

POWER PAI GOW
(MBS)
Game Rules

w.e.f. 20 October 2017

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

1.1. In these rules:

- 1.1.1. "Copy Hand" means when a Player and the Dealer have either a "High hand" or a "Low Hand" of the same point value and the highest ranked card is identical. The second card does not come into consideration. The Dealer wins in all "Copy Hand". E.g. If the Player has a Teen Gong and the Dealer has a Teen Gong, the Dealer shall win.
- 1.1.2. "House" means the Casino Operator.
- 1.1.3. "House Way" means a mandatory way of arranging the Dealer's hand, or arranging the Player's hand upon request as stipulated in Appendix "B".
- 1.1.4. "Low Hand" and "High Hand" denotes the 2 combinations arranged out of the 4 cards. The "High Hand" has a higher ranking than the "Low Hand".
- 1.1.5. "Standard wager" means the Player's initial wager placed in a round of play.
- 1.1.6. "Tie" means when a Player wins either his "Low Hand" or "High Hand" and loses the other, subject to rule 3.12.1.
- 1.1.7. "Power Bet" means an additional bet made either on the Player's hand and/or the Dealer's hand which wins when the hand contains any of the winning combinations stipulated in rule 4.2, regardless of the outcome for the "Standard wager". In the event that more than one winning combination is present in the Player's hand and/or Dealer's hand, only the combination with the highest settlement odds will be paid.

2. Mode Of Play

- 2.1. The game shall be played with one deck of thirty-two cards, with backs of the same colour and design.
- 2.2. The layout for this game is as shown in Diagram "A", "B" and "C" with:
 - 2.2.1. Betting areas for the placement of "Standard wager"; and
 - 2.2.2. Betting areas for the placement of Player's and/or Dealer's "Power Bet" wagers.

Diagram "A"

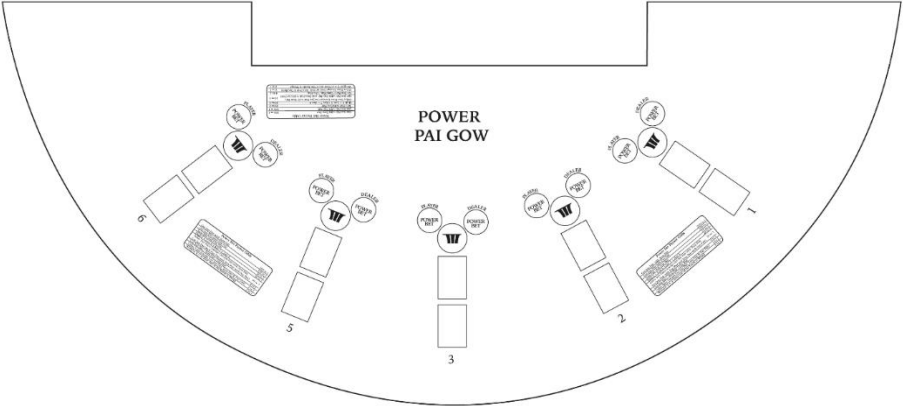


Diagram "B"

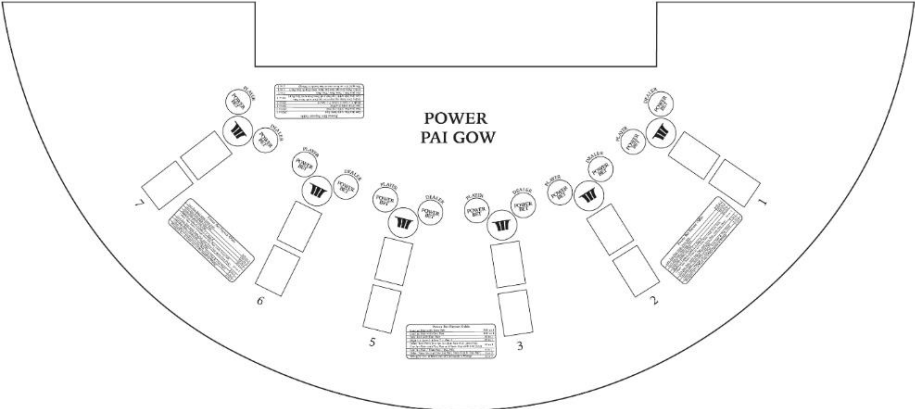
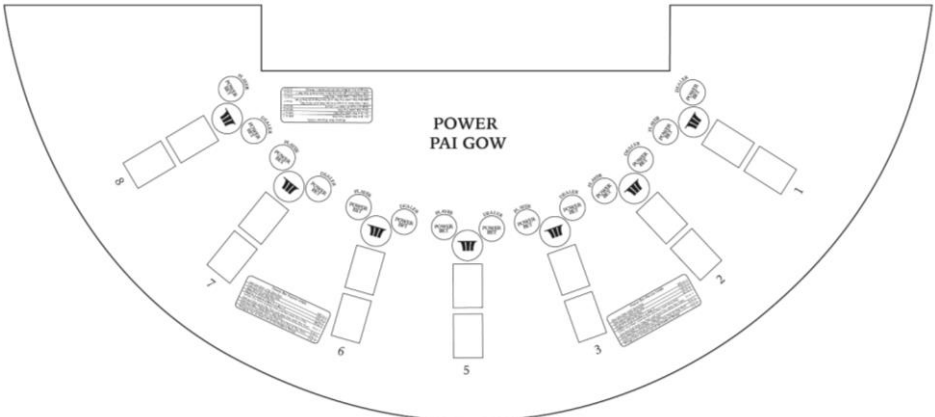


Diagram "C"



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 may place a "Standard wager" to participate in the game.
- 3.4. Players may also place a "Power Bet" for the Player and/or Dealer's hand after placing a "Standard wager" on that round of play.
 - 3.4.1. A Player may place a "Power Bet" even if he did not place a "Standard wager". However, a "Power Bet" may only be placed on a playing area which contains a "Standard wager".
- 3.5. The objective of the game is to have both the ranking hands ("Low Hand" and "High Hand") higher than the Dealer, or to obtain a "Low Hand" of "High Nine" or better.
- 3.6. The ranking of cards is shown in Appendix "A".
 - 3.6.1. 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 totaling the value of the cards in the hand and as required, subtracting the tens.
- 3.7. When matching the Player and Dealer's hands:
 - 3.7.1. When the Player and the Dealer have a hand of the same value but are not "Copy Hands", the hand with the highest ranking card wins.
 - 3.7.2. In the event both the Player and the Dealer have a "Copy Hand" as per rule 1.1.1, The Dealer's hand shall win.
 - 3.7.3. When the Player and Dealer both have zero points in the same hand (a hand of any two cards which do not make a "Pair" or a "Gong" that adds up to 10 or 20), the Dealer's hand wins regardless of the card's ranking.
- 3.8. Either "Gee Jun" card may be counted as a value of three or six, depending on which is more beneficial to the hand.
- 3.9. Following the announcement of "No more bets", starting from the Dealer's left and continuing clockwise, the Dealer shall deal four cards face down to each betting area containing a wager and to the Dealer.
- 3.10. Players will arrange their cards into two hands (the "Low Hand" and the "High Hand") and shall be placed in the designated area after which the Player will not be allowed to handle the cards again.
 - 3.10.1. If a Player requests the Dealer to set his cards in accordance to the "House Way", the Dealer will do so.
 - 3.10.2. If a seated Player is wagering in multiple betting boxes with no seated Player, the cards in those betting boxes where the Player is not seated will be arranged in accordance to the "House Way" by the Dealer.
- 3.11. The Dealer shall then set his cards in accordance with the "House Way" listed in Appendix "B".
 - 3.11.1. In the event that the Dealer's hand is incorrectly set and it is noticed during the round of play, the Dealer'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 cards.

3.11.2. 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.

3.12. A Player wins when his "Low Hand" ranks higher than the Dealer's "Low Hand" and his "High Hand" ranks higher than the Dealer's "High Hand".

3.12.1. Regardless of the Dealer's hand, the Player wins when his "Low Hand" is "High Nine" or better.

3.13. Subject to rule 3.12.1, a Player loses when his "Low Hand" ranks lower than the Dealer's "Low Hand" and his "High Hand" ranks lower than the Dealer's "High Hand".

3.14. Subject to rule 3.12.1, a "Tie" is when Player wins either his "Low Hand" or "High Hand" and loses the other.

3.14.1. In the event of a "Tie", the initial wager does not win or lose.

4. Settlement

4.1. Settlement of wagers shall be as follows:

4.1.1. The payout odds of each winning wager shall be:

Winning Hand	Pays
Regardless of Dealer's hand, Player wins when Player's "Low Hand" is "High Nine" or better.	1 to 1
Player wins with both "Low Hand" and "High Hand" ranking higher than the Dealer's "Low Hand" and "High Hand".	1 to 1
Player wins with both "Low Hand" and "High Hand" ranking higher than the Dealer's "Low Hand" and "High Hand", and where the value of the Dealer's "Low Hand" is less than 3 (except when Player's "Low Hand" is "High Nine" or better).	1 to 2

4.2 Settlement of "Power Bet" for Player and/or Dealer's hand shall be as follows:

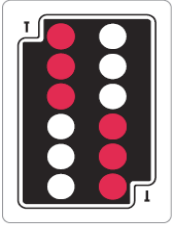
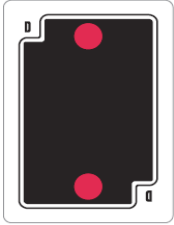
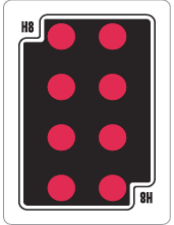
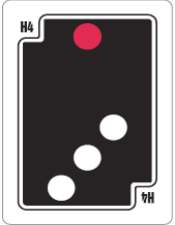
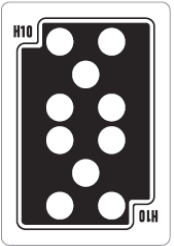
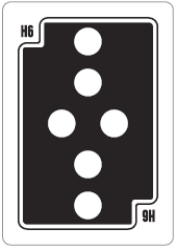
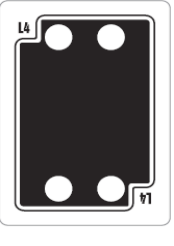
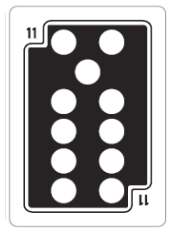
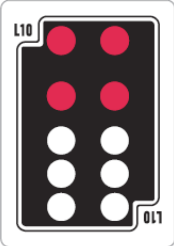
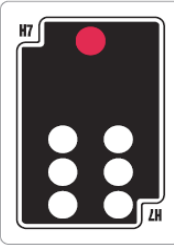
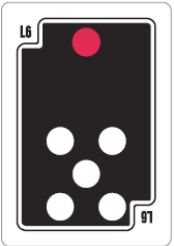
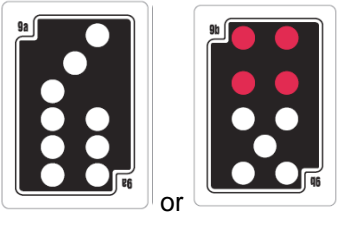
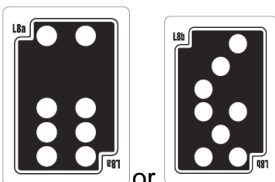
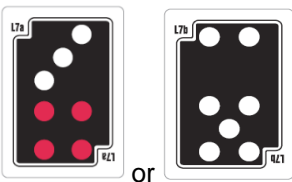
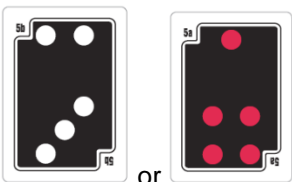
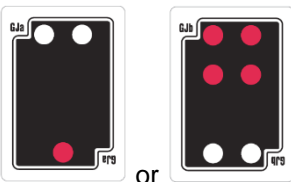
Hand	Pays
Gee Jun Pair with Teen Pair	200 to 1
Gee Jun Pair with Day Pair	100 to 1
Teen Pair with Day Pair	50 to 1
High 6 + Low 6 + Any 7 + Any 4	20 to 1
Other Two Pairs (except Gee Jun Pair with Teen Pair, Gee Jun Pair with Day Pair and Teen Pair with Day Pair)	10 to 1
Gee Jun Pair	4 to 1
Teen Pair	4 to 1
Day Pair	4 to 1
Other Pairs (except Gee Jun Pair, Teen Pair & Day Pair)	2 to 1
Wong(s) (i.e. at least one of the hands is Wong)	2 to 1

5. Irregularities

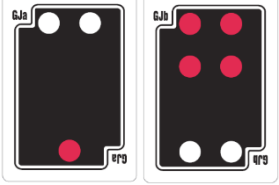
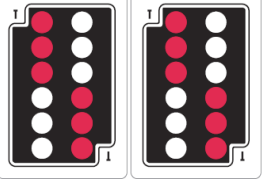
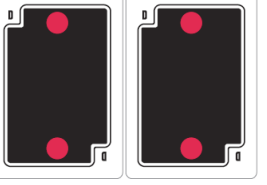
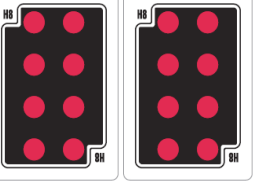
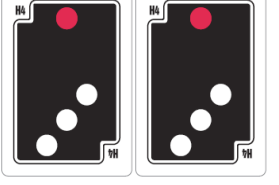
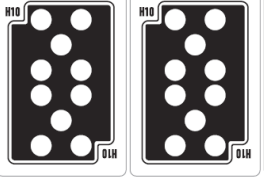
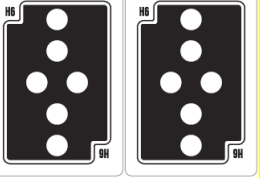
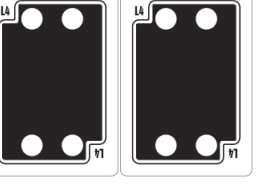
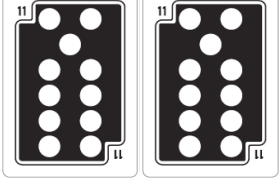
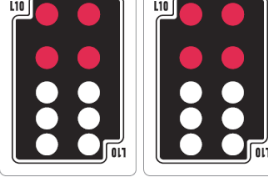
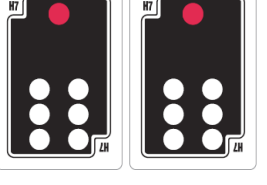
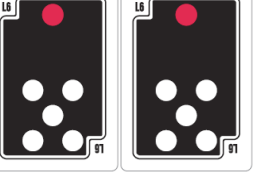
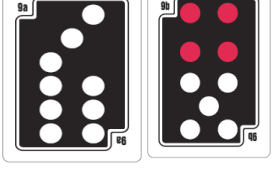
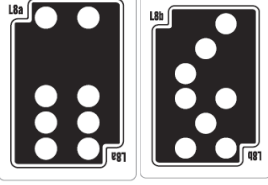
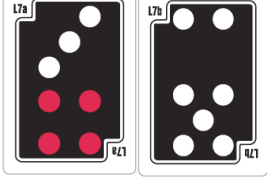
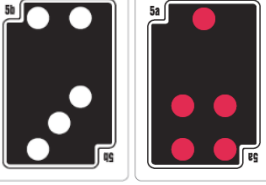
- 5.1. If two or more cards on the Dealer's hand are exposed and no Player has viewed their cards, the round of play shall be declared void.
- 5.2. If there is any incorrect distribution of the cards and any Player has seen any card(s), the round of play shall be void.
- 5.3. If a foreign card is found in the course of a game:
 - 5.3.1. The current round of play shall be void; and
 - 5.3.2. All results of the previous games will stand.
- 5.4. If there is any shortage or excess of cards in the deck, the round of play shall be void.
- 5.5. 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.
- 5.6. 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 cards in Pair, Combinations (Wongs, Gongs and High Nines) and individual order

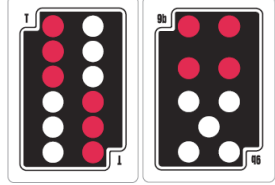
RANKING OF THE CARDS (Individual)

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

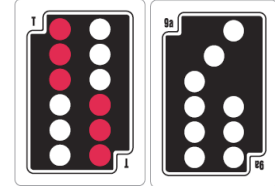
Pairs

 <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>

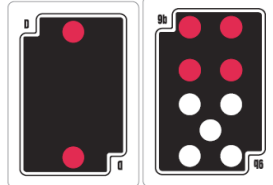
Combinations (Wongs, Gongs and High Nines)



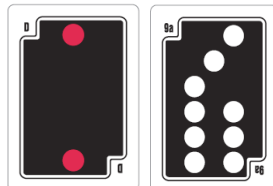
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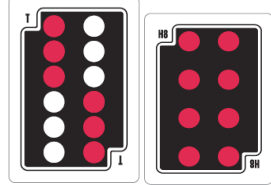
17. Teen Wong



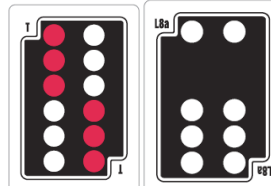
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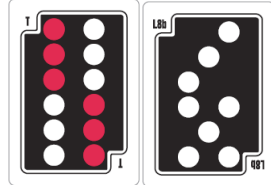
18. Day Wong



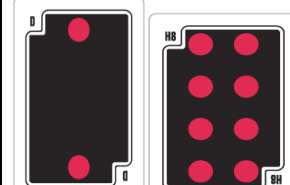
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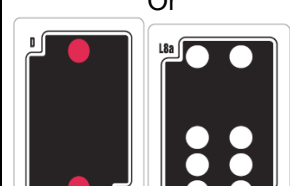
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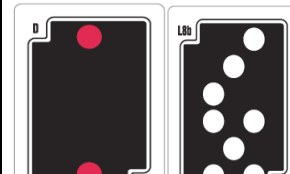
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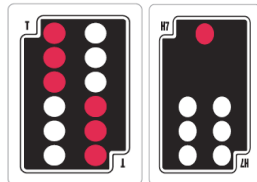
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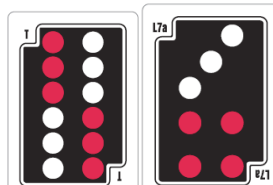
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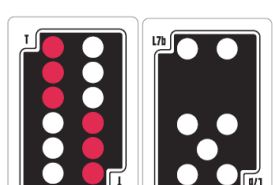
20. Day Gong



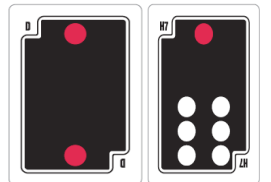
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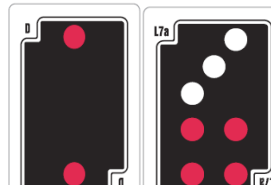
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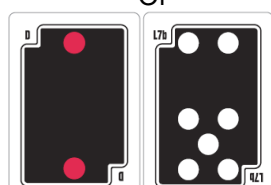
21. Teen (High Nine)



Or



Or



22. Day (High Nine)

APPENDIX “B”: HOUSE WAY

The House cards shall be arranged according to the “House Way” as below:

Pairs

No.	Pairs	Split The Following Pairs
1	Gee Jun	If the 3rd & 4th cards 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 cards 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	When No Pair, Wong, Gong or High Nine, make the Low Hand and High Hand as close as possible;	
	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.
	b)	If point total “7” or better cannot be achieved in the High Hand, then revert and balance the hands.
	c)	Play the highest ranking card in the Low Hand, if the hands total is 7 & 9 or less.
d)	Play the highest ranking card in the High Hand, if the hands total is 8 & 9 or better.	

Individual exceptions

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