in them may win.
5. If there is an odd dollar remaining when a pot is split for high and low, the odd dollar goes to the high hand share.
6. Splitting of the high share or the low share follows the regular procedure for splitting a pot when players have the same best hand.

Glossary for Lightning Poker™ Texas Hold 'Em & Variations

action	(1) Chance or time to bet. (2) Wagering activity. (3) The amount of a player's bet or the amount that another player can match.
active player	A player who has a live hand. An active player is eligible to win at least part of the pot.
all-in	All of a player's chips are in the pot during a hand. He may still win the pot for which he had chips, but he has no role in further action on the hand.
ante	A posted amount put by all players before the hand starts.
bad beat jackpot	A jackpot when a qualifying, powerful hand is beat by another powerful qualifying hand.
bet	(1) The act of placing chips into a pot by a player. (2) The chips or the amount of the chips used to bet, call, or raise.
big blind	The bigger of the blinds.
blind	A required bet made before the hand starts. In Texas Hold 'Em, there are usually two blinds put up by the players to the immediate left of the dealer button.
bluff	To bet with a probably inferior hand in an attempt to eliminate opponents.
board	The five cards that are dealt face up in the center of the table. Community cards.
boxed card	A card in the deck found faced the wrong way.
burn	To discard the top card of the deck face down, placing it under a chip, before dealing.
burn and turn	To burn and deal the next card(s) face up in the center of the table.
burn card (burn)	The top card of the deck that is discarded before a dealing round. The burn cards are kept separate from other discards.
button	A valueless chip used to indicate the player who would be dealing if a game were player dealt.
buy-in	The posted minimum amount in chips required entering a game.
cage	A cashier's window where money/chip transactions take place.
call	To put chips into the pot to match bets and raises made by previously acting players.
capped	Used to describe the situation in a limit game where the maximum number of raises has been reached.
check	The action of not betting, indicated by word or gesture in regular games. Checking is possible only when there is no bet to the player.
check and raise	To check in anticipation of being able to raise when the action gets back around.
chip	The coin shaped objects, issued by Artichoke Joe's Casino, to represent different cash values.
common card	A community or board card.
community cards	The cards turned in front of the dealer that play as part of all hands – the board. Also, sometimes called common cards.
complete hand	A hand that requires five cards to meet its definition.
cut	After shuffling, to divide the deck into two parts, placing the top portion on top of a cut card and then placing the bottom portion on top.

cut card	A plastic card, cut to the same size as the playing cards, used to hide the bottom of the deck.
dead card	A card that is not playable, according to the game rules.
dead hand	A folded or foul hand. A player with a dead hand cannot win any part of a pot.
dead money	Chips that go into the pot, though they are not part of a particular player's bet.
deal	To shuffle, cut, and give each player cards face down at the beginning of a hand. To burn and turn
dealer	The employee of Artichoke Joe's Casino who shuffles and deals the cards, controls the game, declares the winner, and delivers the pot, but does not participate in the play or the outcome. Lightning Poker™ games do not use dealers.
dealer button	See button.
deck	The 52-card pack used for Texas Hold 'Em. In stead of paper or plastic cards, Lightning Poker™ uses virtual cards
Deuce	In poker, the name always used for a Two.
discard	In Texas Hold 'Em, to throw away a hand. A card thrown away.
down card	One card of a player's original hand, dealt face down.
end	The river card or the round of betting that comes after the river card is dealt.
face card	A King, Queen, or Jack.
floorman	The House employee who supervises games and makes decisions in case of disputes.
flop	The first three community cards turned face up together after the first round of betting. Also to deal a community card or cards.
fold	To end participation in a hand by not calling a bet and discarding one's hand.
foul	A hand disqualified by a floorman, because of player misconduct.
fourth street	In Texas Hold 'Em the deal of the fourth board card and the second betting round . This is more commonly called the turn.
full buy	A buy of at least as much as the posted buy-in.
full game	A game with all positions occupied by seated players. A full Lightning Poker™ game has ten players.
hand	(1)A single round starting with the original deal and ending with the determination of a winner. (2)All of a player's cards, including hole cards and board cards. (3)The best, highest ranked, five-card set formed using any combination of a player's hole cards and the cards on the board.
heads up	When the action is down to two players.
high poker	A poker game in which the winning hand is the highest ranked hand.
Hold Button	A valueless chip used to indicate that a particular player has the right to occupy the seat in that position.
hole cards	Cards dealt to a player face down.
House	Artichoke Joe's Casino.
Joker	A wild card in some poker variations. No joker is used in Texas Hold 'Em or variations.
kicker	The highest unpaired card included in a players five-card hold 'Em hand.

kill	(1) To discard or declare dead a hand. (2) To post a blind bigger than the games posted big blind, in order to increase the minimum bet.
limit	The amount or range of amounts that are allowed as a bet or raise.
little blind	In Texas Hold 'Em, the first and smaller of the two required blinds. Also called the small blind.
live blind	A blind that counts as part of a player's eventual wager and gives the player the option to raise.
lobby	To spend time away from the table.
misdeal	An entire hand declared void by the floor manager. When a misdeal is called, the hand is completely re-dealt. There are no misdeals in Lightning Poker™.
missed blind	A required bet that was not posted in turn.
No-Limit	A variation of poker in which there is no set maximum bet. A player may bet all of his chips at one time.
odd cards	Cards held as part of a five-card poker hand that play no role in defining the hand, but may play a role in ranking the hand. Also known as *kickers*.
on the button	The player or position where the button is located.
opener	The first player to make an actual bet.
pass	To check if there is no bet or fold if required to bet or fold.
play over	The practice that allows one player to play in a position over a hold button or another player's chips while the other player is away from the table. This is not allowed in Texas Hold 'Em
play the board	To show down a hand for which the highest ranked five-card combination consists of the five board cards.
position	The relation of a player's seat to the blinds or button.
post	To place a blind into the pot in order to be dealt in immediately. This may be done when a player enters a game or when a player has missed the blinds. Part of the amount that the player who has missed the blinds must post to get a hand immediately is dead money – it does not play. This is done to prevent players from gaining an unfair advantage by skipping the blinds.
pot	The chips accumulated in the center of the table made up of players' wagers. The object in poker is to win the pot.
pot limit	The betting structure that allows a bet up to the amount in the pot.
raise	To bet more than the previous player. Also, such a bet.
reraise	To raise again after someone has raised.
rake	The fee the House charges on a per hand basis.
rank	The ordered position of a card or hand relative to other cards or hands defined for a game.
River	In Texas Hold 'Em, the fifth community card, dealt face up after the third betting round. Also, the last betting round.
round	In poker games, periods used for dealing or betting.
short buy	A purchase of chips that is less than the posted buy-in for a game.
short-handed	Without the full number of players.
"sit n go" tournament	A single table tournament played until there is only one player left.

Showdown	At the end of a hand that has had a final bet called, the showing of hands face up to determine the best hand and, hence, the winner.
shuffle	The act of mixing the cards in preparation for dealing a hand.
side bets	Wagers between players that are outside the permitted gaming structure.
side pot	When one or more players are all in, other active players who still have chips may continue to bet. Those bets are segregated into a side pot or side pots.
small blind	The little blind in games with two blinds.
split limit	A betting structure that has different limits for different rounds of betting.
split pot	A pot that is divided between players. At Artichoke Joe's this may happen only when there is an actual tie.
stack	The chips a player has.
string raise	A bet made with more than one move, without a verbal declaration of amount before going back to one's stack. Not allowed in Texas hold 'Em, not possible in lightning Poker™.
stub	The cards remaining in the deck after part or all of the hand has been dealt.
suit	The poker deck is divided into four groups – Spades, Hearts, Diamonds, and Clubs. Each of these groups is a suit.
table stakes	The amount a player may win or lose on a hand is determined by the amount of chips on the table at the beginning of the hand. Chips remain on the table, as long as the player stays in the game.
time	(1) A request by a player to suspend play to consider his next action or to ask for a floor manager. (2) The fee for playing charged by the House.
tournament	A competition between players, usually with fixed entry fees and structure.
Trey	In poker, the name always used for a Three.
turn	In Texas Hold 'Em, the fourth community card, dealt face up after the second betting round. Also, the third betting round. Also (lower case), the time for a player to act in a game.
under the gun	The first player to act.
wager	A bet or raise.
waiting list	A list of players interested in playing a game of a particular size and type. Maintained at the Poker Desk

[redacted]

CAL BLACKJACK

Patent Pending

[redacted]

Brochure Information: Cal Blackjack

How to Play

The object of the game is to play to 31. The Player hopes to be dealt a “Natural” which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a “Natural” the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one which is the third best hand.

The Players hand will is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

♣ A Natural consists of a “Cal Blackjack” Ace card and a 10-point card.

♣ All cards have face value. Face cards have a value of 10. “Cal Blackjack” Aces have a value of 1 or 11 except when dealt with a 10-Point card on the initial two-card deal then it has a “Cal Blackjack” value of “21.”

♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.

♣ The Player must stand on a “Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.

♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

Hand Ranking

1. Natural 31
2. Hard 31
3. A hand totaling a 21
4. A hand totaling a 20
5. A hand totaling a 19
6. A hand totaling a 18
7. A hand totaling a 17

8. A hand totaling a 16
9. A hand totaling a 15
10. A hand totaling a 14
11. A hand totaling a 13
12. A hand totaling a 12
13. A hand totaling a 11
14. A hand totaling a 10
15. A hand totaling a 9
16. A hand totaling a 8
17. A hand totaling a 7
18. A hand totaling a 6
19. A hand totaling a 5
20. A hand totaling a 4
21. A hand totaling a 3
22. A hand totaling a 2
23. A hand totaling a 22 - 30

Section III Game Information / Specifics
Number 3 – A
Standards of Play.

HOW IT'S PLAYED

Cal Blackjack follows all the basic rules of the game of Blackjack. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a "Cal Blackjack" Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. A two card 31 is called a Natural and beats all other hands, the second best hand is a Hard 31 and the third best hand is 21. Both the Player and the Player Dealers hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. Thirty-one (31) is the highest number achievable in the game so the Players Hand that totals between 22 and 30 is not said to have busted or gone over.

Game Rules

1. The game requires at least two Players to begin, one Player to occupy the Player / Dealer position and one Player to wager against the Player / Dealer.

2. The game is played with two tiles. The Player Dealer tile, which designates the person who is banking the table at the time. The tile is double sided with a 1 on one side and a 2 on the other side. The Action tile, which will determine were the payoffs between the Player Dealer and the Player will begin.

3. The Player Dealer tile designates the Player occupying the House position. A Player is allowed to bank the game two times before relinquishing it to the next Player. If no one occupies this position then the game cannot start. The person in the Player Dealer position may add money in between the first deal and the second deal. The Player is not required to cover all wagers placed against it by the Players. Bets will be cover to the extent that money covers.

4. The Action Tile is placed in front of a Player to represent the random order of determining who will be paid first in the case that the Player banking does not have enough money in their bank to cover all the wagers that are bet on the table. The Action tile is used to determine which seat number the payoffs will start in. The placement of the Action tile is determined by counting from the right of the Player Dealer or from a position on the table. If no Player is occupying the seat that coincides with the value then the Dealer will then move the Action tile to the next occupied space to the right and play resumes. A dice cup will be used to determine the Action number.

5. The Dealer checks the Hole card by using a mirror or prism built into the table before the Draw when the Player Dealers up card is either a 10-point card or a “Cal Blackjack” Ace Card to see if the Player Dealer was dealt a “Natural.”

6. The table layout resembles that of a standard blackjack layout. The game will be played on a standard Blackjack table.

7. Double Down:

    a. The Player may receive only one hit card after Doubling Down.
    b. The Player may double on any two cards, except a “Natural.”
    c. Player may double for the full amount of the original.
    d. The Player may double down after the split.

8. Split:

    a. The Player may split any two cards of equal value.
    b. Player may split three times for a total of four hands.
    c. Split Aces receive one hit card.
    d. The Player may not re-split aces.

e. Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.

9. Surrender

a. The Casino has the surrender option.
b. The Player may surrender before the Dealer checks the Player Dealers hole card.
c. The Player may forfeit half their wager when surrendering.
d. The Player may not surrender after the split.
e. The Player may surrender only on the first two cards dealt, no late surrender.

10. Insurance:

a. Insurance will only be offered when the Player Dealer is showing an Ace card.
b. The Player may put up a bet that totals 50% of the initial wager and place it in front of the original wager or the Player may put up an amount that is between 1% and 50% of their initial wager.
c. The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
d. The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
e. The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
f. Insurance wager is compared against the Player Dealers after the initial wager.

11. Hand Ranking chart:

1. Natural 31
2. Hard 31
3. A Hand Totaling 21
4. A Hand Totaling 20
5. A Hand Totaling 19
6. A Hand Totaling 18
7. A Hand Totaling 17
8. A Hand Totaling 16
9. A Hand Totaling 15
10. A Hand Totaling 14
11. A Hand Totaling 13
12. A Hand Totaling 12
13. A Hand Totaling 11
14. A Hand Totaling 10

15. A Hand Totaling 9
16. A Hand Totaling 8
17. A Hand Totaling 7
18. A Hand Totaling 6
19. A Hand Totaling 5
20. A Hand Totaling 4
21. A Hand Totaling 3
22. A Hand Totaling 2
23. A Hand Totaling between 22 and 30

12. Rules for the Player Dealer.

a. Player Dealer hits on soft seventeen and below.
b. Play Dealer stands on Hard seventeen and above.

13. Rules for the Player.

The Player has an option on hands that total between 2 and 21. The Player must stand on a natural or a hand with a value between 22 and 30.

14. Bust portion of the game.

Thirty-one (31) is the highest number achievable in the game so the Players Hand that total between 22 and 30 is not said to have busted. Both the Player and the Player Dealers hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand. Below are examples of Players Hands.

a. Here is an example when the Player Original wager wins when their overall hand exceeds 21; the Players hand consists of (10, 2, hits a 9 and hits again and gets a 10 point card for a total of 31 and is paid 2:1 on their wager).

b. Here is an example when the Player exceeds 21 and loses their original wager, the Player may be dealt (5, 10, 10 for a total of 25).

15. Side Bet.

The “Side Bet” bet is offered when the Players hand totals between 22 and 30. Each Player placing a Side wager will add the

value of the Dealers 2nd card to their hands total to again try to total 31. The Original wager loses. The Dealers 2nd card acts as a community card for the players. The Player Dealer will not receive their 2nd card until each Player has acted on their hand.

The new Hand total will be rounded down a tenth, for example if the Player has a hand with a value of 26 and the Dealers 2nd card is a 10 card, the Players hand totals 36 however it is round down to total 26. When exceeding 21 the Player loses when their total is between 22 and 30 and wins when their hand totals 31.

a. A Player may wager up to 50% of their original bet on the 2nd chance bet.

b. The side wager that totals 31 in addition to winning may or may not allow the Player to “Push” their Original wager.

c. Here is an example when the Player exceeds 21, and loses their original wager but places up a side wager to total 31 and win (5, 10, 10, for a total of 25 Plus Dealers 2nd card a 6 for a total of 31).

d. Here is an example when the Player exceeds 21, and loses their original wager but places up a side wager and loses the wager (5, 10, 10, for a total of 25 Plus Dealers 2nd card a 9 for a total of 34 rounded down to 24 and loses).

e. The Player Dealer position is not be required to cover all side bets with odds.

f. A Hand Totaling 31 wins. A Hand Totaling any other amount loses.

g. If Hole card is checked before Player acts on their hand the payout odds will be adjusted based on the Dealers up card, for example, an Ace may pay 8:1, a 10-point card may pay 11:1, and 2 thru 9 may pay 12:1.

16. Payoff Odds

Natural	pays 1:1 thru 3:2
Hard 31	pays 2:1
21 &Under	pays 1:1
Side bet	pays 1:1 thru 13:1

17. Promotional Bet

a. The bet is made prior to any cards being dealt. To qualify to win the promotional bet, the dealer's face up card must be any 2 through 7. The bet loses if the dealer upcard is not any 2 through 7. If the dealer has any 2 through 7 up, the player wins if their first two cards are any blackjack, 9 through 11, or 18 or better (including A-7, A-8 and A-9).

b. If the player wins the bet the player is paid on their bet according to this chart:

    i. Suited Natural (any single suit) pays 80:1

    ii. Any Natural pays 10:1

    iii. A 9, 10, or 11 pays 5:1

    iv. An 18 or better (including soft hands) pays 2:1

Section III Game Information / Specifics
Number 3-B
"Standard" 52-card deck.

A standard deck of cards with no Joker is used in the play of the game. The Ace card has been replaced with a "Cal Blackjack" Ace Card. The Deck will contain a total of 52-cards. The game can be played with a minimum of one (1) and a maximum of eight (8) decks. When the Promotional Bonus hand feature is implemented the Game requires a minimum of four (4) decks.

a. The Ace Card will have the word ""CAL BLACKJACK"" added it to distinguish it as the "Cal Blackjack" Ace Card, which is needed in the play of Cal Blackjack.

b. The "Cal Blackjack" Ace Card has a value of "1, 11 and 21" at times. The "Cal Blackjack" Ace Card has a value of "21" when dealt with a 10-Point card on the initial two-card deal. The "Cal Blackjack" Ace card has a value of "1" when the Players hand totals "22" or more. The "Cal Blackjack" Ace Card has a Value of "1 or 11" when the Players hand totals "21" and under.

c. Any two-card hand after a split that consists of any "Cal Blackjack" Ace Card with any 10-Point card has a value of 21 and is paid even money if won.

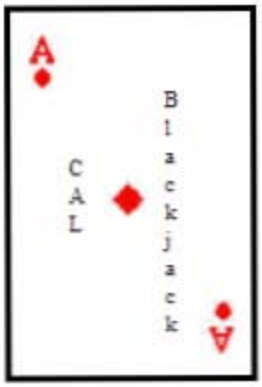
d. All cards from 2 -10 have face value.

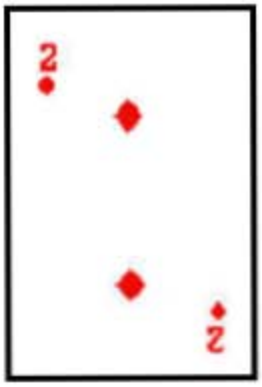
e. Face cards have a value of 10-Points.

Below is a visual description and example of the cards being used in this game:
1. The Blue Back; 2. The Red Back; 3. The Ace; 4. The Deuce.

#1

#2





#3 #4

Section III Game Information / Specifics
Number 3 – C
Describe dealing procedures.

Dealer procedures:

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.

2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.

3. Once a Player decides to occupy the Player / Dealer position, the house Dealer will place the Player / Dealer Tile in front of their seat allowing the other Players at the table to see who is occupying this position.

4. The Dealer will ask for bets.

5. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.

6. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, one card face up and one card face down.

7. At this point the Player will be offer the Option to Surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.

8. Once the Players have acted on their hand and the Player Dealer has completed their hand the numerical value of their hands will be compared against each other to determine if the Player wins, loses or pushed their wager.

9. Once the option to act on Players Dealer hand the game is over and now the Dealer determines the placement of the Action tile.

10. The Action tile is determined by the Player Dealers second card, and is placed by starting with one and counting from the right of the Player Dealer position.

11. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

12. The casino Dealer will then collect the action tile.

13. The Dealer will turn over the Player Dealer tile to the second side to show that the Players that the person has one more opportunity to occupy the Player Dealer position.

Section III Game Information / Specifics
Number 3-D
Number of players in the Game.

Cal Blackjack provides seats for up to eight players.

Section III Game Information / Specifics
Number 3 – E
Description of how and when are house fees collected.

A Collection fee may be required prior to the start of the game.

Section III Game Information / Specifics
Number 3 – G
Betting scheme.

The object is to play to 31. In the event the Player does not receive a two-card 31, then the game plays to Hard 31. The third best hand is 21. A Players Hand totaling between 22 and 30 is frozen from receiving any further Draw cards and loses.

Section III Game Information / Specifics
Number 3-H
How winners determined and paid

1. The Players hand will be compared against the Player Dealers hand to determine if the hand wins, loses, or ties.

2. In the event the Player Dealer is dealt a “Natural,” the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.

3. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural. The Player loses on a hand with a value between 22 and 30. The player wins if their hand total is closer to thirty-one with out totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.

4. The Player whose hand exceeds twenty-one after the Draw will win on a 31 and lose on any other total no matter the value of the Player Dealers Hand total.

5. After determining if the Players hand wins, loses or ties, the Action tile will be utilized to determine the Payoff order between the Players wager against the Player Dealer in the event the Player Dealer does not cover all wagers placed against it by the Players.

6. Money will cover to the extent that the Player Dealer covers.

Section III Game Information / Specifics
Number 4
Describe a “round of play.” Also provide a video of the controlled game being played, if available.

ROUND OF PLAY

1. Cal Blackjack is played on a standard semi circle Blackjack gaming table. The casino dealer stands opposite the players, and in the center of the table. The play starts from seat one and continues clock-wise.

2. A standard round of play begins when a Player Dealer is designated. The Player Dealer will place a wager in front of their seat and that money will be used to pay the winners and will also set the amount the Player may collect from the losers. The Casino Dealer will place the “Dealer Tile” in front of the Player which is designates that they are

occupying the “Player Dealer” position, along with further designating whether it is the first or second turn for the Player occupying the Player Dealer position.

3. Players at a table then place their wagers in designated betting circles.

4. The dealer will deal two cards to the players and one card the Player Dealer. All cards dealt face up. The Dealer will then deal the Dealers 2nd card face down. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals to describe Hit, Stand or Surrender. The casino dealer deals the first card to the player in seat one and continue in a clock-wise fashion. The Player Dealer’s dealer first card will be placed in front of the casino dealer.

5. The casino dealer will ask if the Players would like to Surrender at this point or asked for Insurance if the Player Dealer up card is an Ace. Then the Player Dealer will receive a 2nd card face down. If the Player Dealers up Card is an Ace or a 10-Point Card then the Dealer will use a mirror built into the table to check for a “Natural.”

6. Players act on their hand in turn starting from seat one.

7. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Dealer will turn over the Player Dealers down card. This card will determine the placement of the “Action Tile”.

8. The payout or collection of the wagers will begin on the seat that contains the Action Tile. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

9. The Player Dealer must stand on Hard 17 & above and must hit on soft 17 and below.

10. Once the Player Dealer’s hand has been made, all winners and losers are determined when their card’s numerical value are compared to the Player Dealer’s. If there is not enough money from the Player Dealer position to cover all winning wagers, there will be no refund, of collection for the Players.

11. After all wagers are settled, the cards are collected and discarded. The bank button is turned over to read Deal 2 and the game begins again. The Player Dealer position changes every two hands and rotates in a clock-wise around the table.

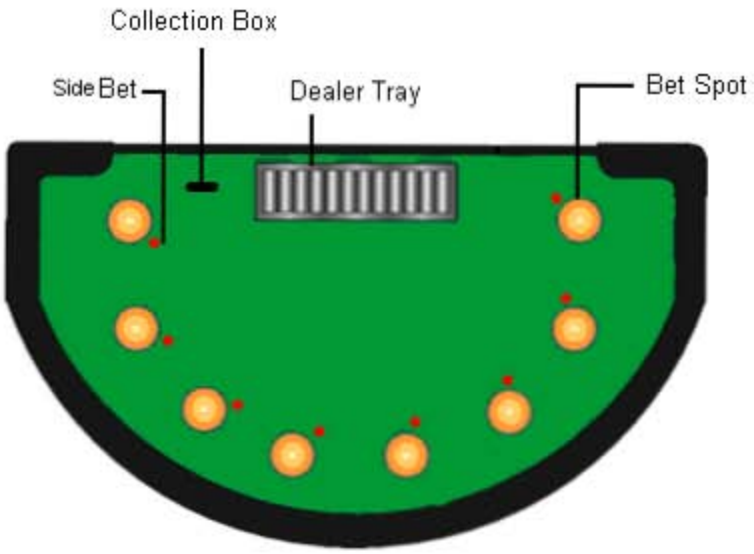
12. On the Next Round of Play if the same person has already held the Player Dealer position twice and not another Player wishes to occupy the Player Dealer Position, then the game will be “Closed” or stopped, and reopened.

Section III Game Information / Specifics
Number 5
Describe the type of gaming table utilized for this game

Table is built for 8 players.

Played on a standard Blackjack table. The Basic table design will be a semi-circle in shape. Only one dealer will be needed to deal this table. Chairs may be provided for the players to sit on. Seat numbers may be aid in distinguishing the different Players.

The Player may place their original wager in the Betting Circle.



Section III Game Information / Specifics
Number 6
List other equipment used.

The following equipment is needed.

1. A standard Blackjack table – used to play on and accommodate 8 Players and one employee. The description of the table and layout are seen in Section III number 5 of the Game Information Specifics section.

2. A Layout – a felt placed on top the table and used to describe the games playing surface.

3. A Deck of cards – standard 52 card deck no Joker and the word “CAL BLACKJACK”” stamped on the Ace card.

4. A Shoe – used to hold the cards that the Dealer will deal from.

5. A Dealer tile – used to determine who is occupying the house position for the Players to bet against.

6. An Action tile – used to determine which Player wins or loses first.

7. A Cut Card – used to determine when to shuffle the shoe when dealt.

8. A random shuffler may be used to shuffle the cards.

9. A random number generator may be used to determine the Action number.

10. A mirror will be installed in the table to allow the Dealer to check the Players hole card.

Section III Game Information / Specifics
Number 7
Provide a glossary of terms used in the controlled game.

Glossary of Terms:

Ace "Cal Blackjack" Card – The Ace has a value of twenty-one when dealt with a 10-point card on the initial two card deal; and has a value of one when totaling over 21; and a value of one or eleven when totaling under 21.

Action - This is the amount of money a player uses during an entire play of the hand.

Action Tile – Placed in front of the Player where the Payoffs will begin.

Betting Limits - These limits are created to mark the minimum and maximum amounts that can be bet at a time.

Burn Card - This is the card that is put on the bottom of the deck or in a discard tray after the shuffle and the deck is cut.

Color Up - Exchange your chips of smaller value into chips with higher value.

Cut - The dealer will divide the deck into two or more parts before the start of the deal.

Cut Card - The card that the dealer uses to cut the deck with.

Early Surrender - This is when you give up after a player receives their first two cars, but before the dealer checks for a Natural. By doing this you lose half of your bet and the game is over for that Player.

Even Money - This means you get paid the same as your original bet.

Down Card - This is the dealer's card that is facing down.

Face Cards - These cards are the Jack, Queen, and King of each of the four suits. They have a card value of 10.

First Base - This is the location at the blackjack table that players can sit at that is located nearest the dealer's left side.

Jackpot – A Bonus that is offered when the Player receives three suited 7's and the Player Dealers up card is any 7.

Hard Hand - This is any hand that does not contain an ace or uses it as a one.

Hit - This is when you want and take another card.

Hole Card - This is the dealer's card that is facing down.

Insurance - This is a bet on the side that the dealer has a natural 21. Insurance is offered when the dealer's up card is an ace. If the dealer has a natural and you have purchased the insurance bet, you win double the insurance bet if the Dealer has a Natural. If the dealer does not have a natural and you purchased the insurance, your bet is lost and you will have to play out the original wager.

Natural - A two-card hand with a total of 31. This is possible by getting a “Cal Blackjack” Ace Card, which has a value of 21 when dealt together with a 10-Point Card on their initial two-card deal.

Push - This is when the player and the dealer have valid hands with the same point total. This is a tie, and no money will change hands.

Side Bet – A wager that is placed next to their original wager and offered when the Players hand totals between 22 and 30. The player that placed a Side Bet will add the value of the House’s 2nd card, which acts as a community card for all players, to their hand to try to total 31. A hand that totals 31 will win. The Side bet loses on any other total.

Shoe - This is the device on the table that holds multiple decks of playing cards waiting to be dealt.

Soft Hand - This is a hand that contains an ace valued at 1 or 11.

Stand - This is what you do when you do not want any additional cards dealt to you.

Surrender - This is when you forfeit half of your bet in order to not have to complete the hand.

Up Card - This is the dealer's card that is facing up.

Texas Hold 'Em & Variations

Variations are Omaha, Omaha High/Low, Omaha High/Low (With Kill), Pineapple, Pineapple High/Low, Crazy Pineapple, Crazy Pineapple High Low

Time charges are for the use of facilities, services, and personnel.

$3 time collection per hand for all limit games with one pot; $4 for all split pot variations.

Size	Blinds	Buy-in
2-4	1 & 2	$20
3-6	1 & 3	$30
4-8	2 & 4	$40
5-10	2 & 5	$50
6-12	2 & 6	$60
10-20	5 & 10	$100
15-30	10 & 15	$150

An extra $1 per hand is taken in games with a Jackpot. All limit games may include Jackpot play.

20-40	10 & 20	$200
30-60	20 & 30	$300
40-80	20 & 40	$800
50-100	25 & 50	$1000
60-120	40 & 60	$1200
80-160	40 & 80	$1600
100-200	60 & 100	$2000

No-Limit Games

Size	Blinds	Buy-in	Fee hand or ½ Hour
5 to go	1-2-2	$100 to $400	$4 if flop /$1 no flop
5 to go	1-2-2	$100 to $300	$6 ½ hour
5 to go	2-3-5	$100 to $500	$4 if flop /$1 no flop
10 to go	2-3-5	$200 to $500	$7 ½ hour
10 to go	2-3-5	$200 to $1000	$4 if flop /$1 no flop
20 to go	5-5-10	$2,000	$10 ½ hour
40 to go	10-10-20	$5,000	$15 ½ hour
80 to go	20-20-40	$10,000	$20 ½ hour
160 to go	40-40-80	$20,000	$30 ½ hour
400 to go	100-100-200	$40,000	$50 ½ hour

No-Limit games of Texas Hold 'Em and variations may include Jackpot play.

- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Coordinator.
- The decision of the house supervisor is final.

06/16/08

Artichoke Joe's Casino

Lightning Poker™ Fees for Texas Hold 'Em & Variations

Variations are Split Limit Texas Hold 'Em, No-Limit Texas Hold 'Em, Omaha, Omaha High/Low.

Time charges are for the use of facilities, services, and personnel.

$3 time collection per hand for all limit games with one pot;
$4 for all split pot variations.

Size	Blinds	Buy-in
2-4	$1 & $2	$20
3-6	$1 & $3	$30
4-8	$2 & $4	$40
5-10	$2 & $5	$50
6-12	$2 & $6	$60
10-20	$5 & $10	$100
15-30	$10 & $15	$150

An extra $1 per hand is taken in games with a Jackpot.
All limit games may include Jackpot play.

20-40	$10 & $20	$200
30-60	$20 & $30	$300
40-80	$20 & $40	$800
50-100	$25 & $50	$1,000
60-120	$40 & $60	$1,200
80-160	$40 & $80	$1,600
100-200	$60 & $100	$2,000

No-Limit Games

Size	Blinds	Buy-in	Fee/Hand for Table
$1 to go	50¢& $1	$20 to $40	$3
$2 to go	$1 & $2	$60 to $100	$4
$4 to go	$2 & $4	$100 to $200	$4
$10 to go	$5 & $10	$200 to $400	$5
$20 to go	$10 & $20	$1,000	$6
$40 to go	$20 & $40	$2,000	$6
$80 to go	$40 & $80	$4,000	$7
$160 to go	$80 & $160	$8,000	$7
$200 to go	$100 & $200	$10,000	$7

An extra $1 per hand is taken in games with a Jackpot.

No-Limit games may include Jackpot play.

- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Coordinator.
- The decision of the house supervisor is final.

06/16/08

Artichoke Joe's Casino

21st CENTURY BACCARAT

7/31/08
3.0

07/31/2008

21st CENTURY BACCARAT
With Early & Late Tie Hands

SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down.

Player must stay on 7 or more and hit on 0 to 4.
Each player options on 5 & 6 are: a) stand; b) hit and take a community card.
Player/dealer must hit on 0-5 and stand on 6-9 or more.
House way: Hit on 0-5 and stand on 6-9

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible

2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.

4. There are no Jokers.

5. The table is a blackjack style or baccarat style table with eight seats respectively.

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. Each player has an option to place a tie, or pair wager prior to dealing any cards when made with the base game wager. Players have option to place their bet for:

a) player line that pays 1 to 1
b) player /dealer line that pays 19 to 20 or 9 and a half to 10
c) Early tie bet that pays 8 to 1
d) Late tie bet that pays 7 to 1 (GAME OPTION)
e) Player pair (first two cards)pays 10 to 1 (GAME OPTION)
f) Dealer pair (first two cards) pays 10 to 1 (GAME OPTION)

11. The house dealer deals two- two card hands, in rotation, one at a time.

12. Players in seats 1-8 receive two community cards, face up.

13. The player/dealer receives two cards. The first card is face up. The second card is face down.

14. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

15. Each player with a wager on the stand line with two cards valued at 5 & 6 has two options:

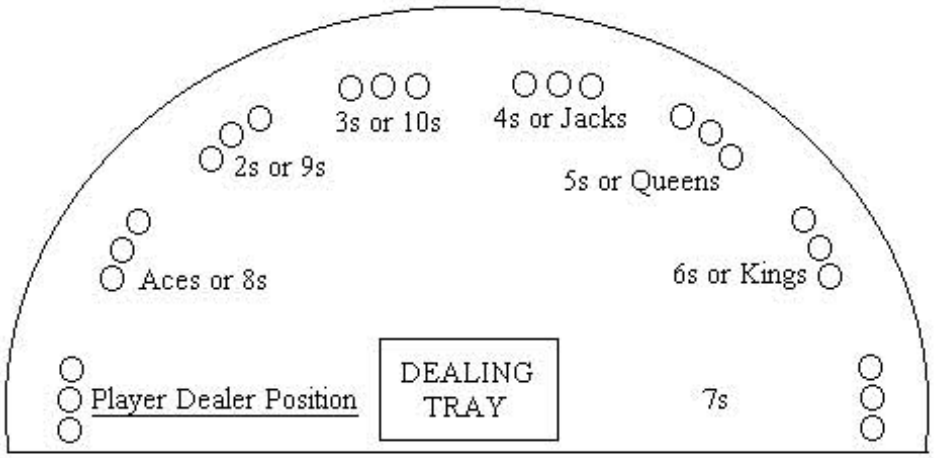
a) Stand and keep wager on the Stand Line;

b) Hit and take a community card by moving wager to Hit Line or place a hit or stand button on their cards.

16. The House Dealer will deliver additional hit card to player's hand if requested and will then expose the player/dealer's hole (down) card.

17. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	**Is Represented By**
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



18. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

19. Players with hands valued at 7 to 9 must stand.

20. Players with hands valued at 0 to 4 must hit.
21. Players have options on 5 and 6.

22. The Player/dealer wins all ties on zero and one on the base game.

23. The player /dealer will lose all ties to player's tie wager.

24. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.

25. The Player/dealer must hit on 5s or below and must stand 6s and above.

26. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.

27. Backline betting is allowed. Each seat has betting circles for the player line /player/dealer line and tie bets.

28. All bets for the base game and tie bet must be between minimum and the maximum table limit.

29. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

Tie Hands

EARLY TIE BET

Early tie bets are placed by the player prior to the deal of any cards. This bet pays 8 to 1

1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
2- The total Tie wager or the original base game wager cannot exceed table limit.
3- Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
4- The base game wager must be larger than the tie bet wager.
5- There is no collection for the tie bet.
6-All tie bets will be paid 8 to1
7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

B)LATE TIE BET (GAME OPTION)

Late Tie Bet

- Players may place a wager on the tie hand position after the player's cards have been dealt and before the Player/Dealer has checked his/her hold card. The House Dealer will determine if a tie bet may be wagered or not by following rules below.
- Each player has an option to place a tie, or pair wager prior to dealing any cards when made with the base game wager.
- There will be no tie bets allowed if Players hand (total of two cards value 5,6,7,8, or 9) equals to Dealer's up card (single card value of 5,6,7,8, or 9).
- There is no collection for tie bets.
- All winning tie bets will be paid 7:1 ratio.
- There will be no tie bets if Player has a two card 9.
- All tie bets will be returned if the Dealer has a two card 9.
- Only player with early tie bet may place a late tie bet.
- The tie bet wager cannot exceed the early tie bet wager. All tie bets will be paid 7 to1.
- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

C)PAIR BETS (GAME OPTION)

Pair bets are placed by the player prior to the deal of any cards. This bet pays 10 to 1

- Each player has an option to place a player pair or dealer pair wager prior to dealing any cards with the base game wager.
- Player pair bets are paid when the first two cards dealt to the player position are the same no matter what suit, any other combination of cards loses.
- Dealer pair bets are paid when the first two cards dealt to the dealer position are the same no matter what suit, any other combination of cards loses.
- There is no collection for pair bets.
- The pair bet wager cannot exceed the base wager.
- All pair bets will be paid 10 to1.
- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

Collection Rates

Players including the player/dealer must post the required collections prior to receiving any cards". Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

Sequence	Cards	Values
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart

Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand On	**Must Hit On**	**Have Option On**
6 OR MORE	**5 OR LESS**	**N/A**

P L A Y E R S

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand On	**Must Hit On**	**Have Option On**
7 OR MORE	**4 OR LESS**	**5& 6**

Buster Blackjack

US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"

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Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on a regular Blackjack or No Bust 21 table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

Betting and Collection Fee: In order to place a promotional bet, player must place an original wager according to the table limit. There will be not extra collection fee for this bet.

Funding: The player/dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A	Table B	Table C
3	1	1	2
4	3	3	2
5	6	5	4
6	30	25	12
7	100	100	50

8 or more		200	200	250
House Edge in %	**6 Deck**	4.69	7.88	6.21
	8 Deck	4.54	7.44	6.17

All numbers were derived under the assumption that the dealer would hit soft 17. A computer program was developed to calculate the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (a) the dealer hits a soft 17, (b) at least three decks are used, and (c) the cards the dealer draws are exactly in the following order: A-A-A-A-A-A-A-5-A-A-A-A-A.

The frequency distribution of the various dealer busting hands is given below for a 6 and 8 deck game, respectively:

Frequency Distribution

# Cards	6 Deck	8 Deck
3	1/5.8	1/5.8
4	1/11	1/11
5	1/49	1/49
6	1/379	1/376
7	1/4663	1/4558
8 or more	1/83715	1/79863

Number of Decks	Dealer Bust Frequency
6	28.58%
8	28.57%

The Benefits of Buster Blackjack

- **Camaraderie**
  A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.

- **Suspense**
  This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.

- **High hit frequency**

The hit frequency is over 28%. The player will win once every 3.5 hands.

- **Easy to deal**

  If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

Upcard Luck

“WE CREATE GAMES TO ENTERTAIN”

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Upcard Luck Promotional Bet

Upcard Luck is an optional bet for Blackjack. It is played with six or eight decks of cards.

The dealer deals the player/dealer and each player two cards with one of the player/dealer's cards turned face up. To qualify to win the side bet, the player/dealer's face up card must be any 2 through 7. The side bet loses if the player/dealer upcard is not any 2 through 7. If the player/dealer has any 2 through 7 up, the player wins if his first two cards are any blackjack, 9 through 11, or 18 or better (including A-7, A-8 and A-9). The pay tables are shown below:

Pay Tables

Hand Type	Payout
A-J of Spades	60
Blackjack	10
9, 10 or 11	5
18 or Better (including A-7, A-8 & A-9)	2

The bet pays the most if the player's first two cards are an Ace of Spades and a Jack of Spades.

Probability Distribution in %

Hand Type	6 Decks	8 Decks
A-J of Spades	0.0345	0.0344
Blackjack	2.1715	2.1663
9, 10 or 11	5.7104	5.7166
18 or Better	10.6928	10.6823
Win Frequency	18.6091	18.5995

Betting and Collection Fee: In order to place a promotional bet, player must place an original wager according to the table limit. There will be not extra collection fee for this bet.

Funding: The player/dealer will pay all winning Upcard Luck Bonus Bet wagers and will collect all losing Upcard Luck Bonus Bet wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Note that the promotional bet must not exceed the primary blackjack bet in order to thwart card counting.

Standards of play:

Three Card Poker (TCP) is a three card poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only “bank” the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

All standard poker rankings will be used from the minimum winning hand of a high card to the best hand; a Royal Flush.

Type of gaming table utilized for this game:

Three Card Poker may be played on either a standard blackjack table having eight places on one side for the players and the player/dealer or a standard poker table that seats up to nine players and a player/dealer for a total of ten seated players.

The cloth covering a Three Card Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled ‘Ante’ and ‘Play’ for the placement of bets, as well as a separate circle for the placement of a bonus bet labeled ‘Bonus.’

Number of players in the game:

A maximum of eight or ten players including the player/dealer position.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker shall be dealt from a multiple deck automatic card shuffling device (‘shuffler’) or shoe.

2. ***Physical Characteristics:*** Cards used to play Three Card Poker shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Three Card Poker is to be played with one (1) to six (6) standard fifty-two (52) card deck(s).

Betting scheme:

1. All wagers in Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets.” No bets shall be made, increased, or withdrawn after the dealer has announced “No more bets.”

3. At the beginning of each round of play, each player shall be required to place an ante wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.

4. Each player at a Three Card Poker table, who has placed the ante wager required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

Dealing procedures:

1. The dealer shall wait for each player to place their ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce “No more bets.”

    a. The dealer shall deliver then deal each seated player with a wager three cards, face-down, starting to the left of the player/dealer, then in turn to each of the other players, including the player/dealer, moving clockwise around the table. The stack given to the player/dealer shall be delivered face down after which one card will be turned face up.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.

3. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his/ her participation in the round of play. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.

4. After each player has either placed a wager on the table in the play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The dealer shall then reveal the remaining player/dealer's cards and place the cards so as to form the highest possible ranking hand. The player/dealer must qualify to play with a minimum of Queen-high.

    a. If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players. However, if the player/dealer’s hand did not qualify, the player/dealer will automatically pay each ante (the ones not surrendered by folding) even money regardless of whether the player’s hand ranks higher than the player/dealer’s or not.

    b. If the player/dealer’s hand qualifies, the dealer shall immediately stack each player’s play bet atop the Ante.

        i. If the player’s hand beats the player/dealer’s hand, the player wins even money.
        ii. If the player/dealer’s hand beats the player’s hand, the player loses.

6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.

7. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The player/dealer will first collect all losing wagers and then pay all winning wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

9. Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

The Bonus Bet is an optional side bet for Three Card Poker. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.

2. Bonus Bets must equal the Ante wager in order to qualifyin for a Bonus Bet payoff.

3. There is no additional collection fee for playing a Bonus Bet wager.

4. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.

5. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Bonus Bet, Ante Bet, Play Bet.

6. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

7. Bonus Bets pay as follows:

Hand	Payoff
Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

21st CENTURY

BACCARAT

8.2 Version

04/13/09

21st CENTURY BACCARAT Version 8.2

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

The following details are provided per BGC-APP. 026:

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):

a. Player line which pays 1 to 1
b. Dealer line which pays 19 to 20 or 9 ½ to 10
c. Tie bet which pays 9 to 1

4. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.

5. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the players third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager is won or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 9 to 1.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards

21st CENTURY BACCARAT Version 8.2

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

The optional bonus bet is called the "Dragon Bonus" (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager on the designated DB spot located next to each player's position on the gaming felt layout that is within the table limit posted. There will be "Dragon Bonus" betting circles in front of each player position.

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. A player wagering on the player line may only wager on the Player Dragon Bonus Bet circle and player wagering on the dealer line may only wager on the Dealer Dragon Bonus Bet circle.
4. There is no collection for the DB bet.
5. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

DRAGON BONUS PAYTABLE

Hand (Points Won By)	Payout
Natural	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word "dealer" affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer's hand has a value of eight (8)

Fortune Pai Gow Poker

Standards of play:

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 52-card deck with one Joker added. Each player competes against the player-dealer to make the best possible hand.

The object of the game, as a player, is to make two hands which are both superior to the player-dealer's hands. The object of the game, as the player-dealer, is to make two hands which are the same or superior to each player's two hands.

Number of players in the game:

The game is played on a table with seven seated positions.

Type of card deck used:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The Pai Gow Poker hand rankings, based on traditional poker rankings, are as follows:

Rank	***Combination of Cards***
1st	Five Aces (A-A-A-A-Joker)
2nd	Royal Flush (10-J-Q-K-A of the same suit)
3rd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
4th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
5th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
6th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
7th	Straight (Five cards of different suits ranked in order)
8th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9th	Two Pair (Two sets of pairs)
10th	A Pair (Two cards of the same value)
11th	High Card

Betting scheme:

Fortune Pai Gow Poker

Players may place wagers bearing in mind the posted table minimum and maximum. Players have the option of placing a Fortune Bonus Bet at this time. Players who place a Fortune Bonus Bet of $5 or more shall also qualify for the Envy Bonus Bet. The player-dealer may place a wager to cover some or all of the action on the table. The player-dealer cannot win or lose more than they have wagered.

Dealing procedures:

- The casino dealer deals the cards into seven piles of seven cards, starting from left to right.
- The player-dealer shall decide, at random, which pile of cards will be the first set of cards given out, and will slide that pile of cards slightly forward of the remaining piles of cards. The piles of cards are given out from left to right. Ex.- If the first pile of cards given out is the middle pile, the piles of cards will be distributed moving to the right. When there are no more piles of cards remaining to the right, they will be distributed from the far left and proceed to the right until all piles of cards are given out.
- After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the nearest player sitting left of the player-dealer receives the action button.
- Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Round of Play

- Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet at this time.
- The player-dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the nearest player sitting left of the player-dealer receives the action button. Each seated-position (with at least one bet on it) receives a pile of seven cards.

Fortune Pai Gow Poker

- Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than their two card hand.
- Once all players have set their hands, the player-dealer's cards are exposed and set into a two card hand and a five card hand. The player-dealer's five card hand must rank higher than their two card hand.
- Once the player-dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- A player wins if their two card hand is superior to the player-dealer's two card hand and their five card hand is superior to the player-dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- The player-dealer wins if their two card hand is superior to or "copies" a player's two card hand and the player-dealer's five card hand is superior to or "copies" the player's five card hand.
- Winning hands are paid even money; losing hands lose the amount wagered.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
  - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus wager.
  - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player-dealer pays any Envy Bonuses at the end of the round.
  - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
  - In the event that more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
  - A player cannot win an Envy Bonus for their own or for the player-dealer's hand.

Fortune Pai Gow Poker

- The cards are collected, shuffled and a new round begins.
- The Player/Dealer button designates the Player occupying the Player/Dealer position. The state law requires that the Player/Dealer position be systematically and continuously offered among all seated players, in a clockwise manner after every two hands. The Player/ Dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. The Player/Dealer is not required to cover all wagers placed against it by the Players.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table or bat-wing style table shall be used. The table has seven seated positions. Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the game, table limits, and collection rates.

Other equipment used:

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

An industry standard dice cup with three dice will be utilized.

Fortune & Envy Bonus Bets

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player-dealer to make the best possible hand.

Fortune Pai Gow Poker

Betting scheme:
Players may place wagers bearing in mind the posted table minimum and maximum. The Fortune Bonus Bet wager can be any amount within the posted table limits. If a player wagers a minimum of $5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus Bet wager.

- The Fortune Bonus Bet is open to all players, which includes backline bettors – in accordance with the local jurisdiction.
- Players must make a standard Pai Gow wager in order to have the option to make a Fortune Bonus Bet wager.
- Players may place a single Fortune Bonus Bet wager for each base game wager they have placed.
- Hands do not have to win the base game wager in order to win the Fortune and/or Envy Bonus Bet.
- There are no player collection fees charged for placing a Fortune Bonus Bet wager.
- The player-dealer will pay all winning Fortune and Envy Bonus Bet wagers, and will collect all losing Fortune Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Action is settled in the following order: Base game wagers are settled first, next the Fortune Bonus Bets are settled, and lastly the Envy Bonus Bets will be settled.

BONUS BET PAYTABLE

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	$1,000
Royal Flush + Royal Match	1,000 to 1	$750
7 Card Straight Flush with Joker	750 to 1	$250
5 Aces	250 to 1	$100
Royal Flush	125 to 1	$50
Straight Flush	50 to 1	$20
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Fortune Pai Gow Poker

<u>Glossary of terms used in the controlled game:</u>

Action Pile	The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Envy Bonus	A payout that is made if a player wagers at least $5 on the Fortune Bonus Bet and at least one player has a four of a kind or higher, all players with Envy buttons win, according to the paytable.
Fortune Bonus	An optional wager that can be placed by a player and paid according to the paytable.
Player-dealer	Seated position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a player's hand is ranked equally to the player-dealer's hand.
Push	When a player wins either the 2-card or the 5-card hand and the player-dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush.

Fortune Pai Gow Poker

House Way

Artichoke Joe's **Pai Gow Poker HOUSE WAY**		
Combination		Rule
No Pair		Second and third highest cards in front.
One Pair		Play pair in back; two highest other cards in front.
If more than one of the following rules applies, start with rules giving the best front hand. With the same best front, use the rule giving the best back hand.		
Two Pairs		Pair/pair except when (1) Pair of Eights or above, pair of Sevens or under, and can play Ace-Face in front. (2) Pairs seven or under and can play A, K, or Q in front.
Three Pair		Play highest pair in front.
Three of a Kind		Play all except Three Aces in back. Play Three Aces in back, if you can play at least King-Queen in front; otherwise, play one Ace in front with next highest card. With two sets, play larger pair in front.
Straights & Flushes		Play Straight or Flush behind, with best possible front.
Full House		Play high pair in front with (at least) Trips in back.
Four of a Kind		With Trips, play higher pair in front, when it makes a difference for front. With pair, play the pair in front. Otherwise, play Four Twos through Sevens in back and split Four Eights through Aces.
Five Aces		Play pair of Aces in front.

EZ BACCARAT™

BGC ID: GEGA-003010 (October 2010)

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.

To begin the game, players make a wager(s) on Player, or Dealer, or Tie ('Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:
In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.
In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.
In the case of a Tie, Tie wagers are paid 9 to 1. Bank and Player wagers push and Dragon 7 wagers lose.
In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a batwing table that accommodates up to fourteen (14) seated positions.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):

    a. Player line which pays 1 to 1
    b. Dealer line which pays 1 to1

Tie Wager

The Tie bet pays 9 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager. There will be no extra fee for placing a tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 wager. The Dragon 7 wager may be less than, equal to, or greater than the base game wager. There will be no extra fee for placing a Dragon 7 wager.

The player-dealer will pay all winning Dragon 7 wagers and will collect all losing Dragon 7 wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face down. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

- The player hand must stand when their hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the players third card was a 6 or 7.

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie.
Wagers will then be settled in one of the following two ways:

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: all Dragon 7 wagers, then all tie bet wagers, then each player line and dealer line placed. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Card Dealt	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of

Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

Collection Fees

The collection fees shall be taken per hand from the player-dealer position based on the player-dealer's wagering amount and from each player for each player line and dealer line wager that they place. However, there shall be no additional collection fee for placing a tie bet or Dragon 7 wager. The collection fees shall be collected prior to cards being dealt.

Artichoke Joe's

California Collection Rates

Pai Gow Tiles - Limit

Schedule Options	Table Limit	Player Wager	Player Fee (per spot)	Player-Dealer Fee (per hand)
1	$5 - $1,000	$5 - $500	$1	$5
		$501 - $1,000	$2	
2	$5 - $2,000	$5 - $1,000	$1	$5
		$1,001 - $2,000	$2	
3	$5 - $4,000	$5 - $1,000	$1	$8
		$1,001 - $2,000	$2	
		$2,001 - $3,000	$3	
		$3,001 - $4,000	$4	
4	$20 - $6,000	$5 - $2,000	$2	$10
		$2,001 - $4,000	$4	
		$4,00 - $6,000	$6	
5	$100 - $10,000	$5 - $2,000	$2	$10
		$2,001 - $4,000	$4	
		$4,001 - $6,000	$6	
		$6,001 - $8,000	$8	
		$8,001 - $10,000	$10	
6	$20 – No Limit	$20 - $5,000	$2	$10
		$5,001 - $10,000	$5	
		$10,001 - $20,000	$10	
		$20,001 - $30,000	$15	
		$30,001 +	$20	
7	$100 – No Limit	$100 - $5,000	$2	$15
		$5,001 - $10,000	$5	
		$10,001 - $20,000	$10	
		$20,001 - $30,000	$15	
		$30,001 +	$20	

Fortune Pai Gow Poker

Schedule Options	Table Limit	Player Wager	Player Fee (per spot)	Player-Dealer Fee (per hand)
1	$5 - $100	$5 - $100	$1	$1
2	$5 - $200	$5 - $100	$1	$2
		$101 - $200	$2	
3	$20 - $500	$20 - $100	$1	$3
		$101 - $300	$2	
		$301 - $500	$3	
4	$100 - $1,000	$100 - $300	$2	$5
		$301 - $600	$3	
		$601 - $1,000	$5	
5	$100 - $4,000	$100 - $1,000	$5	$10
		$1,001 - $2,000	$10	
		$2,001 - $4,000	$15	

6	$100 – No Limit	$100 - $2,000	$10	$20
		$2,001 - $4,000	$20	
		$4,001 +	$30	

Double Hand Poker (Pai Gow Poker)

Schedule Options	Table Limit	Player Wager	Player Fee (per spot)	Player-Dealer Fee (per hand)	Jackpot Collection Fee
1	$5 - $100	$5 - $100	$1	$1	$1
2	$5 - $200	$5 - $100	$1	$2	$1
		$101 - $200	$2		$1
3	$20 - $500	$20 - $100	$1	$3	$1
		$101 - $300	$2		$1
		$301 - $500	$3		$1
4	$100 - $1,000	$100 - $300	$2	$5	$1
		$301 - $600	$3		$1
		$601 - $1,000	$5		$1
5	$100 - $4,000	$100 - $1,000	$5	$10	$1
		$1,001 - $2,000	$10		$1
		$2,001 - $4,000	$15		$1
6	$100 – No Limit	$100 - $2,000	$10	$20	$1
		$2,001 - $4,000	$20		$1
		$4,001 +	$30		$1

Cal Blackjack

Schedule Options	Table Limit	Player Wager	Player Collection	Player-Dealer Wager	Player-Dealer Collection
1	$5 - $200	$5 - $100	$1	$20 - $300	$2
		$101 $200	$2	$301 +	$3
2	$100 - $500	$100 - $300	$2	$100 - $300	$3
		$301 - $500	$3	$301 +	$5
3	100 - $1,000	$100 - $300	$2	$500 - $1,000	$5
		$301 - $600	$3	$1,001 +	$8
		$601 - $1,000	$5		
4	$500 - $4,000	$500 - $1,000	$5	$500 – $2,000	$10
		$1,001 - $2,000	$10	$2,001	$20
		$2,000 - $4,000	$15		

No Bust 21st Century Blackjack

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Collection Fee
1	$1 - $100	$1 - $100	$1	$2
2	$1 - $200	$101 - $200	$2	$2
3	$1 - $500	$1 - $100	$1	$3
		$101 - $300	$2	
		$301 - $500	$3	

Super Pan 9

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Collection Fee
1	$1 - $100	$1 - $100	$1	$1
2	$1 - $200	$101 - $200	$2	$1
3	$1 - $500	$1 - $100	$1	$3
		$101 - $300	$2	
		$301 - $500	$3	

Fast Nine

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Collection Fee
1	$1 - $100	$1 - $100	$1	$1
2	$1 - $200	$1 - $100	$1	$1
		$101 - $200	$2	
3	$1 - $500	$1 - $100	$1	$3
		$101 - $300	$2	
		$301 - $500	$3	
4	$1 - $1,000	$1 - $300	$2	$5
		$301 - $600	$3	
		$601 - $1,000	$5	
5	$1 - $4,000	$1 - $1,000	$5	$10
		$1,001 - $2,000	$10	
		$2,001 - $4,000	$15	
6	$1 - No Limit	$1 - $2,000	$10	$20
		$2,001 - $4,000	$20	
		$4,001 +	$30	

21st Century Baccarat 3.0

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Wager	Player-Dealer Collection Fee
1	$5 - $200	$5 - $100	$1	$20 - $300	$2
		$101 - $200	$2	$301 +	$3
2	$100 - $500	$100 - $300	$2	$100 - $300	$3
		$301 - $500	$3	$301 +	$5
3	$100 - $1,000	$100 - $300	$2	$500 - $1,000	$5
		$301 - $600	$3	$1,001 +	$8
		$601 - $1,000	$5		
4	$500 - $4,000	$500 - $1,000	$5	$500 - $2,000	$10
		$1,001 - $2,000	$10	$2,001 +	$20
		$2,001 - $4,000	$15		

21st Century Baccarat 8.2

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Wager	Player-Dealer Collection Fee
1	$5 - $200	$5 - $100	$1	$20 - $300	$2
		$101 - $200	$2	$301 +	$3
2	$100 - $500	$100 - $300	$2	$100 - $300	$3
		$301 - $500	$3	$301 +	$5
3	$100 - $1,000	$100 - $300	$2	$500 - $1,000	$5
		$301 - $600	$3	$1,001 +	$8
		$601 - $1,000	$5		
4	$500 - $4,000	$500 - $1,000	$5	$500 - $2,000	$10
		$1,001 - $2,000	$10	$2,001 +	$20
		$2,001 - $4,000	$15		

EZ Baccarat

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Wager	Player-Dealer Collection Fee
1	$5 - $500	$5 - $100	$1	$5 - $300	$2
		$101 - $200	$2		
		$201 - $300	$3		
		$301 - $400	$4	$301 +	$3
		$401 - $500	$5		
2	$20 - $500	$5 - $100	$1	$20 - $300	$2
		$101 - $200	$2		
		$201 - $300	$3		
		$301 - $400	$4	$301 +	$3
		$401 - $500	$5		
3	$100 - $500	$5 - $100	$1	$100 - $300	$3
		$101 - $301	$2		
		$301 - $500	$3	$301 +	$5
4	$100 - $1,000	$5 - $100	$1	$100 - $1,000	$5
		$101 - $300	$2		
		$301 - $600	$3	$1,001 +	$8
		$601 - $,000	$5		

Three Card Poker

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Wager	Player-Dealer Collection Fee
1	$5 - $200	$5 - $50	$1	$5 - $300	$2
		$51 - $200	$2	$301 +	$3
2	$100 - $500	$100 - $300	$2	$100 - $300	$3
		$301 - $500	$3	$301 +	$5

Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

3. For Pair Plus wagers the words "Bonus"; and

4. For 6 Card Bonus wagers on the words "6 Card Bonus."

A shuffling machine shall be used to shuffle a single standard 52-card deck. The game shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

Number of players in the game:

A maximum of eight players including the player-dealer position.

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen, and jack are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and 4, 3, and 2 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the house dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly

intermixed. Upon completion of the shuffle, the device shall place the deck of cards into stacks of three.

2. The house dealer shall wait for each player to place their ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the house dealer will announce, "No more bets."

    a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which one card will be turned face-up.

<u>Round of Play</u>

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus bonus wager, a 6 Card Bonus wager, or both, but does not make a Play wager, the player shall forfeit these wagers, as well as, the Ante wager.

4. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **<u>minimum of queen-high</u>**.

    a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund this bet to players.

    b. If the player-dealer's hand did NOT qualify, the player-dealer will automatically pay each Ante wager not surrendered by folding even money regardless of whether the player's hand ranks higher than the player-dealer's or not.

    c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

        i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.

ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

5. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

6. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

7. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), then the 6 Card Bonus wager (if placed).

8. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. Player-dealers are never required to cover all opposing players' wagers.

Pair Plus:

The Pair Plus is an optional side bet for Three Card Poker. The rules are as follows:

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. The Pair Plus wager may be less than, equal to, or greater than the base game wager. However, the Pair Plus wager cannot exceed the table limit.
3. The Pair Plus only considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
6. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
7. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Winning Pair Plus wagers pay as follows:

3-Card Hand	Payoff
Mini Royal Flush	200:1

Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

6 Card Bonus:

The 6 Card Bonus is an additional optional side bet for Three Card Poker. The rules are as follows:

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager wager may win or lose regardless of the outcome of the base game wager. However, the 6 Card Bonus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

TCB-6B4	
5-Card Hand	**Payoff**
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Glossary of terms used in the controlled game:

Action Button A token used to designate where the settling of wagers will begin (the action).

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

For **schedule options 1 through 4**, a collection fee shall be taken per hand from each player based on the total amount that the player has wagered on the Ante only, prior to cards being dealt or any round of play being conducted. Also, a collection fee shall be taken per hand from the player-dealer position based on the total amount that the player-dealer has wagered. There shall be no additional collection fee for players when placing a wager on the Ante, Play, Pair Plus, or the 6 Card Bonus. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table

limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Wager	Player-Dealer Collection Fee
1	$5 - $200	$5 - $50	$1	$5 - $300	$2
		$51 - $100	$2		
		$101 - $150	$3	$301 +	$3
		$151 - $200	$4		
2	$20 - $200	$20 - $100	$1	$20 - $300	$3
		$101 - $200	$2	$301 +	$5
3	$20 - $500	$20 - $100	$1	$20 - $300	$3
		$101 - $200	$2		
		$201 - $300	$3	$301 +	$5
		$301 - $400	$4		
		$401 - $500	$5		
4	$100 - $500	$100	$1	$100 - $500	$5
		$101 - $300	$2	$500 +	$8
		$301 - $500	$3		

TABLE LAYOUT