

# Player/Dealer's TABLE GAMES



*Larry Flynt's*

**LUCKY♥LADY  
CASINO**

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**LUCKY**  **LADY**  
**CASINO**

# WELCOME TO THE FUN!



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

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

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

# THREE CARD POKER

## OBJECT

The object of Three Card Poker is to beat the Player/Dealer's/Dealer in a three-card poker game. The ranking of the hands are as follows:

### RANK    HAND

1.        Royal flush
2.        Straight Flush
3.        Three of a kind
4.        Straight
5.        Flush
6.        Pair
7.        High Card

## PLAYING THE GAME

Using a standard deck of 52 cards, 3-Card Poker is played with up to seven (7) Player/Dealer, plus a Player/Dealer's/Dealer, although the house dealer deals the game. The Player/Dealer must place the Ante before placing any optional Bonus bet (6 - card bonus; pair plus). The pair plus Bonus bet must be equal to or less than the Ante bet. The 6-card bonus could be more than Ante bet but not to exceed \$100.

Each Player/Dealer receives three cards face-down. The Player/Dealer's/Dealer receives three cards, two face-down and one face-up. Once Player/Dealer inspect their hand, they may Fold the hand and forfeit the Ante and Bonus bet or stays in the game by making a Play bet which must equal the Ante. The 6-card bonus wager may win or lose regardless of the outcome of the Ante wager. The 6-card bonus wager shall not be forfeited if the Player/Dealer folds their hand and does not place a Play wager.

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

If the Player/Dealer's/Banker qualifies with a minimum Queen high, the Play bet also receives action at even money. If the Player/Dealer's/Dealer does not qualify, the play bet receives no action. The dealer immediately refunds this bet to the Player/Dealer.

If the Player/Dealer's/Dealer does not qualify: 1. The Player/Dealer's hand beats the Player/Dealer's/Dealer hand; then the dealer will pay each Ante. 2. If the Player/Dealer's hand does not beat the Player/Dealer's/Dealer's hand; the dealer does not pay.

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

### **THREE CARD POKER PROGRESSIVE**

This \$1 bet offers the Player/Dealer a chance to win the Progressive Jackpot listed at the table. To play, Player/Dealers make a \$1 wager on the (progressive bonus wager circle) table's red light-up circle. To win the Jackpot, a Player/Dealer must have a mini-royal hand (pays \$2,500); or 5 cards royal flush (pays 100% of posted prize).

The \$1 Progressive wager also includes an Envy payout for Player/Dealers who are in the same hand when another Player/Dealer hits a mini royal.

### **RANK OF HANDS (HIGHEST TO LOWEST)**

#### **ROYAL FLUSH**

Ace, King, Queen of the same suit

#### **STRAIGHT FLUSH**

Three cards of the same suit in consecutive rank

#### **THREE OF A KIND**

Three cards of the same rank regardless of suit

#### **STRAIGHT**

Three cards in consecutive order regardless of suit

#### **FLUSH**

The cards of the same suit regardless of rank

#### **PAIR**

Two cards of the same rank regardless of suit

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

# EZ BACCARAT

## OBJECT

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored; so a hand totaling 18 would count as eight.

## PLAYING THE GAME

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

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

## OPTIONAL BETS

### TIE BET

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

### DRAGON 7

If the Banker hand has a point value of seven using three cards and the Player/Dealer's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins, in this situation the Banker bet pushes.

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

## PANDA 8

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

## NO COLLECTION EZ BACCARAT



# PAI GOW POKER

## OBJECT

The Object of the game is to have a higher-ranking hand than your opponent. Each seven-card hand is divided into two separate Poker hands, a two-card front hand, and a five-card backhand. In order to have a winning hand; both Poker hands must rank higher than your opponent.

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

## PLAYING THE GAME

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

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight (A-2-3-4-5 is the smallest Straight)
8. Three of a Kind
9. Two Pairs
10. One Pair
11. No Pair (High Card)

Each Player/Dealer at the table is responsible for setting his or her hand and no other person but the casino dealer may touch a Player/Dealer's cards. Each Player/Dealer is also required to keep the seven cards in full view of the dealer. Once each Player/Dealer has set a high and a low hand and placed the two hands on the table layout, the Player/Dealer does not touch the cards again.

The Player/Dealer's/Dealer must set their hand according to rules known as The House Way.



## **OPTIONAL SIDE BETS**

### **PROGRESSIVE BONUS BET**

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

### **FORTUNE BONUS BET**

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



# PAI GOW TILES

## OBJECT

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

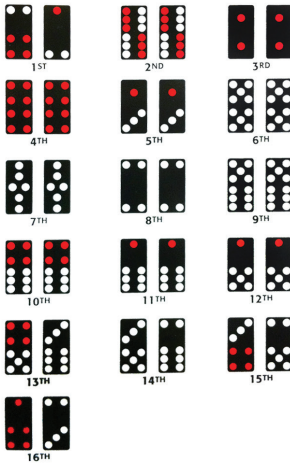
## PLAYING THE GAME

The Player/Dealer's/Dealer starts the game by rolling three dice. The total of the dice determines which Player/Dealer receives the first set of dominoes - starting from the Player/Dealer's/Dealer, the house dealer counts counter-clockwise. (1, 9, and 17).

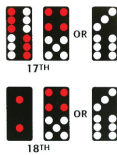
Each Player/Dealer receives four dominoes and plays two hands simultaneously, a high hand and a low hand. Both hands must be higher than the Player/Dealer's/Dealer's hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the Player/Dealer's hands are lower than the Player/Dealer's/Dealer's hand, the Player/Dealer loses. Player/Dealer's/Dealer wins all situations in which one Player/Dealer/Dealer's hand is identical (copy) to that of the Player/Dealer's hand and the other Player/Dealer/Dealer's hand is higher.

A rating system determines the value of each hand. Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations

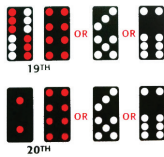
**PAIR RANK "BO"**



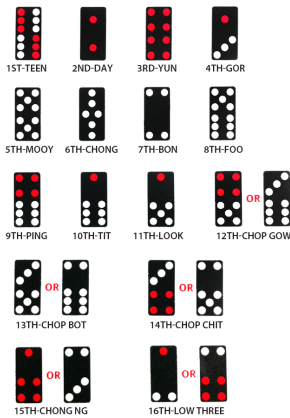
**"WONG"**



**"GONG"**



**SINGLE RANK**



# ULTIMATE TEXAS HOLD'EM

## OBJECT

This game allows Player/Dealer to play Texas Hold'em Poker heads-up against the Player/Dealer's/Dealer.

## PLAYING THE GAME

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

Player/Dealer and the Player/Dealer's/Dealer will receive two cards each facing down (hole cards) from a standard 52 card deck. Starting from the first clockwise wagered seat from the Player/Dealer's/Dealer position; deliver two cards to all wagered seats; the Player/Dealer should receive the last 2 cards..After looking at their cards, Player/Dealer can check (not bet) or make a Play bet of 3X – 4X their Ante.

1. Begin from the first active round; Player/Dealer's/Dealer have the option to:
  - a. Check (do nothing and continue to play).
  - b. Make a play wager. It must be three (3) or four (4) times the amount of the Ante wager.
2. After the turn (3 board cards are revealed); Player/Dealer(s) will have the option to:
  - a. Check (do nothing and continue to play).
  - b. Make a play wager; it must be two (2) times the amount of the Ante wager.
3. The dealer then reveals the final two community cards. If the Player/Dealer previously checked twice, then he or she must either make a Play bet equal to the Ante or fold, (losing both the Ante and Blind bets). If the Player/Dealer already made a raise, he or she may not bet further

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

The Blind pays when the Player/Dealer's hand is at least a straight. If the Player/Dealer beats the Player/Dealer's/Dealer with less than a straight, then the Blind is a push.

The Player/Dealer's/Dealer needs a pair to qualify. When the Player/Dealer's/Dealer doesn't qualify, the Player/Dealer's Ante is returned. All other bets have action.

The Trips bet will pay according to the poker value of the Player/Dealer's hand regardless of the value of the Player/Dealer's/Dealer's hand.

# NO BUST 21st Century Blackjack & 21.5 Pure Blackjack

## OBJECT

The object of No Bust 21st Century Blackjack is for the Player/Dealers and the Player/Dealer's/Dealer to add the numerical value of their cards to achieve the best possible point total of a "Natural" or twenty and a half. In 21st Century Blackjack; each deck consists of 52 cards and each shoe consists of two to five decks.

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

If neither a Player/Dealer nor the Player/Dealer's/Dealer has a Natural, they may draw additional cards if needed until they achieve a hand as close to a Natural as possible or bust.

## CARD VALUES

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

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

## PLAYING THE GAME

After receiving two cards face up, the Player/Dealer has the following options:

<b>MUST STAND ON</b> Natural Soft/Hard *20, 21	<b>MUST HIT ON</b> 11 or less	<b>HAVE OPTION ON</b> 12 – 20
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\*Exception may double down or split

Player/Dealer's/Dealer Options:

<b>MUST STAND ON</b> Hard 17 or more	<b>MUST HIT ON</b> Soft 17 or less
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If the Player/Dealer's total and the Player/Dealer's/Dealer's total are more than a Natural the following applies:

- If the Player/Dealer's/Dealer's hand ranks closer to a Natural, the Player/Dealer's/Dealer wins. Any 3 card bust of 23, 24, or 25 will push if the Player/Dealer's Dealer busts with a higher number.

Note: In 21.5 Pure Blackjack if the Player/Dealer's hand totals 22 or higher will push if the Player/Dealer's/Dealer hand consists of three 8s.

- If the Player/Dealer and the Player/Dealer's/Dealer hand is above Natural: Player/Dealer loses all hands above Natural. Exception: Three card hand of 23, 24, 25 has a chance to push.
- If the Player/Dealer and the Player/Dealer's/Dealer have the same total, the Player/Dealer's hand will lose. Any Player/Dealer hand consisting of 22 is an automatic losing hand.
- If the Player/Dealer's hand has a value of 22 and the hand contains 3 cards and no aces, the Player/Dealer loses the hand.
- If the Player/Dealer's hand busts with four or more cards, the Player/Dealer loses the hand.

## **DOUBLE-DOWN**

A Player/Dealer may double-down on any 2 cards under 21. Player/Dealers can double-down on the first two cards only, with the exception of being dealt a Natural or 21. The Player/Dealer must place a second wager, less than or equal to the original wager (double down wager will be placed behind the original wager). The Player/Dealer will receive only one additional card regardless of the total.

## **SPLIT**

Player/Dealer may split any pair or any two-card hand of the same value.

Player/Dealers may split any two cards with the same value. The Player/Dealer must place a second wager equal to the original wager. Player/Dealers may double-down after splitting. Player/Dealers may split any two aces originally dealt to them, but can only receive one extra card per ace and cannot qualify for a Natural hand after the split. Aces may split one (1) time (max 2 hands). All other cards may split 3 times (max 4 hands)

## **INSURANCE**

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

## **SURRENDER**

21.5 Pure Blackjack Player/Dealers can surrender after the first two cards are dealt to them and forfeit half of their wager. 21st Century Blackjack Player/Dealers may surrender in turn any time before the bank hand is exposed.

## **BUSTER BONUS BET**



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