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HOW TO PLAY  
**PAI GOW**  
**TILES**

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ATLANTIC CITY

# HOW TO PLAY

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The game of Pai Gow is a game of Chinese tiles, which is generally believed to have originated in China around the 12th century A.D. The name Pai Gow means “to make nine,” which is the object of the game.

There are 32 dominos referred to as “tiles” which are mixed or shuffled by the dealer.

On the table, there is a dice cup with three dice inside. The purpose of the dice cup is to determine which position on the table will receive the first hand. The counting always starts from the banker (who is not always the dealer), and proceeds around the table in a counter-clockwise manner. If the dice total 9 or 17, the banker will receive the first stack of tiles. If the total is 10 or 18, the player to the banker's immediate right will receive the first stack, and so on. Pai Gow is a rotating bank game. Each player has the opportunity to bank the bets against all other players, including the house. The dealer will offer the bank to each player in turn, moving counter-clockwise. The player has the option of either accepting the bank or passing it on to the next player. If no one accepts the bank, it goes back to the dealer. To be the banker, a player must have played the previous hand against the house and must be able to cover all bets. A player may also choose to co-bank with the house, in which case that player must cover half the bets. If a player chooses to co-bank, their hand must be set by the dealer according to the standard “house way.”

The dealer places the tiles in eight stacks of four each. A stack is dealt to each position on the table (including any vacant positions). Unlike the American game of dominos, in Pai Gow the individual value of a tile is NOT based on the number of dots on it. Its value is based upon a symbolic Chinese meaning. Each player uses the four tiles to form two separate two tile hands. The best hand is referred to as the “high hand” and the other hand is called the “low hand.” If the player's two hands are higher than both of the banker's hands, the player is a winner. If the player's two hands rank lower than both of the banker's hands, the player loses. If only one of the player's hands is higher, and the other is lower, it is a tie or “push” and no money changes hands. If the player and the banker have two hands totaling the same number, the hand with the higher “single ranking” tile is the winner. The banker always wins if the two hands are exactly identical.

## FIRE AND ICE

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Players also have the exciting option on designated Pai Gow Tiles tables of placing a Fire & Ice Bonus Wager. This wager is based on the color of your tiles. You want to have either all white dot tiles or all red dot tiles. Your tiles being all red, or all white will result in the pay table below.

All Red pays 1000 to 1

All White pays 35 to 1

With any Combination of colors, the bet loses.

## HAND RANKINGS

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The highest hand is the Supreme Pair or Gee Joon. The second through sixteenth ranking pairs are called “Bo” pairs. The thirteenth through sixteenth ranking pairs are not identical tiles; they are called Mixed (Chop) pairs.

After the pair rankings the next highest are the “Wong,” which is a 9 tile with a 12, then a 9 tile with a 2.

After the Wong is the “Gong,” which is an 8 tile with a 12, then an 8 tile with a 2.

If a player cannot make any of these combinations, they arrange two tiles to get as close to a total of nine as possible.

At this point, the game is similar to playing two hands of baccarat, with nine being the highest possible total. As in baccarat, only the last digit of the total is counted: two tiles which total 11 will only count as 1, a total of 15 will count as 5, etc.

# PAI GOW TILE RANKING CHART

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PAIRS RANKING		
1st	2-4 with 1-2	Gee Joon
2nd	6-6 with 6-6	Teen
3rd	1-1 with 1-1	Day
4th	4-4 with 4-4	Yun
5th	1-3 with 1-3	Gor
6th	5-5 with 5-5	Mooy
7th	3-3 with 3-3	Chong
8th	2-2 with 2-2	Bon
9th	5-6 with 5-6	Foo
10th	4-6 with 4-6	Ping
11th	1-6 with 1-6	Tit
12th	1-5 with 1-5	Look
13th	4-6 with 3-6	Chop
14th	2-6 with 3-5	Chop Bot
15th	3-4 with 2-5	Chop Chit
16th	2-3 with 1-4	Chop Ng
<b>WONGS</b>		
17th	6-6 with 4-5 or 3-6	Teen Gow Wong
18th	1-1 with 4-5 or 3-6	Day Gow Wong
<b>GONGS</b>		
19th	6-6 with 4-4 or 2-6 or 3-5	Teen Gong
20th	1-1 with 4-4 or 2-6 or 3-5	Day Gong

## SETTING HANDS

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The following are four basic rules for players when setting their hands:

1. Play the pairs: the Gee Joon, 11 identical pairs, and four mixed pairs. Look for these pairs and play them as your “high hand.”
2. Play a 12 or a 2 with a 7, 8 or 9 to produce either a high 9, a Gong or a Wong. These are the most common “high hands” and are very powerful.
3. Play two small tiles that add up to 7, 8 or 9.
4. Average the hands by playing the biggest tile with the smallest. There are two “wild” tiles in Pai Gow: the 3 tile, which is formed by a red one and a white two and the 6 tile, which is formed by a red four and a white two. BOTH can be counted as either 3 or 6, and together they form the highest hand, called “Gee Joon.” It is considered a pair, even though these tiles obviously do not match.

Watch for these “wild” tiles and use them in figuring totals.

All winning wagers pay 1 to 1. The house collects 5% commission on each winning hand.

If a player needs assistance setting their hands, the dealer will set the player’s hand according to the house ways. No one other than the player and dealer are permitted to see or touch the tiles of a given hand. Tiles must stay on the table surface at all times.



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