

Three-Card Poker

Three-Card Poker is an exciting stud poker game played using a 52-card deck. There are three ways to play and four ways to win. Players receive bonus payouts for certain hands wagered against the dealer.

Playing Against the Dealer

Place an ante wager. Look at your three-card hand, then choose to fold or, if you think your hand is good enough to beat the dealer, place an equal wager on the “Play” spot. If your hand beats the dealer’s qualifying hand of a queen or better, you win. If the dealer does not qualify with a queen or better, the Ante wins and the play wager is a push.

Hand Value Only, Not Against the Dealer

Place a wager on the “Pair Plus” spot. If your hand contains a pair or better, you win.

Playing Hand Value and Against the Dealer

Bet the Ante and the “Pair Plus” spots. You must also make a “Play” wager or your Ante wager will be forfeited.

Ranking of Hands

Three-Card Poker hand rankings differ from traditional poker. Cards are ranked from highest to lowest. For example, a Straight beats a Flush.

Order of hands (highest to lowest)

- Straight Flush
- Three-of-a-Kind
- Straight
- Flush
- Pair

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Three-Card Poker Progressive

Three-Card Poker Progressive is an optional progressive side bet. The bet considers the best hand possible among all the player’s cards.

1. To begin each round, players must make their regular game’s wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
2. Once all players place their bets, the dealer will press “COIN IN” on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
3. The dealer then follows house procedures for dealing the regular game.
4. The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time.

Progressive Winners

The percentage pays are paid from the progressive jackpot shown on the progressive meter.

Envy Bonus

A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. A player cannot win an envy bonus pay from her/himself or the dealer.

The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

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Progressive Pai Gow Poker

Pai Gow Poker is a hybrid game derived from American poker and the Chinese domino game Pai Gow, with a history dating back to the building of the first American railroads.

A traditional deck of 52 playing cards is used, plus one joker. The joker is used only as an ace, or to complete a Straight, a Flush or a Straight Flush.

The game begins with a randomly generated number, or a roll of the dice, the total of which determines the player who receives the first set of cards. The house dealer delivers the cards by counting counter-clockwise from the bank, around the seven spots, starting from the bank as one, eight or 15. Each player receives seven cards and creates two hands. The high hand is made up of five cards, and the second high hand is made up of two cards. The second high hand cannot be higher than the first high hand. Both the high hand and the second high hand must be higher than the bank's hand to win. If only one hand is higher, it is a tie. If both hands are lower, the bet loses. Payouts are even money, and the house collects a 5% commission on all winning wagers.

The casino has set rules on how the dealer must set every house Pai Gow Poker hand. As there is no choice in setting the dealer's Pai Gow Poker hand (and the dealer's hand is set last), the dealer can always help the player with the game and tell the player the options his or her Pai Gow Poker hand holds.

Order of hands (highest to lowest)

Five-of-a-Kind

Royal Flush

Straight Flush

Four-of-a-Kind

Full House

Flush

Straight

(A, K, Q, J, 10: Highest Straight)

(A, 2, 3, 4, 5: Second Highest Straight)

Three-of-a-Kind

Two Pair

One Pair

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High Card: When the hands compared contain no pair, the hand with the highest card wins. If both hands have the same high card, the next highest card is counted in conjunction with the highest card to determine the winner. (Example: If one player has A and 10 and the other has A and J, the A and J wins.)

If you have any questions about how to arrange your hand, ask your dealer or supervisor to assist you.

Important Notes:

1. The bank cannot set a fouled hand.
2. The "A-2-3-4-5" is the second highest straight.
3. The joker will be used as an ace or may be used to fill a Straight, Flush or Straight Flush.

Caribbean Stud Poker

Caribbean Stud Poker brings its cruise ship and island-hopping lure to MGM Grand Detroit.

Caribbean Stud Poker is based on the Five-Card Stud Poker game. A progressive jackpot payout is offered.

1. Ante Bet – Each player makes an opening bet (as in poker). A player wishing to participate in the progressive portion of the game may wager one dollar (\$1) by placing their wager on designated sensor.
2. Bet to Call Dealer – If a player feels he/she has a hand that will beat the dealer's hand, the player will make this bet. This is exactly twice the amount of the ante bet.
3. Fold – If a player does not feel he/she has a strong enough hand to beat the dealer, the player will fold and will not make the bet to "Call the Dealer." The player forfeits the ante bet.
4. Dealer's Hand – The dealer must have an ace and king or higher to continue with the game. If the dealer cannot "open" with an ace/king, the hand is over and the dealer will collect the cards and pay ante bets only to players who stayed in the hand.
5. If the dealer's hand is high enough to open and the player's hand is higher than the dealer's hand, the player may qualify for a bonus based on the Bonus Payout Schedule.

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Let it Ride Stud Poker

Let It Ride Stud Poker offers all the action of traditional poker, without competing against other players or the dealer.

The player simply tries to get a good five-card poker hand by using his or her three cards and the dealer's two cards.

The players also have the option of making an additional \$1 Bonus Bet and/or a Three-Card Bonus Bet for additional chances for big payouts!

1. Each player places three equal bets as indicated: (1), (2), (3) on the table layout.
2. Each player receives three cards.
3. After the player looks at the first three cards, the player may ask for his or her first bet back, or he or she may "Let It Ride."
4. The dealer will then expose one community card (to be used as the player's fourth card).
5. After seeing how the community card affects his or her poker hand, the player may then ask for his or her second bet back or "Let It Ride." The player then places the cards down under his or her remaining bet(s).
6. Bet number three is the only bet that cannot be pulled back by the player.
7. The dealer will then expose the final community card (to complete the player's five-card hand).
8. A player who fails to attain a pair of 10s or better will forfeit whatever bets are still active.
9. The dealer takes all losing hands and pays all winning hands according to the payout schedule.

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Texas Hold 'Em

The object of the game is to win the pot (the money or chips placed in the center of the table) with the best five-card hand. This is accomplished in one of two ways: a player can either show his opponents the best hand or he can bluff and convince them he has the best hand. Since the house dealer is actually distributing the cards, a dealer "button" determines where the action starts. The cards are dealt and all action takes place just as if the player having the button were dealing the hand. This button moves from player to player after each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first (where the blinds have last action).

Players in the first and second positions post blinds clockwise from the dealer, the small blind in the first position from the button and the big blind in the second position. Blinds are posted before the players receive any cards. The blinds are "live" (i.e., each blind counts as part of that player's bet). The first player initiates action on the first betting round after the last blind, who has not yet entered the pot. Action proceeds clockwise, and the big blind is last to act with the option to raise or to check if there has been no previous raise.

On all subsequent betting rounds, the first active player clockwise from the button begins the action and the person having the dealer button is last to act. Each player receives two down cards as his or her initial hand and there is a round of betting. The dealer then turns three board cards, called "The Flop," simultaneously and another round of betting occurs. The next two board cards, known as Fourth Street and Fifth Street or the "The Turn" and "The River," are turned one at a time with a round of betting after each one. The board cards are community cards and each player uses any five of the seven available cards to make the best possible hand. A player using all of the board cards to make his best hand is said to be "playing the board." If two or more players tie for the best hand, the pot will be split.

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Ranking of Hands

- Royal Flush
- Straight Flush
- Four-of-a-Kind
- Full House
- Flush
- Straight
- Three-of-a-Kind
- Two Pair
- One Pair
- No Pair

(An exception occurs in Texas Hold 'Em when the Four-of-a-Kind is on the board. Now it is in everyone's hand and the person(s) with the highest card will win (or split) the pot. Note: The highest card could be the remaining board card.)

Bad Beat Jackpot

“Bad Beat” means a high ranking hand that is beat by a higher-ranking hand. The Bad Beat jackpot is paid out when a very strong hand Four-of-a-Kind or better loses to an even stronger hand.

Upon 15-minute notification, management reserves the right to implement and post signage stating the following rule (changes):

A Bad Beat Jackpot is paid out when a very strong hand (A, A, A, Q, Q or better) or (A, A, A, J, J or better) loses to an even stronger hand.

Both the winning and losing hands must use both of their hold cards and three cards from the board.

a. For Four-of-a Kind both the winning and losing hand must contain a pocket pair.

The jackpot will be divided between the holders of the winning and losing hands, as well as all other players who were dealt into the hand.

See complete official rules posted in the poker room.

Omaha/Omaha High-Low Split

The object of the game is to win the pot (the money or chips placed in the center of the table) with the best five-card hand. This is accomplished in one of two ways:

A player can either show his opponents the best hand or he can bluff and convince them that he has the best hand. Since the house dealer is actually distributing the cards, a dealer “button” determines where the action starts. The cards are dealt and all action takes place just as if the player having the button were dealing the hand. This button moves from player to player after each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first (where the blinds have last action).

Players in the first and second positions post blinds clockwise from the dealer, the small blind in the first position from the button and the big blind in the second position. Blinds are posted before the players receive any cards. The blinds are “live” (i.e., each blind counts as part of that player's bet). The first player initiates action on the first betting round after the last blind, who has not yet entered the pot.

Action proceeds clockwise and the big blind is last to act with the option to raise or to check if there has been no previous raise. On all subsequent betting rounds, the first active player clockwise from the button begins the action, and the person having the dealer button is last to act. Each player receives four down cards as their initial hand, and there is a round of betting. The dealer then turns three board cards, called the “Flop,” simultaneously, and another round of betting occurs. The next two board cards, known as Fourth Street and Fifth Street or the “Turn,” and the “River,” are turned one at a time with a round of betting after each one. The board cards are community cards, and to have a valid hand, a player must use three board cards and two cards in his hand to make the best five-card hand. If two or more players tie for the best hand, the pot will be split.

The rules for Omaha High-Low Split are the same as for Omaha, with the following variations:

1. The low hand must qualify by being at least an eight low (the highest card must be eight or lower).
2. You can use two different cards to compete for the high and low portions of the pot or you can use the same two cards for both hands.
3. Aces can be used as either low or high.
4. In a split pot between the high hand and the low hand, an odd chip is awarded to the first player left of the button.

Seven-Card Stud

The object of the game is to win the pot (the money or chips placed in the center of the table) with the best five-card hand. This is accomplished in one of two ways: a player can either show his opponents the best hand or he can bluff and convince them that he has the best hand. An ante may be collected from each player and then the game begins by dealing three cards to each player, the first two face down and the last face up. This is followed by a round of betting. The fourth, fifth and sixth cards are dealt face up to each player with a round of betting after each card is dealt. The seventh and final card is dealt face down and there is a final round of betting, making five rounds of betting in all. After all the action is complete, there is a showdown to determine the winner. The deal always starts in seat one (i.e., the first player clockwise from the dealer). If two or more players tie for the best hand, the pot will be split.

If it is an ante game, an ante will be posted by each player before the cards are dealt. Each player is then dealt a starting hand of two down cards (hole cards) and one up (called the “door card”). The lowest door card must start the action with a forced bet. If two or more players have the same low card showing, the forced bet is determined by suit in alphabetical order (clubs, diamonds, hearts, spades) with clubs being first. (In poker, this is the only case where suits are treated differently.) On subsequent rounds of betting, the highest hand showing is first to act, but it is not a forced bet.

If two hands are equal (disregarding suit), then the first such hand clockwise from the dealer acts first.

All bets and raises the first two rounds will be at the table minimum, and all bets and raises the last three rounds will be

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at the table maximum. On a typical 10-20 game, for example, all bets and raises the first two rounds would be \$10 and then \$20 on the last three betting rounds. An exception to this would be the “Fourth Street rule.” The “Fourth Street rule” allows any player to bet or raise either the lower or the higher limit on Fourth Street if an open pair shows in any player’s hand. A high-limit raise after a low-limit raise is also allowed, but not vice versa. A player has the option to check (decline to bet when it is his or her turn if there has not already been a bet made). A player may bet (put money in the pot before anyone else on any given round). A player may fold (drop out of a hand rather than call a bet or raise). A player may also raise (bet an additional amount after someone else has bet). Four raises per round are permitted. There is no limit to the number of raises when only two active players remain at the beginning of a betting hand. After all the action is complete, there is a showdown to determine the winner.

Ranking of Hands

- Royal Flush
- Straight Flush
- Four-of-a-Kind
- Full House
- Flush
- Straight
- Three-of-a-Kind
- Two Pair
- One Pair
- No Pair

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