

**PAI GOW TILES**  
**(MBS)**  
**Game Rules**

**Version 2**

***w.e.f. 5 December 2017***

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- 2. Mode of Play**
- 3. How to Play**
- 4. Settlement**
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## **1. Definitions**

### **1.1. In these rules:**

- 1.1.1. "Banker" means any Dealer-Banker or Player-Banker as the case may be.
- 1.1.2. "Copy Hand" means that a Player and the Banker have either a "High Hand" or a "Low Hand" of the same point value and the highest ranked tile is identical. The second tile does not come into consideration. The Banker wins all "Copy Hands". E.g. If the Player has a Teen Gong and the Banker has a Teen Gong, the Banker shall win.
- 1.1.3. "Dealer-Banker" means that the House holds the Bank for a round of play.
- 1.1.4. "House" means the Casino Operator.
- 1.1.5. "House Way" means a mandatory way of arranging the Dealer-Banker's hand as stipulated in Appendix "B". The Player's or Player-Banker's hand can also be set in accordance with the "House Way" upon request.
- 1.1.6. "Low Hand" and "High Hand" denotes the 2 combinations arranged out of the 4 tiles. The "High Hand" has a higher ranking than the "Low Hand".
- 1.1.7. "Player-Banker" means that the Player holds the Bank for a round of play.
- 1.1.8. "Tie" means when a Player wins either his "Low Hand" or "High Hand" and loses the other.

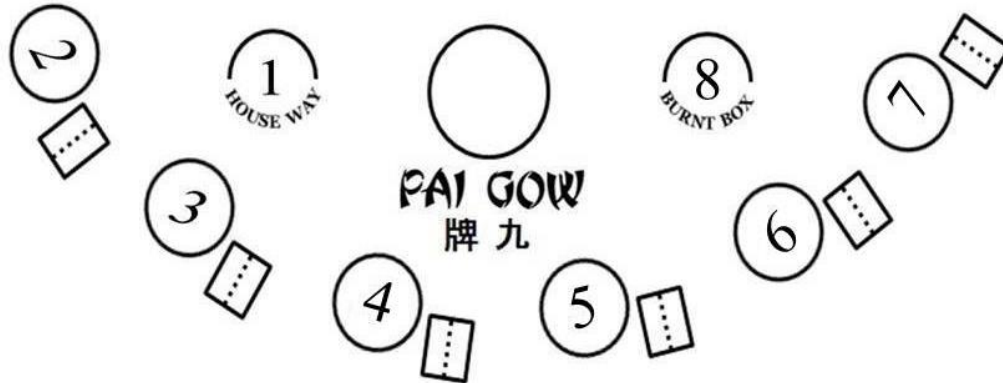
## **2. Mode Of Play**

### **2.1. The layout for this game is as shown in Diagram "A" with:**

- 2.1.1. Betting areas for each Player;
- 2.1.2. Area for placement of House Tiles; and
- 2.1.3. Area for placement of Player-Banker's required amount of chips i.e. the Capital to cover the total bets of all other players.

### **2.2. The game shall be played with a standard set of thirty-two tiles.**

Diagram "A"



### 3. How To Play

- 3.1. Commencement of play shall begin when the Dealer announces "Place your bets, please".
- 3.2. Closing of bets shall take effect when the Dealer announces "No more bets".
- 3.3. Players must place an initial wager to participate in the game. A marker will be used to indicate the Banker prior to the commencement of play.
- 3.4. The objective of the game is to have both the ranking hands ("Low Hand" and "High Hand") higher than the Banker.
- 3.5. The Ranking of Tiles is shown in Appendix "A".
  - 3.5.1. When a "Low Hand" or "High Hand" is lower than "Day High Nine" (ranking 22), the value of the hand will be a single digit number from 0 to 9 which is determined by totalling the value of the tiles in hand and as required, subtracting the tens.
- 3.6. When comparing the Player's and Banker's hands:
  - 3.6.1. When the Player and Banker have a hand or hands of equal point value (other than zero), the highest ranking tile in each hand shall determine who wins or loses that hand.
  - 3.6.2. In the event both the Player and the Banker have a "Copy Hand" as per Rule 1.1.2, the Banker's hand shall win.
  - 3.6.3. When the Player and Banker both have zero points in the same hand (a hand of any two tiles which do not make a "Pair" or a "Gong", that adds up to 10 or 20), the Banker's hand wins regardless of the tile's ranking.
- 3.7. Either "Gee Jun" tile may be counted as a value of three or six, depending on which is more beneficial to the hand.
- 3.8. A dice cup and a set of 3 dice will be used to determine the order of play.

- 3.9. Following the announcement of "No more bets", the Dealer will proceed to shake the Dice cup with the three dice inside. The total point count of the dice will determine which hand shall receive the first stack of four tiles, starting from the Banker's position in an anti-clockwise direction.
- 3.10. Starting from the playing area indicated by the total point count of the dice, the Dealer shall deal a stack of four tiles face down to each betting area, including those betting areas which do not contain a wager.
- 3.10.1. Tiles dealt to an area without a wager will be retrieved and set aside by the Dealer and placed in the "Burnt Box".
- 3.11. Players will arrange their tiles into two hands (the "Low Hand" and the "High Hand"), and will place their tiles on the table after which the Player will not be allowed to handle the tiles again.
- 3.11.1. If a Player requests the Dealer to set his tiles in accordance to the "House Way", the Dealer will do so.
- 3.12. If a seated Player is wagering in betting boxes with no seated Player, the tiles in those betting boxes where the Player is not seated shall be arranged in accordance to the "House Way" by the Dealer.
- 3.13. The Dealer-Banker shall then set his tiles in accordance with the "House Way" listed in Appendix "B".
- 3.13.1. In the event that the Dealer-Banker's hand is incorrectly set and it is noticed during the round of play, the Dealer-Banker's hand shall be reset in accordance to the "House Way" listed in Appendix "B" and all wagers will be paid and taken based on the correct setting of the tiles.
- 3.13.2. If the error is discovered after the conclusion of the round of play, the House will pay or retrieve wagers based on the correct setting of the hand.
- 3.14. A Player wins when his "Low Hand" ranks higher than the Banker's "Low Hand" and his "High Hand" ranks higher than the Banker's "High Hand".
- 3.15. A Player loses when his "Low Hand" ranks lower than the Banker's "Low Hand" and his "High Hand" ranks lower than the Banker's "High Hand".
- 3.16. A "Tie" is when Player wins either his "Low Hand" or "High Hand" and loses the other.
- 3.16.1. In the event of a "Tie", the initial wager does not win or lose.
- 3.17. Each Player has an option to become the Banker (Player-Banker) on a rotational basis (anti-clockwise) provided that there are other Players wagering against him after the rotation. The rotation shall start with the Dealer, and alternate between the Dealer and the players.
- 3.18. In order to be a Player-Banker, a Player must be seated and must have wagered against the Dealer-Banker in the previous round of play, prior to his turn to be the Player-Banker.
- 3.19. A Player can wager any amount against the Player-Banker and is not restricted by the table betting maximum. However, a Player is required to wager at least the table betting minimum.
- 3.20. The Player-Banker must provide to the Dealer the required amount of chips i.e. the Capital which is sufficient to cover the total bets of all other players.

#### **4. Settlement**

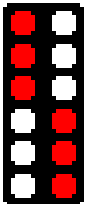

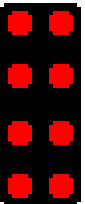
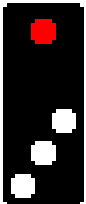
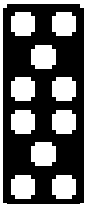
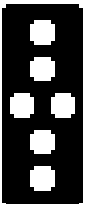

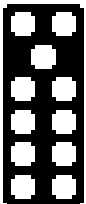
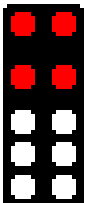


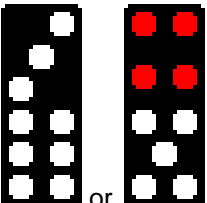
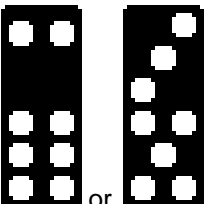
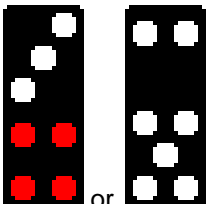
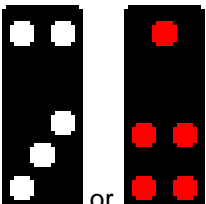
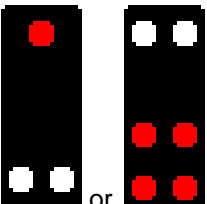
- 4.1. All winning wagers are paid even money at odds of 1 to 1, less 5% commission.
- 4.2. Where a Player-Banker holds the bank and has an overall winning amount for the round of play (after deducting the Player-Banker's capital), a 5% commission will be levied on the winning amount.

#### **5. Irregularities**

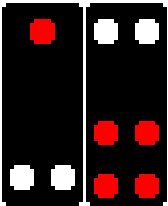
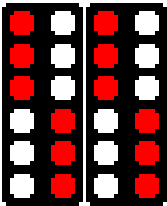
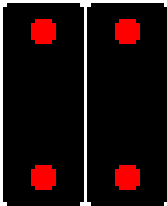
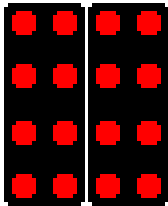
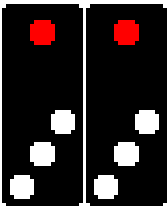
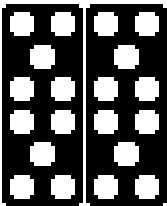
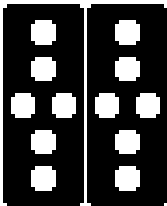
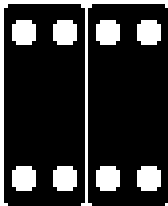
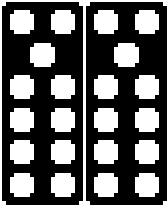
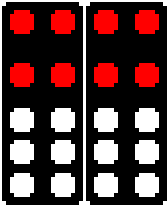
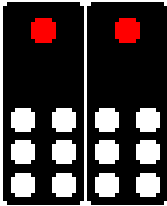
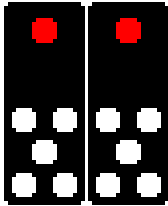
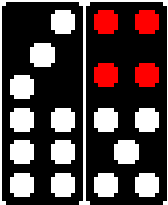
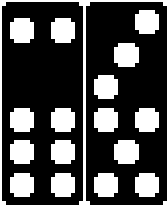
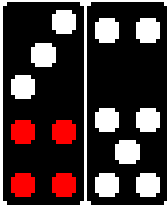
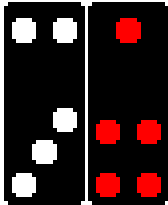
- 5.1. If two or more tiles on the Banker's hand are exposed and no Player has viewed their tiles:
  - 5.1.1. Where such Banker is the Dealer-Banker, the round of play shall be void; or
  - 5.1.2. Where such Banker is the Player-Banker, the round of play shall be voided by the House if the Player-Banker requires the round of play to be void.
- 5.2. Where the Banker is the House, if two or more tiles on a Player's hand are exposed by the Dealer and no Player has viewed their tiles, the affected Player will be permitted to withdraw his wager. Where the Banker is a Player-Banker, the round of play shall be void.
- 5.3. If there is any incorrect distribution of the tiles and any Player has seen any tile(s), the round of play shall be void.
- 5.4. After the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased will be refused and/or will not be honoured.
- 5.5. After the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.

APPENDIX “A”: RANKING OF THE TILES IN PAIR, COMBINATIONS (WONGS, GONGS AND HIGH NINES) AND INDIVIDUAL ORDER

RANKING OF THE TILES (Individual)

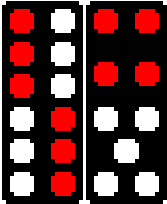
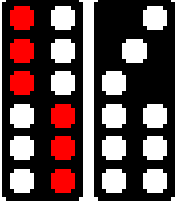
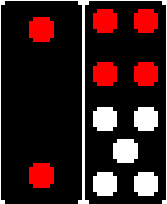
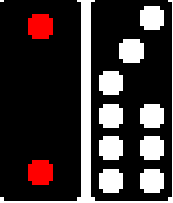
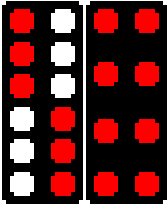
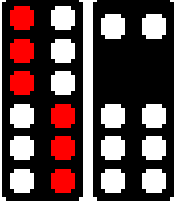
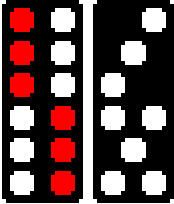
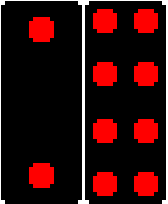
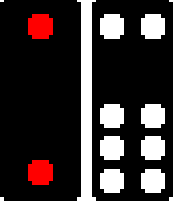
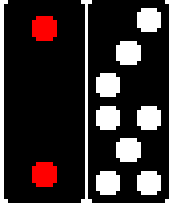
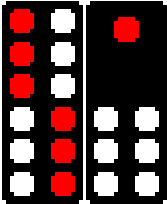
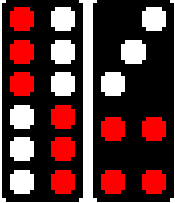
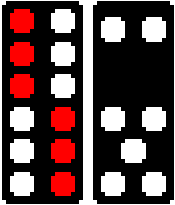
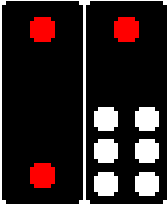
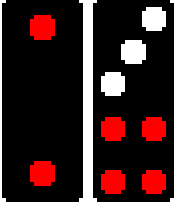
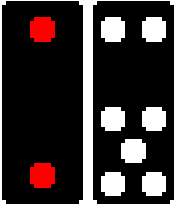
 1. Teen	 2. Day	 3. High 8	 4. High 4
 5. High 10	 6. High 6	 7. Low 4	 8. Eleven
 9. Low 10	 10. High 7	 11. Low 6	 12. Nine
 13. Eight	 14. Seven	 15. Five	 16. Gee Jun

## PAIRS

 <p>1. Gee Jun</p>	 <p>2. Teen (12)</p>	 <p>3. Day (2)</p>	 <p>4. Yun (High 8)</p>
 <p>5. Ngor (High 4)</p>	 <p>6. Mooy (High 10)</p>	 <p>7. Cheung Sum (High 6)</p>	 <p>8. Ban Tang (Low 4)</p>
 <p>9. Foo Tau (11)</p>	 <p>10. Hoong Tau Sap (Low 10)</p>	 <p>11. Ko Kiok Chaat (High 7)</p>	 <p>12. Lim Lum Lok (Low 6)</p>
 <p>13. Chap Gow (9)</p>	 <p>14. Chap Paat (Low 8)</p>	 <p>15. Chap Chaat (Low 7)</p>	 <p>16. Chap Ng (5)</p>



COMBINATIONS (WONGS, GONGS and HIGH NINES)

<div></div> <div>Or</div> <div></div> <div>17. Teen Wong</div>	<div></div> <div>Or</div> <div></div> <div>18. Day Wong</div>	<div></div> <div>Or</div> <div></div> <div>Or</div> <div></div> <div>19. Teen Gong</div>	<div></div> <div>Or</div> <div></div> <div>Or</div> <div></div> <div>20. Day Gong</div>
	<div></div> <div>Or</div> <div></div> <div>Or</div> <div></div> <div>21. Teen (High Nine)</div>	<div></div> <div>Or</div> <div></div> <div>Or</div> <div></div> <div>22. Day (High Nine)</div>	

## APPENDIX “B”: HOUSE WAY

The House tiles shall be arranged according to the House Way as below:

**Split the following pairs:**

No.	Pairs	Split The Following Pairs
1	Gee Jun	If the 3rd & 4th tiles are 6 & 4, 6 & 5, 6 & 6 (non-pairing 6's)
2	Teen (12) or Day (2)	(a) To make 6 & 8 or better; or (b) If the 3rd & 4th tiles are 9 & 11.
3	Nines	To make 9 & 9 or better
4	Eights	To make 7 & 9, 8 & 8 or better
5	Sevens	To make 7 & 7 or better

**Wongs, Gongs and High Nines;**

No.	Having Wong, Gong and High Nines
1	Play High Nine, Gong or Wong even at the expense of a Low Hand.
2	Play High Nine before Gong, before Wong, (if the Low Hand achieved a “Cheung Sum” ranking of point total “3” or better).
3	When given the choice between a Teen and a Day in making Wong, Gong or High Nine, then play the Teen in the High Hand.
4	<div>When No Pair, Wong, Gong or High Nine, make the Low Hand and High Hand as close as possible;</div> <div><div>a) If Low Hand does not achieve a “Cheung Sum” ranking of point total “3” or better, then increases the High Hand in point total to the highest possible point total.</div><div>b) If point total “7” or better cannot be achieved in the High Hand, then revert and balance the hands.</div><div>c) Play the highest ranking tile in the Low Hand, if the hands total is 7 &amp; 9 or less.</div><div>d) Play the highest ranking tile in the High Hand, if the hands total is 8 &amp; 9 or better.</div></div>

**Individual exceptions;**

<b>No.</b>	<b>Combinations</b>	<b>Individual Exception</b>
<b>1</b>	Teen, Low 4, 8 and 9	Play 3 & Gong
<b>2</b>	Teen, Day, 6 with 4 or 5	Play the Teen in the High Hand
<b>3</b>	Teen or Day, 5, 6 and Gee	Play 7 & 9 instead of 8 & 8
<b>4</b>	High 4, Low 4, 5 with 7 or Low 8	Play 1 & High 9 (2 & High 9)
<b>5</b>	High 4, Low 4, 5 with 9 or Gee	Play High 3 & 9 (High 7 & 9)
<b>6</b>	High 4, High 8, Low 8 with 6 or 7	Play the High 8 in the High Hand
<b>7</b>	Low 4, High 8, Low 8 and 9	Play 2 & High 7
<b>8</b>	5, High 6, Low 6 and 11	Play 1 & High 7
<b>9</b>	High 6, High 10, Low 10 with 7 (Also with Low 8 or 9)	Play the High 10 in the High Hand
<b>10</b>	7, High 8, High 10 and 11	Play 7 & 9
<b>11</b>	9, High 10, Low 10 and 11	Play 1 & High 9