

BLACKJACK

Here's a card game where the object is for you to draw cards that total 21 or come closer to 21 than the dealer. All cards count at face value, except for the King, Queen and Jack which count as 10, and the Ace which counts as either 1 or 11, your choice.

The dealer starts the game. Every player gets two cards, faceup.

The dealer gets two cards, but one card is faceup and one facedown—the "hole" card. Only after all players' hands are played does the dealer look at the hole card and play the dealer's hand. All cards are dealt from a shoe.

Once you have your two cards in front of you, you can choose to "stand" (draw no more cards), or take a "hit" (draw one or more cards) until you reach 21 or come as close as possible. However, if you go over 21, you "break" and automatically lose. A winning hand pays even money.

Now the dealer turns over the hole card and acts on the hand according to the rules of the game. The dealer must draw to 16 and stand when 17 or more is reached. At the end of the game, if your count is the same as the dealer's, it is a "push" (nobody wins). If the player count is greater than the dealer's but does not exceed 21, or the dealer's count exceeds 21, the player wins.

WHAT IF YOU GET Blackjack RIGHT AWAY?

In the event your first two cards are an Ace and any ten-value card, the dealer announces your hand as blackjack. You will be paid at this time if the dealer does not have an Ace or ten-value card as a faceup card. However, if the dealer's faceup card is an Ace or a ten-value card, you will not be paid until the dealer's hole card is turned over. If the dealer's hand is blackjack, it is a push. A player's winning blackjack is paid off at odds of 3 to 2.

In the event the player has blackjack (2-card 21) and the dealer draws to 21, the blackjack is the winning hand and will be paid at odds of 3 to 2.

In the event the player draws to 21 with more than 2 cards, the dealer's blackjack is the winning hand.

Blackjack TERMS

Splitting Pairs – If your first two cards are a pair with the same numerical value, you may split them into two hands.

You must bet the same amount as your original wager on each hand formed by splitting a pair. If the dealer gets blackjack, only the original wager is collected. You must complete the play on your first hand before playing your second hand. However, you may double down on each hand. If the split pair are Aces, you will receive only one card on each. Pairs or cards with the same numerical value may be split three times (except Aces) for a total of four hands.

Doubling Down – After you get your first two cards, you may make an additional wager up to the original amount except when your first two cards total 21. When doubling down, you draw only one additional card. If the dealer gets blackjack after you've doubled down, only the amount of the original wager is collected.

Insurance – If the dealer's faceup card is an Ace, you may take insurance. To do this you place a bet—no more than one-half your original bet—on the insurance line. If the dealer's hole card is a 10, Jack, Queen or King, you win your insurance bet odds of 2 to 1. If the dealer's hole card is any other card, you lose your insurance bet. The dealer collects all losing insurance wagers before continuing the hand.

Even Money – When a player has blackjack and the dealer's faceup card is an Ace, you may choose to be paid even money for the blackjack in lieu of taking insurance.

Handling of Cards – Players are not allowed to touch the cards.

Value of Player's Hand – The player is responsible for the correct count of his or her hand.

Hand Signals – The player is responsible for the proper use of hand signals to indicate hit or stand. Other decisions may be made verbally.

Resplitting of Pairs – A player may split pairs up to three times (total of four hands). Aces may only be split once for a total of two hands.

Borgata may elect to periodically offer on a table-by-table basis the following Blackjack options. Signs on the table will indicate which options are in effect.

SURRENDER Blackjack, A VARIATION OF THE BASIC GAME OF Blackjack

As a player's point total is announced, after the first two cards have been dealt, he/she may elect to discontinue play of his/her hand for that round and surrender only one-half of his/her wager. If the first card dealt to the dealer is an Ace, King, Queen, Jack or 10, the dealer will place the wager of the player wishing to surrender on top of the player's cards. If the dealer's second card results in a dealer blackjack, the player's entire wager will be collected by the dealer. However, if the dealer's second card does not result in a dealer blackjack, then one-half of the player's wager will be returned to the player.

Various side wagers may be offered on Blackjack. Please ask a gaming associate for details on any wager not explained in this brochure.

The offering of Surrender is subject to change upon written notification to the Casino Control Commission.



CRAPS

Come Out Roll – Means the first roll of the dice at the opening of the game and the next roll of the dice after a decision with respect to pass line bet and don't pass bet.

Pass Line – A pass line wager is placed immediately prior to the come out roll. You win on 7 and 11 and lose on 2,3 or 12 on the come out roll. If any other number rolls, it's your "point." If your point rolls before 7, you win. After the come out roll, if 7 rolls before your point, you lose and the dice move to the next player. Pass line bets cannot be placed, reduced or removed after the point is established. This bet pays even money.

Don't Pass Line – A bet on this line is placed before the come out roll, and plays the game in the reverse of the pass line. You lose on the 7 and 11 and win on 2 and 3 on the come out roll. When 12 is rolled, it is a "push." When 4,5,6,8,9 or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet pays even money. Don't pass line bets cannot be placed or increased, but may be removed or decreased, after a point is established. This bet pays even money.

Come – You can bet on "come" at any time after the come out roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2,3 and 12 on the roll immediately following placement of the bet. If any other number rolls, it's your "point." If your point rolls before 7, you win. If 7 rolls before your point, you lose. A come bet cannot be reduced or removed after a number is established for such bet.

Don't Come Line – A bet on this plays the game in reverse of the come line. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 is rolled, it is a push. When 4,5,6,8,9 or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed behind that number. This bet pays even money. Don't come bets cannot be placed or increased, but may be removed or decreased after a point is established. This bet pays even money.

Odds – An additional wager in support of a pass line or come bet up to the amount of the original wager may be made. Also, an additional wager in support of a don't pass or don't come bet which allows you to win an amount equal to your original bet may be made. These wagers may be made anytime after the come out roll. Odds are listed in the payout chart. Come odds are inactive on the come out roll unless called "on" by the player. Double odds, triple odds, 3-4-5 odds and ten times odds may be offered as an additional wager.

Field – YOU CAN BET ON EVERY ROLL OF THE DICE. If 2,3,4,9,10,11 or 12 rolls, you win. All the numbers pay even money except 2 and 12 which pay double. If 5,6,7 or 8 rolls, you lose. The field is a one roll bet.

Place Bets to Win – On a "place bet," you can bet on 4,5,6,8,9,10 at any time. If your number rolls before 7, you win according to the odds payout chart. If 7 rolls before your number, you lose. Place bets are inactive on the come out roll unless called "on" by the player.

Buy Bets – Buy Bets are exactly the same as “place bets” except by paying a 5% commission on the buy bet, you receive the true odds as shown on the chart. Buy bets are inactive on the come out roll unless called “on” by the player. A “buy” button denotes this bet.

Lay Bets – You may lay a bet against 4,5,6,8,9 or 10 at any time. In order to do so, you must pay a 5% commission based on what you would win. Check the chart for the payoffs. A “lay” button denotes this bet.

Proposition Bets – These are one roll bets, except for “hard ways.” The dealer will place all “proposition” bets on the next roll of the dice—again, except for hard ways. Unless you request otherwise, winning bets remain in action. A description of the proposition bets are as follows:

Any 7 – You can bet “any 7” on any roll of the dice. When 7 rolls, you win and are paid 4 to 1, if any other number rolls you lose. This is a one roll bet.

Any Craps – You can bet on any roll of the dice. If 2,3 or 12 rolls you win and are paid 7 to 1. If any other number is rolled, you lose. This is a one roll bet.

Hard Ways – There are four “hard ways” combinations. Hard four (two 2’s), hard six (two 3’s), hard eight (two 4’s) and hard 10 (two 5’s). You can bet the combination you want at any time. For instance, if you bet the hard six (two 3’s) you win when that rolls before 7 or an “easy six” (5 and 1 or 4 and 2). Hard ways pay high odds as listed in the payout chart. Hard ways are inactive on the come out roll unless called “on” by the player.

Bet the Horn – Here you bet on a combination of four numbers; 2,3,11 and 12 (horn). If any of these numbers are rolled, you win. If any other number is rolled, you lose. One-fourth ($1/4$) of the horn bet is bet on each of the individual numbers, (2,3,11 and 12). If 3 or 11 rolls, you win and are paid 3 to 1. If 2 or 12 rolls, you win and are paid 6.75 to 1. If any other number is rolled, you lose. This is a one roll bet.

Horn High Bets – There are four “horn high” combinations, horn high 2 (Aces), horn high 3 (Ace-Deuces), horn high 11, and horn high 12 (two 6’s). If 2,3,11 or 12 rolls you win; if any other number rolls you lose. This is a one roll bet. How this differs from a horn bet is that one-fifth ($1/5$) of the horn high is bet on each of the individual horn numbers (2, 3, 11, 12), with an additional one-fifth ($1/5$) of the bet on the designated horn high number (high horn 11: two fifths ($2/5$) of the bet on 11, one-fifth ($1/5$) on 2, one fifth ($1/5$) on 3 and one-fifth ($1/5$) on 12).

2,3,11 or 12 – You can bet on 2,3,11 or 12 individually. They are one roll bets. The winning payoff on 2 or 12 is 30 to 1. The winning payoff on 3 or 11 is 15 to 1. If any number other than that number bet rolls, you lose.

Don't Come Bar

4 5 SIX 8 NINE 10

COME

Don't Pass Bar

3 · 4 · 9 · 10 · 11

FIELD

PASS LINE

Don't Pass Bar

HARDWAY BETS

	110:1		110:1
	110:1		110:1

ONE ROLL BETS

	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		

410:1 ANY SEVEN 410:1

HORN BET

	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		

710:1 ANY CRAPS 710:1

Don't Come Bar

4 5 SIX 8 NINE 10

COME

Don't Pass Bar

3 · 4 · 9 · 10 · 11

FIELD

PASS LINE

Don't Pass Bar

Don't Come Bar

4 5 SIX 8 NINE 10

COME

Don't Pass Bar

3 · 4 · 9 · 10 · 11

FIELD

PASS LINE

Don't Pass Bar

HARDWAY BETS

	110:1		110:1
	110:1		110:1

ONE ROLL BETS

	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		

410:1 ANY SEVEN 410:1

HORN BET

	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		110:1
	110:1		110:1		

710:1 ANY CRAPS 710:1

Don't Come Bar

4 5 SIX 8 NINE 10

COME

Don't Pass Bar

3 · 4 · 9 · 10 · 11

FIELD

PASS LINE

Don't Pass Bar

craps payout odds

WAGER ODDS	PAYOUT ODDS	WAGER	PAYOUT
Pass Line Bet	1 to 1	Buy Bet 5 to Win	3 to 2
Don't Pass Bet	1 to 1	Buy Bet 6 to Win	6 to 5
Come Bet	1 to 1	Buy Bet 8 to Win	6 to 5
Don't Come Bet	1 to 1	Buy Bet 9 to Win	3 to 2
Place Bet 4 to Win	9 to 5	Buy Bet 10 to Win	2 to 1
Place Bet 5 to Win	7 to 5	Lay Bet 4 to Lose	1 to 2
Place Bet 6 to Win	7 to 6	Lay Bet 5 to Lose	2 to 3
Place Bet 8 to Win	7 to 6	Lay Bet 6 to Lose	5 to 6
Place Bet 9 to Win	7 to 5	Lay Bet 8 to Lose	5 to 6
Place Bet 10 to Win	9 to 5	Lay Bet 9 to Lose	2 to 3
Buy Bet 4 to Win	2 to 1	Lay Bet 10 to Lose	1 to 2

PASS LINE AND COME ODDS

4 Pays	2 to 1	8 Pays	6 to 5
5 Pays	3 to 2	9 Pays	3 to 2
6 Pays	6 to 5	10 Pays	2 to 1

PROPOSITION BETS

Four the Hard Way	7 to 1
Six the Hard Way	9 to 1
Eight the Hard Way	9 to 1
Ten the Hard Way	7 to 1

ONE ROLL BETS

Any Seven	4 to 1	Craps 12	30 to 1
Any Craps	7 to 1	Eleven	15 to 1
Craps 2	30 to 1	Horn (3 or 11)	3 to 1
Craps 3	15 to 1	Horn (2 or 12)	6.75 to 1

FIELD BETS ON

3,4,9,10,11	1 to 1	2 or 12	2 to 1
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DON'T PASS LINE AND DON'T COME ODDS

Don't 4 Pays	1 to 2	Don't 8 Pays	5 to 6
Don't 5 Pays	2 to 3	Don't 9 Pays	2 to 3
Don't 6 Pays	5 to 6	Don't 10 Pays	1 to 2

Hop Bets

A hop bet allows a player to place a wager on a specific dice combination for one roll. If that combination is rolled, the player receives a payout determined by the odds of that specific roll. "Hard Way" bets pay 30 to 1, while other hop bets pay 15 to 1.

Four the Hard Way on the Hop	30 to 1	Two-Six (Deuce-Six) on the Hop	15 to 1
Six the Hard Way on the Hop	30 to 1	Three-Four (Trey-Four) on the Hop	15 to 1
Eight the Hard Way on the Hop	30 to 1	Three-Five (Trey-Five) on the Hop	15 to 1
Ten the Hard Way on the Hop	30 to 1	Three-Six (Trey-Six) on the Hop	15 to 1
One-Three (Ace-Trey) on the Hop	15 to 1	Four-Five on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1	Four-Six on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1		
One-Six (Ace-Six) on the Hop	15 to 1		
Two-Three (Deuce-Trey) on the Hop	15 to 1		
Two-Four (Deuce-Four) on the Hop	15 to 1		
Two-Five (Deuce-Five) on the Hop	15 to 1		



ROULETTE

Want a game that moves quickly and gives you many ways to bet? Then Roulette is for you.

In Roulette, you can bet straight up, which means your bet is on any of the 38 single numbers which include 0 and 00. Also, you can place combination bets—bets divided over a combination of adjoining numbers. Look at the Roulette table in the diagram. Here you see letters that represent the various types of bets in the game. The chart shows their winning odds.

For instance, if you placed an “A” type bet, it could be on the number shown, or any number on the table. Or, perhaps you want to place an “H” type bet. You can place it on the line adjoining 13, which pays on 13, 14 and 15. Or, you could place an “H” type bet on the line adjoining 31, where it pays on 31, 32, and 33.

Caution: Where you place your chip or chips on the Roulette table is very important because this determines your bet. Use our diagram as your guide. It is the player’s responsibility for proper placement.

Now for the game. The dealer spins the Roulette wheel in one direction and a small white ball in the opposite direction. Bets may be placed on the Roulette table until the dealer announces “no more bets.”

When the ball comes to rest, the dealer calls out the winning number and places a marker on it. First the table is cleared of losing wagers and then all winners are paid.

During this time, please don’t touch the table. Wait until the dealer announces, “place your bets,” to put chips down.

When you place an even money bet—on 1–18, 19–36, Odd, Even, Red, or Black—and the ball comes to rest on 0 or 00, you only lose half your bet. When the same bet occurs on a single “0” Roulette table, you lose all your bet.

If you’re wondering how your bet is kept separate from everyone else’s, it is because different colored chips are used. The value of the colored chips is determined by the player when purchasing a stack or stacks of chips. The value of a stack of color is indicated by a numerical marker button placed on top of a chip of that color. (20 indicates \$20 per stack, 10 indicates \$10 per stack, etc.) These chips must be redeemed before you leave that particular table.

ROULETTE

STRAIGHT BETS

Sample Bet Ex.	Odds	Sample Bet Position on Layout
A. Straight Up	35 to 1	Any one number including 0 and 00
B. Column Bet	2 to 1	Any number on that vertical column
C. Any Dozen	2 to 1	1 through 12. Same for 2nd & 3rd dozen
D. Red or Black	1 to 1	Any red or black number
E. 1-18 or 19-36	1 to 1	Any number 1-18 or 19-36
F. Even or Odd	1 to 1	Any odd or even number

COMBINATION BETS

G. Two Numbers	17 to 1	Pays off on either 11 or 12
H. Three Numbers	11 to 1	Pays off on 13,14 or 15
I. Four Numbers	8 to 1	Pays off on 17,18,20 or 21
J. Five Numbers	6 to 1	Pays off on 0, 00, 1, 2 or 3
K. Six Numbers	5 to 1	Pays off on 19,20,21,22,23 or 24
L. Two Numbers	17 to 1	Pays off on 0 or 00
M. Same as L, this is a courtesy wager for customers to bet on 0 and 00 Borgata at its discretion may offer a single zero roulette game.		

BACCARAT

Baccarat is an elegant, simple game to play. There are only two decisions you have to make in the game. How much you want to bet and whether to bet on the bank or the player. If you bet on the bank, the casino will collect a 4% or 5% vigorish or commission charge depending on the sign posted at the Baccarat gaming table on all money won. The commission must be paid at the conclusion of each shoe. All bets must be placed before the dealer calls "no more bets."

An additional bet you may make is to bet on the tie (that the two "hands" will end in equal totals). A winning tie bet pays 8 to 1. Now for the game itself. Baccarat is played with eight full decks of cards. The cards are shuffled by the dealers and placed in a box called a shoe.

All cards count as face value. Ace equals one. Deuce is two. All tens and face cards, or any combination of them have no value. So: $9 + 5 = 4$. $Jack + 1 = 1$.

The game begins when four cards are dealt alternately from the shoe. First card to the player, second to the bank, third to the player and fourth to the bank. If the point count of either hand is 8 or 9 it is called a "natural", and no additional cards are drawn. If the Bank does not have a natural, the player will always draw a third card on totals of 0-1-2-3-4- and 5 and stand with the 6-7-8 and 9. The cards are dealt according to fixed rules. There are no options regarding drawing the third card for either player's or

banker's hand. The dealer instructs the player when to draw additional cards. No more than one additional card will be drawn to each hand. The hand closest to 9 wins and shall be paid at odds of 1 to 1. If both the player's and banker's hands result in identical totals, it is a tie and neither hand wins nor loses.

These charts describe the fixed rules governing the drawing of additional cards.

RULES

Player – When the first two cards total:

1-2-3-4-5-0	Draws
6-7	Stands
8-9	Natural-Stands

Banker – When the player stands on 6 or 7, the banker will always draw on totals of 0-1-2-3-4 and 5, and stand on 6-7-8 and 9.

When the player does not have a natural, the banker shall always draw on the totals of 0-1 or 2, and then observe the following rules:

When the first two cards total:

Banker having:	Draws when Player's 3rd card is:	Does not draw when Player's 3rd card is:
3	1-2-3-4-5-6-7-9-0	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7		Stands
8-9		Natural-Stands

When the player hand wins, the shoe passes to the next player.



miniBACCARAT

As in regular Baccarat, Mini Baccarat involves just a few decisions—how much you want to bet and whether to bet on the bank, the player or on the tie bet. In betting on the bank, the casino will collect 5% commission on money won. The commission is paid at the conclusion of each shoe. A winning tie bet pays 8 to 1.

In Mini Baccarat, eight decks of cards are used. And just as in Baccarat, the cards are shuffled by the dealer and placed in the shoe. However, all cards in Mini Baccarat are dealt by the dealer.

After announcing “no more bets”, the game starts with four cards dealt from the shoe, forming two hands, one called the player's hand, the other the banker's hand. The initial four cards are dealt alternately from the shoe. The first and the third cards dealt are placed facedown for the player's hand. The second and fourth cards dealt are placed facedown until the player's hand is called. At this time, the second and fourth cards shall be placed faceup for the banker's hand.

As in the game of Baccarat, if the point count of either hand is 8 or 9 (called a natural), no more cards will be dealt. If the bank does not have a natural, the player will always draw a third card on totals of 0-1-2-3-4 and 5 and stand with 6-7-8 and 9. The cards are dealt according to fixed rules.

There are no options regarding drawing the third card for either player's or banker's hand. No more than one additional card will be drawn to each hand. The hand closest to 9 wins and shall be paid at odds of 1 to 1. If both the player's and banker's hands result in identical totals, the tie bet wins, but the player's and banker's hands neither win nor lose.

All cards count as face value. Ace equals one. Deuce is two. All tens and face cards, or any combination of them, have no value. So $9 + 5 = 4$. $Jack + 1 = 1$.

These charts describe the fixed rules governing the draw of additional cards.

RULES

Player – When first two cards total:

1-2-3-4-5-0	Draws
6-7	Stands
8-9	Natural – Stands

Banker – When the player stands on 6 or 7, the banker will always draw on totals of 0-1-2-3-4 and 5, and stand on 6-7-8 and 9.

When the player does not have a natural, the banker shall always draw on the totals of 0-1 or 2, and then observe the following rules:

When first two cards total:

Banker having:	Draws when Player's 3rd card is:	Does not draw when Player's 3rd card is:
3	1-2-3-4-5-6-7-9-0	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7		Stands
8-9		Natural – Stands

PAI GOW POKER

If you play poker or even video poker, you will love Pai Gow Poker. And the best part is that you already know the basics.

In addition, Pai Gow Poker offers the player the unique opportunity to turn the tables on the house. That is, each player, in turn, has the option to bank bets against all other players including the dealer. A player may have the option of "co-banking", the player and the house split the wins or losses of all hands against other players at the table.

Our Pai Gow Poker dealers and supervisors will be happy to assist you in learning this fast, easy game.

THE GAME

Pai Gow Poker combines elements of the ancient Chinese game of Pai Gow and the American game of poker. The game is played with a traditional deck of 52 playing cards, plus one joker.

THE JOKER CAN BE USED ONLY AS AN ACE, OR TO COMPLETE A STRAIGHT, A FLUSH, A STRAIGHT FLUSH OR A ROYAL FLUSH.

RANKING THE HANDS

Each player at the table is dealt seven cards, which the player arranges to make two hands; a two-card hand and five-card hand. Pai Gow Poker is essentially two separate poker hands according to traditional poker rankings. Thus, the highest two-card hand would be two Aces, and the highest five-card hand is five Aces (four Aces and the joker).

The five-card hand must be equal to or higher than the two-card hand.

OBJECT OF THE GAME

Your two-card hand must rank higher than your opponent's two-card hand and your five-card hand must rank higher than your opponent's five-card hand. If the player's hand wins, the player will be paid the same amount wagered less a 5% commission. The dealer will collect the commission when the winning wager is paid. Should one hand rank exactly the same as your opponent's hand, this is a tie. Ties are also called copy hands, and the banker wins all copy hands.

If you win one hand but lose the other, this is considered a "push." In push hands no money is won or lost.

PLAYING THE GAME

The house dealer or any player may be the banker. Before a player may be permitted to bank a round of play, the dealer shall determine that:

1. The player placed a wager against the dealer during the last round of play in which there was no player banking the game; and



2. The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play.

All players bet against the bank. (The bank is offered to each player and each player may accept or pass, in which case the bank is offered to the next player. The dealer will always take the bank in turn, then all players are again offered the bank until the dealer banks again.) The banker will be identified by a black plastic marker with white lettering.

A dice cup containing three dice is shaken at least three times by the banker to determine who receives the first card. Prior to shaking the Pai Gow Poker shaker, all bets must be on the appropriate area before the dealer announces "no more bets." In Pai Gow Poker, the banker's position is always 1, 8 or 15. The dealer counts from the banker's position. The cards will then be dealt by the dealer to each betting area regardless if a player is present (including the dealer) in a clockwise rotation from the starting point indicated by the dice.

As an alternative to the Pai Gow Shaker and dice, Borgata may play the game of Pai Gow Poker with a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive.

Each player then arranges their cards into a two-card hand and a five-card hand. The house dealer does not look at the cards until all players and or player banker have set a high and low hand and placed the two hands facedown on the appropriate area of the layout, the player may not touch the cards again. The house dealer then turns their cards over and sets their hand in front of the tray faceup.

The player/bankers hand is compared to the dealer's hand first (See OBJECT OF THE GAME).

Winning hands are left lying faceup next to the betting circle. For losing hands, the wager is picked up by the dealer and the cards are placed in the discard holder. If the player wins one hand and loses the other, this is considered a push. No money exchanges hands and the cards are placed in the discarded holder.

RULES TO REMEMBER

Once the player has set a high and low hand and placed the two hands facedown on the appropriate area of the layout, the player may not touch the cards again.

Players are not allowed to show their hands or talk to other players about their hands before all cards are exposed.

Each player must keep the cards in full view of the dealer at all times.

Any player's hand that is set incorrectly (e.g. the two-card hand ranks higher than the five-card high hand, or player puts three cards in one hand and four cards in the other) is an automatic loser. Players are responsible for arranging their own hands and should do so with care.

Neither house bank nor the player/bank may set an automatic losing hand. The hand must be reset according to the House Way.

The house dealer will explain the rankings and assist you in arranging your hands the House Way, but is not responsible for wins or losses. The House Way is Borgata's set of rules determining how the dealer must set his/her hand or those of novice players asking for help.

FORTUNE PAI GOW POKER

Your best five cards qualify you for a bonus payout no matter how you set your hand.

Fortune Bonus Payout Schedule

7-Card Straight Flush – no joker	8,000 to 1
Royal Flush Plus Royal Match*	2,000 to 1
7-Card Straight Flush – with joker	1,000 to 1
Five Aces	400 to 1
Royal Flush	150 to 1
Straight Flush	50 to 1
Four-of-a-Kind	25 to 1
Full House	5 to 1
Flush	4 to 1
Three-of-a-Kind	3 to 1
Straight	2 to 1

Envy Bonus

Finally a game that lets everyone share in the profit when another player has a lucky hand!
(\$5 or larger qualifies for Envy Bonus Payout)

7-Card Straight Flush – no joker	\$5,000
Royal Flush Plus Royal Match*	\$1,000
7-Card Straight Flush – with joker	\$500
Five Aces	\$250
Royal Flush	\$50
Straight Flush	\$20
Four of a Kind	\$5

*Royal Flush (with or without joker) with the additional two cards of a King and Queen in suit.

\$40,000 Maximum Bonus Payout per Hand

PAI GOW TILES

Pai Gow is a game of Chinese dominoes. It originated in ancient China and is played in most Asian countries. Translated into English, Pai Gow means "to make nine." It is played with 32 dominoes (also referred to as tiles)—11 of which are identical pairs.

OBJECT OF PAI GOW

The object of Pai Gow is to make 2 "ranking" hands using 4 dominoes (2 dominoes per hand). The 2 hands consist of the high hand and the low hand. In order to win, the player's rankings in both hands must be higher than the bank's. For the bank to win, its rankings must be higher than the players. If the banker wins one and the players the other, the hand is a standoff ("push"). If the bank and player have the same ranking hand and their highest ranking individual dominoes (tiles) are also the same, then the banker wins. This is known as a "copy hand".

THE GAME OF PAI GOW

A unique feature of Pai Gow is after each hand the bank will be offered among the players counterclockwise beginning with the player to the farthest right of the dealer. Any player can accept or pass the bank. The banking player must be able to cover all bets made by the other players and must have wagered in the previous round that the dealer acted as banker.

The dominoes are shuffled by the dealer and then placed in 8 stacks of 4 each. The players then place their bets. The dealer will announce "no more bets" prior to shaking the pai gow shaker (containing three dice) at least three times then remove the lid, total the dice and announce the total. This determines which player will get the first stack of dominoes. The dealer will then deal one stack (4 dominoes) to each player's position, whether there is a player seated there or not including himself or herself and a dead hand. The players then rank their dominoes and place two hands facedown immediately behind the player's betting area. Each player at the table shall be responsible for setting his or her own hand and no other person except the dealer may touch the tiles (dominoes) of that player. Each player shall be required to keep the 4 tiles (dominoes) in full view of the dealer at all times. Once each player has set a high hand and a low hand and placed the two hands facedown on the layout, the player shall not touch the tiles (dominoes) again. The dealer will always set his or her hand using a set of rules known as House Way. The banker's hand is shown first and then the dealer reveals the players' hands. The dealer collects the losers and pays the winners at even money less a 5% commission for the house.

Only players who are seated at the Pai Gow table may place a wager and receive tiles (dominoes), those players must remain seated until the completion of the round of play.

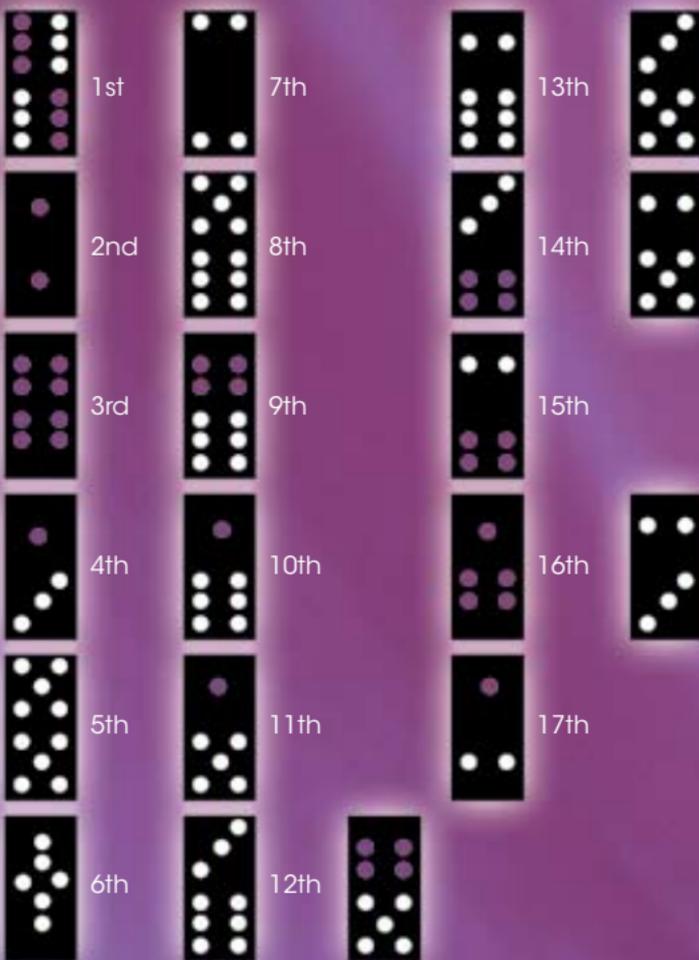
RANKING THE DOMINOES

In order to play Pai Gow, it is necessary to know the ranking of the dominoes. The rankings do not follow a number sequence (i.e., highest to lowest) but are symbols to the Chinese. For example, the highest ranking domino is twelve while the second highest is the two (See Single Ranking Chart).

Pair Ranking Chart

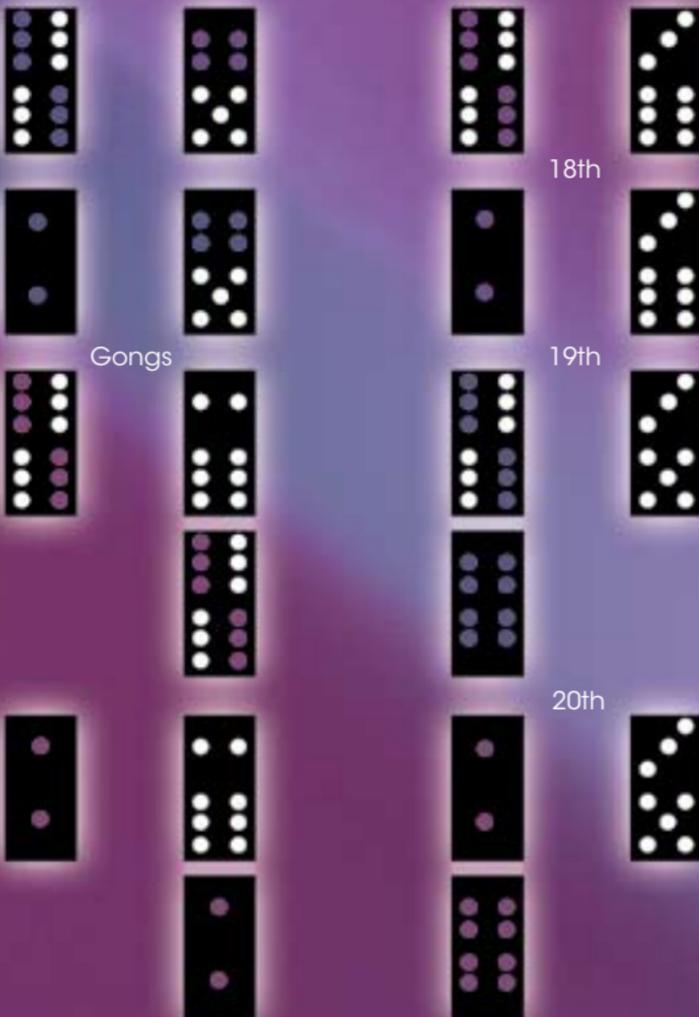
Dominoes	Chinese Name	Ranking	Dominoes	Chinese Name	Ranking
	Gee Joon	1st		Foo	9th
	Teen	2nd		Ping	10th
	Day	3rd		Tit	11th
	Yun	4th		Look	12th
	Gor	5th		Chop Gow	13th
	Mooy	6th		Chop Bot	14th
	Chong	7th		Chop Chit	15th
	Bon	8th		Chop Ng	16th

Single Ranking Chart



Wongs

17th



Gongs

19th

20th

The highest ranking hand in Pai Gow is a combination of domino six (white 2 red 4) and domino three (white 2, red 1). This pair is called "Supreme" (Gee Joon). The 2nd through the 12th ranking hands are the "Matched Pairs" (Bo) and the 13th through the 16th ranking hands are the "Mixed Pairs" (Chop Bo) (See Pair Ranking Chart). These pairs rank in the same order as the individual dominoes.

"Wongs" are ranked next, 17th and 18th. A "Wong" is a twelve (teen) domino and any domino having a value of nine, or a two (day) domino and any domino having a value of nine, or a two (day) domino and any domino having a value of nine. "Gongs" are the next ranking 19th and 20th. A "Gong" is a twelve (teen) domino and any domino having a value of eight, or a two (day) domino and any domino having the value of eight.

If none of the above rankings can be made, hands are formed by ranking dominoes from nine to zero. This is done by adding the dominoes together. If the value of the two dominoes (tiles) totaled is a two-digit number, the left digit is discarded and the right digit constitutes the value of the hand. For example, the dominoes 8 and 11 added together make 9. The dominoes 7 and 6 make 3. These types of rankings are the most common in Pai Gow. When the banker and player have the same ranking hand by number, the hand that has the higher ranking single domino will win (See Single Ranking Chart).

The dominoes 6 (2-4) and 3 (1-2) together make the highest ranking hand; the "Supreme Pair". If the tiles which form the "Supreme Pair" are used separately, the numeric total of the 6 (2-4) may be counted as a 3 and the numeric total of the 3 (2-1) may be counted as a 6. When the 3 (1-2) is counted as a 6, its individual ranking shall be fifteenth instead of seventeenth. When the 6 (2-4) is counted as a 3, its individual ranking shall be seventeenth instead of fifteenth. Remember, look for these two dominoes when trying to make 9's.

Hints for Setting Up Pai Gow Hands

Pairs

Always look for pairs first. Don't forget Gee Joon (1-2 and 2-4) and mixed pairs.

Wongs and Gongs

Play a 12 or 2 domino with any 9 or 8 domino.

Nine or Eight

Play any domino that totals nine or eight.

Average

If none of the above can be found, average the dominoes by playing the highest domino with the lowest domino.

Ranking

If possible, try to play the highest ranking domino in the low hand.

House Way

If undecided, ask the dealer to set up the hand the House Way.

LET IT RIDE POKER

Let It Ride Poker was designed to offer our casino guests an opportunity to control two of their three bets wagered on an exciting poker game. It's enjoyable and easy to learn. It is based on the Five Card Stud Poker game. The players do not play against the dealer or any other player.

Payout Schedule

Royal Flush	1,000 to 1	Three-of-a-Kind	3 to 1
Straight Flush	200 to 1	Two Pair	2 to 1
Four-of-a-Kind	50 to 1	Pair of 10's or Better	1 to 1
Full House	11 to 1		
Flush	8 to 1		
Straight	5 to 1		

\$50,000 maximum payout per player/per hand.

BETS

Each player places three (3) equal bets in the spaces indicated:

Let It Ride Bonus Wager – After placing three equal bets, a player may add a dollar to "light up" the bonus spot. That player is now automatically entered into a chance for BONUS payments for a hand of three-of-a-kind or better.

Three Card Bonus Wager – A player may make an additional wager from \$1 to \$100 that they will have at least a pair in the three cards dealt to them.

All bets must be placed prior to the dealer announcing no more bets.

THE DEAL

Each player and the dealer receive three (3) cards facedown.

THE PLAY

You are not playing against the dealer or the other players. You are simply trying to get the best possible poker hand by using your three cards and the two community cards, which the dealer will expose.

The winners are paid according to the payout schedule (pair of 10's or better, two pair, etc.).

After looking at their first three (3) cards, the players may ask for their first bet back or they may Let It Ride.

The dealer, after burning his or her bottom card, turns up one community card. The player may then ask for their second bet back or Let It Ride.

The dealer then turns up the second community card and in a counterclockwise direction, turns the three (3) cards of each player faceup. After all losing wagers have been collected, the dealer pays all winning hands according to the payout schedule.

Each player will be required to keep the three (3) cards in full view of the dealer at all times. After each player has made a decision regarding bet number 2, each player's cards shall be placed facedown on the designated area of the layout and they may not touch the cards again.

Regardless of the decision made regarding the first or second bet, the player may not take back the third bet. (Players cannot show their hands to other players.)

Let It Ride Bonus Pay Table

Royal Flush	\$25,000
Straight Flush	\$2,500
Four-of-a-Kind	\$400
Full House	\$200
Flush	\$50
Straight	\$25
Three-of-a-Kind	\$5

Three Card Bonus Pay Table

Mini Royal	50 -1
Straight Flush	40 -1
Three-of-a-Kind	30 -1
Straight	6 -1
Flush	4 -1
Pair	1 -1

Maximum payout \$50,000 not including Bonus Bets

CARIBBEAN STUD POKER

It's an exotic twist on things, with plenty of excitement and big winners all around. Kind of like Borgata itself.

Caribbean Stud is a five card poker game. To play, wager in the "Ante Box" before the dealer announces no more bets.

You receive five cards facedown and the dealer receives four cards facedown and one card faceup.

Look at your cards, and play or fold.

If you choose to play, place a bet in the "Bet Box" equal to twice your ante.

If you fold, you lose your ante.

After all the players have decided, the dealer reveals his remaining four cards. If the dealer has an Ace and King or higher, he plays his hand. He compares his cards to each player's cards, (right to left). If the player beats the dealer, the player wins even money on the ante and the bet behind is paid as follows:

1 Pair or Less	1 to 1
2 Pair	2 to 1
Three-of-a-Kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four-of-a-Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	100 to 1

**Maximum payout is \$5,000
per hand on bet wager.**

If the dealer does not have at least an Ace and King, the player receives even money on the ante, and no action on the bet behind.

If the dealer beats the player, the dealer takes both the ante and the bet behind.

If the dealer and the player have the same poker hand, the

remaining cards in the hand are taken into consideration and the high hand wins. If all five cards are equal, no action is taken.

The **PROGRESSIVE PAYOUT FEATURE** is an optional extra. Play this by placing one dollar chip into the progressive bonus area after making your ante. This gives you a chance at the amount on the progressive meter regardless of the dealer's hand.

Royal Flush	Pool - 100%
Straight Flush	Pool - 10%
Four-of-a-Kind	\$500
Full House	\$100
Flush	\$50



RULES OF PLAY

Players choosing to play the progressive feature are responsible for ensuring the slot indicator light is on.

Players may not exchange information regarding their hands. Violation will result in a dead hand and forfeiture of all wagers.

Incorrect number of cards to a player constitutes a dead hand for that player only.

One hand per player.

Supervisor's decision is FINAL.

If an automated card shuffling device is not being used and the dealer is dealt four cards of a five-card hand, he deals an additional card to complete the hand. Any other misdeal to the dealer results in all hands being void and the cards reshuffled.

Each player is responsible for his hand. Only the player and the dealer may touch that player's cards.

Each player must keep the five cards in full view of the dealer. Once each player has examined his cards and placed them facedown, they may not touch the cards again.

If a hole card is exposed before the dealer announces no more bets, all hands shall be void.

NOTE:

If multiple players qualify for a Royal Flush Progressive Payout during the same hand, the winners will share the jackpot equally as shown on the progressive meter when the first player with the royal flush is paid.

FOUR CARD POKER

It's a thrilling new game. One that takes skill, patience, and nerve. And it pays out handsomely in excitement. What else would you expect from Borgata?

Four Card Poker features head-to-head play against the dealer and an optional side bet. It's similar to Three Card Poker but with one major difference: In Three Card Poker, the play wager must equal the ante; in Four Card Poker, players may bet up to three times their ante when staying in the game.

The object when playing against the dealer is for the player to form a four-card poker hand higher than or equal in rank to the dealer's hand. Players use their best four of five cards dealt, whereas the dealer uses the best four of six cards dealt. To play against the dealer, you must make an ante wager. After being dealt a hand of five cards facedown, you can:

- Fold (forfeit) your hand and ante wager.
- Continue playing by placing a play wager in an amount at least equal to the ante and up to three times the ante.

The ante and play wins 1 to 1. The player wins ties.

Players who place an ante wager and play wager win an automatic bonus payout on the ante wager for the following premium hands:

Four-of-a-Kind	25 to 1
Straight Flush	20 to 1
Three-of-a-Kind	2 to 1

Automatic bonuses are paid even if the dealer has a better four-card hand.

A player may place an optional Aces up side bet to win an additional payout based on the player's best four-card poker hand. If the player's hand contains a pair of Aces or better, the player wins the Aces up wager.

The payout for the Aces up wager is as follows:

Four-of-a-Kind	50 to 1
Straight Flush	40 to 1
Three-of-a-Kind	8 to 1
Flush	5 to 1
Straight	4 to 1
Two Pair	3 to 1
Pair of Aces	1 to 1

The Aces up payout is always paid—even if the dealer has a better hand.

When a player bets both the Aces up and the ante (including play) wager, he/she is playing against two separate pay tables with two different criteria for payouts:

- Ante – Object is to get a four-card poker hand that beats the dealer's best four-card hand.
- Aces up – Object is to receive a pair of Aces or better.

If a player has placed an ante wager and an Aces up wager but does not make a play wager, the player will forfeit the ante wager and not the Aces up wager.

Allowable wagers are as follows:

- Bet ante to play against the dealer only.
- Bet Aces up to play the hand value against the pay table.
- Bet Aces up and ante to play both the hand value and against the dealer.

NOTE:

All ante and Aces up wagers must be placed prior to the dealer announcing no more bets.

If a hand does not contain a pair or better, the hand that contains the highest ranking card(s) wins. Ace is the highest ranking card, except in 4-3-2- Ace sequence.

Each player shall be responsible for his/her own hand, and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

Only players seated at the table are permitted to wager. Once a player has placed a wager and received cards, that player must remain seated until the round of play is complete.

THREE CARD POKER

Three Card Poker is a new and exciting variation to poker. Each player and the dealer receives three cards.

RANK OF HANDS (Highest to Lowest)

Mini Royal	(Suited A, K, Q)
Straight Flush	3 cards of the same suit in consecutive rank
Three-of-a-Kind	3 cards of the same rank, regardless of suit
Straight	3 cards of consecutive rank, regardless of suit
Flush	3 cards of same suit, regardless of rank
Pair	2 cards of same rank, regardless of suit

When comparing two hands that are of identical poker hand rank, the hand that contains the highest ranking card shall be considered the highest ranking hand. (If the hands are identical after this application, the hand shall be considered a push.)

WAGERS

1. Place an ANTE wager to play against the dealer ONLY.
2. Place a PAIR PLUS and ANTE wager to play both against the posted payout and against the dealer. (In order to make a Pair Plus wager, player must have an Ante wager.)

HOW TO PLAY

To play against the dealer, you must make an ANTE wager, prior to the dealer announcing "no more bets." After viewing your three cards, you have the option to either place a PLAY wager equal to the ANTE wager or forfeit your ANTE and if applicable, your PAIR PLUS wager. The dealer must have Queen High or Better to play. If the dealer's hand does not contain a Queen High or Better, your ANTE wager wins 1 to 1 and your PLAY wager is returned. If the dealer's does contain a Queen High or Better and the player's hand beats the dealer's hand, the PLAY wager is paid 1 to 1 and the ANTE wager is paid 1 to 1. In the event of the TIE, then it is PUSH and wagers returned.

The PAIR PLUS wager allows you to bet the ranked value of the hand against the posted payout and is NOT in competition against the dealer's hand. An ANTE wager must be placed in conjunction with the PAIR PLUS wager in an amount at least equal to the PAIR PLUS wager.

The payout for the Pair Plus wager shall be as follows:

Pair	1 to 1	Three-of-the-Kind	30 to 1
Flush	3 to 1	Straight Flush	50 to 1
Straight	6 to 1	Mini Royal	100 to 1

A player placing an ANTE wager and a PLAY wager shall be paid an ANTE BONUS if the player's hand consists of the following:

Straight	1 to 1
Three-of-a-Kind	4 to 1
Straight Flush	5 to 1
Mini Royal	10 to 1

**If the player makes a ANTE wager and a PAIR PLUS wager but fails to make a PLAY wager, the player shall forfeit both the ANTE wager and the PAIR PLUS wager. Only players who are seated may wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

Flop Poker

The Game – Play starts when each Player makes both a “Pot” and “Ante” bet. Players will receive a 3-card starting hand and a 3-card community “Flop” to complete their 5-card hand. Players will use all 3 hold cards and only 2 community cards for the final 5-card hand. The Players are playing for a pay table of a pair of Jack’s or better.

Ante Bet – The Ante Bet must be made to start the game. This bet allows the Player to receive a 3-card starting poker hand to play in the game. The Ante Bet wins even money on all hands that qualify for the house pay table.

Flop Bet – The Player will make the Flop Bet after the 3-card hand has been evaluated. If the Player wishes to continue against the casino for the house Pay table odds, the Flop Bet is made. If the Player chooses not to make the Flop Bet, Then the Ante Bet is surrendered and the Player will only play for the Players’ Pot money.

FLOP BET PAY CHART

JACKS OR BETTER	1 TO 1
2 PAIRS	2 TO 1
3 OF A KIND	4 TO 1
STRAIGHT	10 TO 1
FLUSH	20 TO 1
FULL HOUSE	30 TO 1
4 OF A KIND	100 TO 1
STRAIGHT FLUSH	500 TO 1
ROYAL FLUSH	1000 TO 1

Pot Bet – Pot Bet is made before the start of the game along with the Ante Bet. The Pot bet must equal the minimum bet requirement posted on the table sign. The Pot Bet winner is the Player with the highest value 5-card poker hand at the end of the game. 100% of the Pot money is awarded to the Player with no casino commission. This Bet ensures a winning Player in the game at the end of each hand played.

Player must use all three of their cards and only two community cards to complete hand.

\$50,000 Maximum Payout per Player per hand on Ante and Flop Wagers

Players May Not Wager On More Than One Hand

The Pot Bet winner is the Player with the highest value 5-card poker hand at the end of the game regardless if the player makes a flop bet.

The player having the highest 5 card poker hand wins the Pot Wager. In the event of a tie, the hand that contains the highest ranking card which is not contained in the other hand shall be considered the higher ranking hand.

If after that, the hands are still identical the Pot will be equally split between all tie hands.

SPANISH 21

Spanish 21 is the ultimate Blackjack variation which combines the excitement of a Blackjack game with the multiple payoffs of a slot machine. Spanish 21 is like regular 21 (blackjack) with more options, providing more fun and more ways to wins.

The game of Spanish 21 is played with Spanish decks. A Spanish deck consists of 48 cards; 2-9, J, Q, K, A; no number 10 cards. All cards count at face value except Kings, Queens, and Jacks which always count as 10 and Aces which you can count as either 11 or 1.

Spanish 21 is played like Blackjack with the following exceptions:

Player's Blackjack

Always beats dealer's blackjack. Winning player's wagers are paid at odds of 3-to-2.

Player's TOTAL OF 21

Always beats dealer's total of 21. However, a wager shall lose if the player has 21 in more than 2 cards and the dealer has a blackjack. Winning player's wagers are paid at odds of 1 to 1. Certain player 21 totals result in additional Spanish 21 payouts (see Spanish 21 Payoffs*).

PAIR SPLITTING

Player may split cards of equal value including Aces up to 4 hands. Hitting and doubling of split hands including Aces is allowed.

Splitting VOIDS Super Bonus

DOUBLE DOWN

Once with 2 or more cards, on any total including after splitting. No pays over 1 to 1 on double hands.

Doubling VOIDS Super Bonus.

DOUBLE DOWN RESCUE

After doubling, if a player is dissatisfied with a non-busted hand, the player may rescue (take back) the doubled portion of the bet, and forfeit the original wager.

RULES OF PLAY

Players are not allowed to touch or alter the cards in Spanish 21.

Each player shall be responsible for the correct count of his or her hand.

No wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

SPANISH 21 PAYOUTS

Spanish 21 also incorporates a number of additional payouts for players' winning wagers:

5	Card 21	Pays 3 to 2
6	Card 21	Pays 2 to 1
7+	Card 21	Pays 3 to 1
6-7-8	Mixed	Pays 3 to 2
6-7-8	Suited	Pays 2 to 1
6-7-8	Spaded	Pays 3 to 1
7-7-7	Mixed	Pays 3 to 2
7-7-7	Suited	Pays 2 to 1
7-7-7	Spaded	Pays 3 to 1

All Spanish 21 payouts are based on hands totaling 21.

SURRENDER AVAILABLE

A player may elect to discontinue play on his hand for the round by surrendering one-half of his wager. Only permitted on the first two cards. However, if the dealer has blackjack, the entire wager will be forfeited.

SUPER BONUS

If a player holds three 7s (7-7-7) of the same suit when the dealer's exposed card is also a 7, the player is also paid a fixed bonus depending upon the amount of the wager:

7-7-7 Suited	\$5-\$24.50 Bet	WINS \$1,000
7-7-7 Suited	\$25+Bet	WINS \$5,000

Envy Bonus – All other players at the table who placed a wager during that round of play shall also be paid a fixed bonus of \$50. No side bet required.

Splitting/doubling voids Super Bonus.

Match-The-Dealer

Players may bet that either or both of their initial two cards will match the dealer's exposed card. A player who has placed the basic wager may make an additional Match-The-Dealer wager not less than \$1.00 and not more than the amount of the player's basic wager prior to the first card being dealt for each round of play. Insurance bets do not apply to the Match-The-Dealer wager. A Match-The-Dealer wager shall have no bearing on any other wager made by the player.

Non-Suited	Pays 3 to 1 for each match
Suited	Pays 12 to 1 for each match

BIG SIX

Big Six is quick and easy and fun. You pick the numbers or symbols you want to bet on. The dealer spins the Big Wheel. If the wheel stops on your number or symbol, you win according to this chart:

BETS ON	PAYS
\$1	1 to 1
\$2	2 to 1
\$5	5 to 1
\$10	10 to 1
\$20	20 to 1
Joker	45 to 1
Borgata Flag	45 to 1

If the clapper comes to rest on a peg between two numbers, Borgata will declare the winning number to be that number previously passed.

TEXAS HOLD'EM

Texas Hold'em is one of the most popular traditional poker games today. One of the reasons is that "any two cards can win." The same holds true for the new Texas Hold'em Bonus Poker. The best "hole cards" (2-card starting hand) sometimes will not win, and the worst starting hand (hole cards) sometimes becomes the winning poker hand after all the community cards are exposed.

HOW TO PLAY – Two cards are dealt to each player; two cards to the dealer and five community Cards are dealt faceup in the center for both players and dealer to use in any combination (3, 4 or all of the 5 community cards may be used) to make the highest ranked poker hand.

Each player uses his/her 2-card hand along with 3, 4, or all the 5 community cards to make the best poker hand!

ANY TWO CARDS CAN WIN

No player to player competition

Each player plays against the dealer

Best poker-ranking hand wins

Optional side-bet bonus wager plays against a posted pay table (not the dealer hand).

When a player wins, the player retains his/her ante and is paid even money on the Flop + Turn + River wagers. When a player's winning hand is a "flush" or greater, the Ante + Flop + Turn + River wagers are paid even money. All poker-ranked hands of equal value between the player and the dealer will be considered a "tie" or "push" whereas no money will be collected or paid. Players who have made an ante wager have the option to make a Bonus Jackpot wager. Bonus Jackpot wagers are paid no matter who wins the hand (player or dealer).



Ante	Each player makes an ante wager to receive 2 cards.
Bonus	Players also have the option to place a Bonus Jackpot wager.
2-cards	A 2-card hand is dealt to each player and the dealer.
Flop	Players wishing to continue must wager twice the amount of the ante wager on the flop wager.
Fold	Players not wishing to continue may handin their 2-cards and forfeit the ante wager.
3-cards	3 community cards are now placed faceup on the table.
Turn	Players now have the option to not bet or bet equal to the ante.
Turn Card	A 4th community card is turned faceup on the table.
River	Players now have the option to not bet or bet equal to the ante.
River Card	A 5th community card is turned faceup on the table.

BONUS PAYOUT ODDS:

Player's Hand/Hole Cards	Payout odds
A-A	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Low Pairs)	3 to 1

RANKING OF HANDS:

Royal Flush	Straight
Straight Flush	Three-of-a-Kind
Four-of-a-Kind	Two Pair
Full House	One Pair
Flush	High Card

ASIA POKER

If you enjoy playing Pai Gow Poker or even traditional poker you will enjoy the fast and exciting action of Asia Poker. The best part is, you already know the basics.

THE GAME – Asia Poker is based on an ancient Chinese game called “13 Cards” and combines the elements of Pai Gow Poker and the American game of poker. The game is played with a traditional deck of 52 playing cards, plus one joker. The joker can be used only as an Ace, or to complete a straight, a flush, a straight flush, or a royal flush.

RANKING THE HAND – Each player at the table is dealt seven cards, which the player arranges to make three hands; a one-card hand, a two-card hand and a four-card hand. Each player shall set his or her hands arranging the cards into a high hand, medium hand and low hand. When setting the three hands, the four-card high hand must be equal to or higher in rank than the two-card medium hand, and the two-card medium hand must be equal to or higher in rank than the one-card low hand. For example, if the two-card hand contains a pair of sevens, the four-card hand must contain at least a pair of sevens and the two remaining cards.

OBJECT OF THE GAME – A player will win if any two of the player’s three hands (high, medium or low hand) are higher in rank than any of the dealer’s corresponding three hands (high, medium or low hand). If any one of the player’s three hands is identical in rank to the corresponding hand of the dealer, this is a tie. Ties are also called “copy hands,” and the dealer wins all copy hands.

A player may announce that he or she wishes to surrender his or her wager prior to the dealer exposing any of the three hands of that player. Once the player has announced his or her intention to surrender, the dealer shall immediately collect the wager from that player and collect the seven cards dealt to that player without exposing the cards to anyone at the table.

PLAYING THE GAME – All players make an initial wager.

A dice cup containing three dice is shaken at least three times by the dealer to determine who receives the first card. Prior to shaking the Asia Poker shaker all bets must be on the appropriate area before the dealer announces “no more bets.” In Asia Poker, the dealer position is always 1, 8 or 15. The dealer starts the count from the dealer position. The cards will then be dealt by the dealer to each betting area regardless of if a player is present in a clockwise rotation from the starting point indicated by the dice.

As an alternative to the Asia Poker shaker and dice, Borgata may play the game of Asia Poker with a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive.

Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. If a player requests assistance in the

setting of his or her hands, the dealer may inform the requesting player of the manner in which Borgata requires the hands of the dealer to be set in its Rules of the Games Submission. Each player shall be required to keep the seven cards in full view of the dealer at all times. Once each player has set a high, medium and low hand and placed the three hands facedown on the appropriate area of the layout, the player shall not touch the cards again.

RULES TO REMEMBER – Any player's hand that is set incorrectly (e.g. the two-card hand ranks higher than the four-card hand, or the player puts three cards in the four-card hand) is an automatic loser. Players are responsible for arranging their own hands and should do so with care.

The house must set all hands according to the House Way. Hands set incorrectly by the dealer must be reset according to the House Way.

If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

If a card or cards in the hand of the dealer or bank is exposed, all hands shall be void and the cards shall be reshuffled.

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.

Only players who are seated at the Asia Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

The dealer will explain the ranking and assist you in arranging your hands the House Way, but is not responsible for wins or losses. The House Way is Borgata's set of rules determining how the dealer must set his or her hand or those of the novice players asking for help.

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