

STANDARD HOUSEWAY

BET COLLECTION

PAI GOW TILES

COLLECTION

\$1 PER BET UNDER \$1K

\$2 PER BET OVER \$1K

\$10 UP TO \$500

PER BETTING CIRCLE

BUY BETS \$5 PER \$100

BUY BETS \$3 PER \$50



OPEN EVERYDAY 24 HOURS

8630 SAN YSIDRO AVE #100

GILROY, CALIFORNIA 95020

(408) 847-3777

www.garliccitycasino.com

No purchase necessary. Garlic City Casino reserves the right to cancel this promotion at any time.

See Casino Manager for complete details and rules. Must be 21 to enter the Casino.

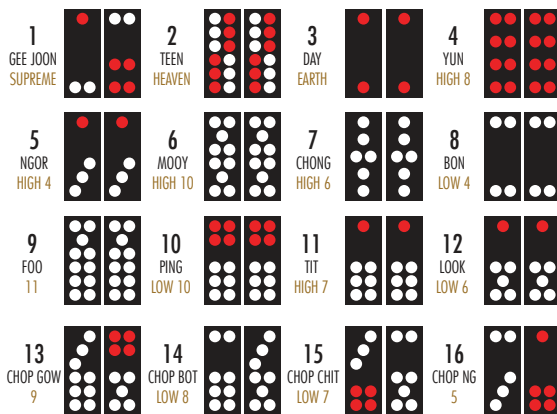
If you have a gambling problem call 1-800-GAMBLER or visit www.problemgambling.ca.gov

PAI GOW TILES HOUSE WAY

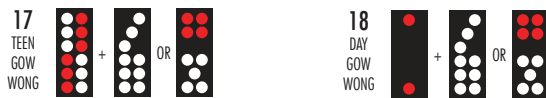
TABLE COVERS
\$30,000
BUY BETS &
PLAYER DEALER POSITION
(ACTION SET)

The full set of 32 tiles appears below. Some tiles have only one instance; some have two. There are 11 matching pairs and five nonmatching pairs.

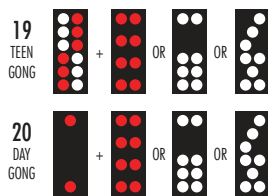
BO (PAIRS)



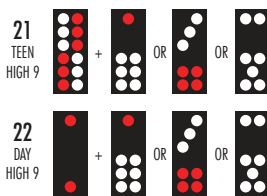
WONGS



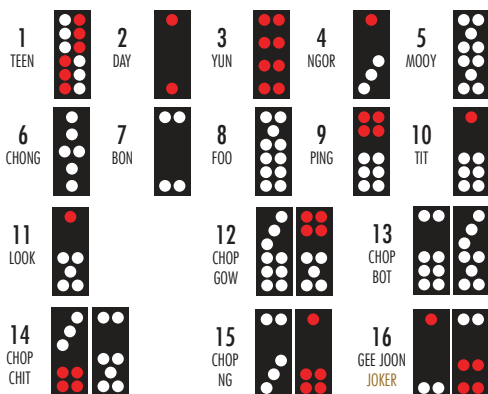
GONGS



HIGH NINES



INDIVIDUAL RANKING



GAME RULES:

- Multiple players can wager on the same hand. Whoever wagers the most on a hand determines how to set the hand.
- A 0-0 tie always goes to the Player-Dealer position (Bank).
- Dealer expose tile. Ask if they want to play, if not. Kill hand wager push back.
- Player drops tiles on floor. Call floor hand is set house way
- Player-dealer knocking over player stacked tiles, bank automatically lose. Player knocking over other tiles, automatically lose, Player receiving the violation will have wager pushed back.
- The house dealer controls the shuffling and dealing of the tiles, orderliness of the game, and the house collections for each hand.
- All bets will stand once the dice displays a number.
- Each player, in turn, counterclockwise, has the opportunity to be the player-dealer position. No player is ever obligated to put up a bank. Player-dealer is allowed two banks per round only from original seat
- All Players have the option of setting their hand or allowing the dealer to set their hand "house way".
- If a Player fails to set their own hand it may result in their hand being played "House Way."
- Regular and Buy Bets; move, cancel or buy more.
- Management reserves the right to refuse service to anyone.
- No talking on the phone while seated at the table. Step away.
- English only at the table, No discussing hands while in play.
- All Floor Management decisions are final.

PAYOFFS

ACTION Set On
Dice Cup Roll

TO WIN, both player hands must rank higher than the player-dealer's two hands.

TO LOSE, both player hands must rank lower than the player-dealer's two hands.

TO PUSH (that is, for no money to change hands) one of the player's two hands must rank higher and the other hand rank lower than the player-dealer's two hands.

Note: When two tiles are exactly the same, that hand is a push, except that the player-dealer wins all zero-zero hands (0-0 copy), regardless of which hand has the higher-ranking tile.