PLAYER'S GUIDE
TABLE GAMES



Larry Flynt's
LUCKY LADY
CASINO

WELCOME TO THE FUN!



TABLE GAMES ARE A BIG PART OF THE ACTION AT LARRY FLYNT'S LUCKY LADY CASINO

They're even more exciting – and potentially rewarding –when you understand them well. Use this as your guide to playing for luck at:

3 CARD POKER
EZ BACCARAT
PAI GOW POKER
PAI GOW TILES
ULTIMATE TEXAS HOLD'EM
21st CENTURY BLACKJACK

Larry Flynt's LUCKY LADY CASINO

THEREE CARD POKER

OBJECT

The object of Three-Card Poker is to beat the player/dealer.

PLAYING THE GAME

Using a standard deck of 52 cards, 3-Card Poker is played with up to seven (7) players, plus a player/dealer, although the house dealer deals the game. The player must place the Ante before placing any optional Bonus bet. The Bonus bet must be equal to or less than the Ante bet.

Players receive three cards face-down. The player/dealer receives three cards, two face-down and one face-up. Once players inspect their hand, they may Fold the hand and forfeit the Ante and Bonus bet or stay in the game by making a Play bet which must equal the Ante.

The Ante always receives action at even money. The player's hand is compared to the player/banker's hand and the best hand wins at even money.

If the player/banker qualifies with a minimum Queen high, the Play bet also receives action at even money. If the player/dealer does not qualify, the play bet receives no action. The dealer immediately refunds this bet to the players.

The Pair Plus wager allows the player to bet the ranked value of their hand against the posted payout.

THREE CARD POKER PROGRESSIVE

This $1 bet offers the player a chance to win the Progressive Jackpot listed at the table. To play, players make a $1 wager on the table's red light-up circle. To win the Jackpot, a player must have a mini-royal hand.

GEGA # 000112, 002593, 003525. NO PURCHASE NECESSARY. Play responsibly.
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The $1 Progressive wager also includes an Envy payout for players who are in the same hand when another player hits a mini royal.

RANK OF HANDS (HIGHEST TO LOWEST)

Straight Flush
Three cards of the same suit in consecutive rank

Three of a Kind
Three cards of the same rank regardless of suit

Straight
Three cards in consecutive order regardless of suit

Flush
The cards of the same suit regardless of rank

Pair
Two cards of the same rank regardless of suit

When comparing two hands of identical rank, the hand that contains the highest ranking card shall be considered the highest ranking hand. If the hands are still identical, the hand shall be considered a push.



BACCARAT

OBJECT

The object of EZ Baccarat is to bet on the Bank or the Player with the hope that they will draw a hand as close to 9 as possible.

PLAYING THE GAME

EZ Baccarat plays the same as regular Baccarat except that it replaces the taking of commission on every winning Bank hand by "barring" one specific winning Bank hand – a three card total of seven. The appearance of this hand is the "Dragon". Players can make a Bonus bet – the Dragon 7 bet – that pays 40 to 1 when the three card winning Bank hand occurs.

The Draw rules have not been changed: two hands of two cards each, one representing the bank and one representing the player are drawn. A third card may be required for either hand later. The hand totaling closest to 9 wins. Tens, cards totaling 10 and picture cards count as zero. The last digit of the sum of a hand that has a total of over ten is deemed the value of the hand, so 14 would count as 4, for instance.

OPTIONAL BETS

Tie Bet

If the Player and Banker hands tie, the wagers on these hands are a push. The tie bet pays 8:1.

Dragon 7

If the Banker hand has a point value of seven using three cards and the Player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.

All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.

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PANDA 8

If the Player hand has a point value of eight using three cards and the Banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes. All winning Panda 8 Bet wagers shall be paid 25 to 1. Player bets will win when the Panda 8 appears.

NO COLLECTION
EZ BACCARAT







PAI GOW POKER

OBJECT

The object of Pai Gow Poker is to set the 7 dealt cards into two separate poker hands: a two-card front hand; and a five-card back hand. To win you must have both hands rank higher than the corresponding front and back hands set by the dealer-player.

Note: The front hand may not rank higher than the back hand.

PLAYING THE GAME

Pai Gow Poker is played with a conventional poker deck with one added Joker, totaling 53 cards. The Joker is wild and may be used as any card. Five Aces (four Aces and a Joker) is the best possible hand. The below ranking chart indicates the general categories of hands in descending order of value:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight (A-2-3-4-5 is the smallest Straight)
8. Three of a Kind
9. Two Pairs
10. One Pair
11. No Pair (Nothing)

Each player at the table is responsible for setting his or her hand and no other person but the casino dealer may touch a player's cards. Each player is also required to keep the seven cards in full view of the dealer. Once each player has set a high and a low hand and placed the two hands on the table layout, the player does not touch the cards again. The player-dealer must set their hand according to rules known as The House Way.

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SIDE BETS

Progressive Bet

This $1 optional bet allows the player to win all or part of a large, incrementally growing jackpot. The top hands pay a percentage of the jackpot while other hands pay a fixed amount.

Fortune Bet

Players win if their hand contains a straight or higher. Players who made a Fortune wager may also qualify for an Envy bonus if someone else at the table has a premium hand.

FORTUNE
PAI GOW POKER
PROGRESSIVE JACKPOT

PAI GOW TILES

OBJECT

Pai Gow Tiles is a game that uses a standard set of 32 Chinese dominoes. The house has no stake in the game except to provide a house dealer. Each player is offered the player/dealer position per round of play. The player has the option of either accepting the player/dealer position or passing it on to the next player.

PLAYING THE GAME

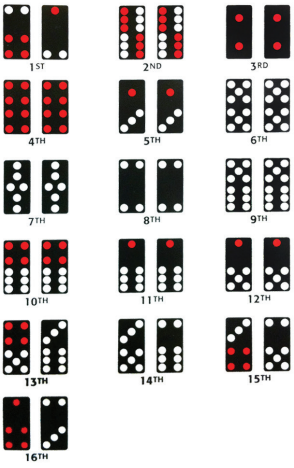
The player/dealer starts the game by rolling three dice. The total of the dice determines which player receives the first set of dominoes—starting from the player/dealer, the house dealer counts counter-clockwise.

Each player receives four dominoes and plays two hands simultaneously, a high hand and a low hand. Both hands must be higher than the player/dealer's hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the player/dealer's hand, the player loses.

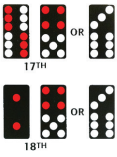
A rating system determines the value of each hand. Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs; the other four combinations of dominoes which are higher than 9 are called 'Wong' and 'Gong'.

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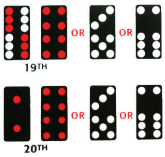
PAIR RANK "BO"



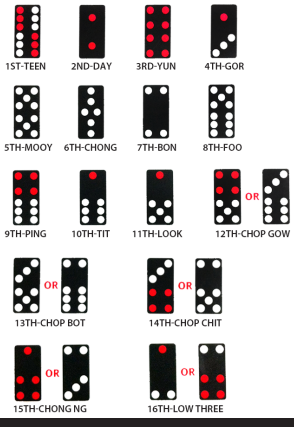
"WONG"



"GONG"



SINGLE RANK





ULTIMATE TEXAS HOLD'EM

OBJECT

This game allows players to play Texas Hold'em Poker heads-up against the player-dealer.

PLAYING THE GAME

To play, players must make equal Ante and Blind bets. They can also make an optional Trips bet.

Players and the player-dealer will receive two cards each face down (hole cards) from a standard 52 card deck. After looking at their cards, players can check (not bet) or make a Play bet of 3X – 4X their Ante.

Next, the dealer reveals the first three community cards. If a player hasn't already made a bet, then he or she can check or bet 2X the Ante.

The dealer then reveals the final two community cards. If the player previously checked twice, then he or she must either make a Play bet equal to the Ante or fold, losing both the Ante and Blind bets. If the player already made a raise, he or she may not bet further.

If the player-dealer's hand wins, then the player's Play, Ante and Blind wagers lose. In the event of a tie, those bets will push.

The Blind pays when the player's hand is at least a straight. If the player beats the player-dealer with less than a straight, then the Blind is a push.

The player-dealer needs a pair to qualify. When the player-dealer doesn't qualify, the player's Ante is returned. All other bets have action.

The Trips bet will pay according to the poker value of the player's hand regardless of the value of the player-dealer's hand.

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NO BUST 21st Century Blackjack

OBJECT

The object of No Bust 21st Century Blackjack is for the players and the player-dealer to add the numerical value of their cards to achieve the best possible point total of a "Natural" or twenty and a half.

A specially marked No Bust ace with any 10 or face card is a Natural and beats all other hands. A player whose initial two card hand is a Natural will be paid six to five.

If neither a player nor the player-dealer has a Natural, they may draw additional cards if needed until they achieve a hand as close to a Natural as possible or bust.

CARD VALUES

Ace – has a value of (a) 10 ½ on the first two cards when the other card has a value of ten, (b) 1 or 11 with all cards with value of 2 – 9.

King, Queen, Jack or 10 - has a value of ten

Two through Nine – hold their face value

PLAYING THE GAME

After receiving two cards face up, the

Player has the following options:

MUST STAND ON	MUST HIT ON	HAVE OPTION ON
Natural	11 or less	12 – 19
Soft/Hard *20, 21		

*Exception may double down or split

Player-Dealer Options:

MUST STAND ON	MUST HIT ON
Hard 17 or more	Soft 17 or less

If the player's total and the players-dealer's total are more than a Natural the following applies:

- If the player-dealer's hand ranks closer to a Natural, the player-dealer wins.

- If the player and the player-dealer hand is above Natural: Player loses all hands above Natural. Exception: Three card hand of 23, 24, 25 has a chance to push.

- If the player and the player-dealer have the same total, the player's hand will lose.

- If the player's hand has a value of 22 and the hand contains 3 cards and no aces, the player loses the hand. •If the player's hand busts with four or more cards, the player loses the hand.

DOUBLE-DOWN

Players can double-down on the first two cards only, with the exception of being dealt a Natural or 21. The player must place a second wager, less than or equal to the original wager. The player will receive only one additional card regardless of the total.

SPLIT

Players may split any two cards with the same value. The player must place a second wager equal to the original wager. Players may double-down after splitting. Players may split any two aces originally dealt to them, but can only receive one extra card per ace and cannot qualify for a Natural hand after the split.

INSURANCE

When the player-dealer has an ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has a Natural (and the player does not), the insurance bet is paid 2 to 1 and the player's original wagers loses.

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SURRENDER

Players can surrender after the first two cards are delt to the and forfeit half of their wager.

BUSTER BONUS BET

This optional bet allows the player to bet that the player-dealer will bust. The payoff odds very based on the number of cards in the player-dealer's busted hand.



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