

# ***PaiGow Poker for Windows v2.0 Help***

Welcome to PaiGow Poker for Windows. PaiGow poker is a game that has grown very popular in recent years. I first saw it played 4 or 5 years ago in the California card clubs, and have since seen it played (with minor variations) in Las Vegas, Laughlin & Atlantic City, and heard of it being played in Reno. This version is my first crack at Windows programming. I have tried to retain the original flavor of the game, while making it quicker and easier to play (one of the main problems with playing the game can be the time it takes between hands to shuffle and deal the cards).

## **Help Topics**

[Getting Started with PaiGow Poker](#)  
[Basic Rules of PaiGow Poker](#)  
[Hints and Tips](#)  
[Ranking of Hands](#)  
[Statistics](#)

# Getting Started with PaiGow Poker for Windows

PaiGow Poker evolved from the Chinese game of Paigow, which is played with tiles. The basic idea behind the two games is similar: There is a high hand and a low hand. The object is for the player to have a higher value hand in both high and low to win. The Americanized version of PaiGow (known as PaiGow Poker) is played with cards rather than tiles.

There is a maximum of seven players available at all times. In the card clubs of California, the bank revolves amongst the players, so that each player in turn acts as the dealer (this is due to California law which prohibits the card clubs from acting as the "house"). In Las Vegas, the players usually play against the house, with the house acting as dealer and banker. The option is there for players to bank if they so choose, but most players decline, as they must put up enough money to cover the entire table.

In California, the player makes a bet, with a maximum of \$75 per hand, and puts up a \$1 ante for each hand. Regardless of Win, Loss or Push, the house gets the \$1. In Las Vegas, the house takes 5% commission on all winning wagers. Of course, they get 100% of all losing wagers. I have chosen in my program to allow the option of either no commission or Vegas commission (for those preferring reality). Also, the program assumes that all hands are played against a computerized "house". Future versions will include the ability to act as banker (dealer).

To begin the game, select the <Game><Number of Players> option from the main menu. You will be prompted to select from 1 to 6 players (the dealer is the 7th player). If you want to change the number of players select <Game><New>. This can also be done between hands. This will reset the number of players, and also renew all players back and reset all money. High Scores will also be checked for at this time.

The next dialog is the Player Configuration dialog:

Player	Playing Style	Player Name
Player 1	<input checked="" type="radio"/> Amateur <input type="radio"/> Pro	Chris
Player 2	<input type="radio"/> Amateur <input checked="" type="radio"/> Pro	Jodie
Player 3	<input checked="" type="radio"/> Amateur <input type="radio"/> Pro	Howie
Player 4	<input checked="" type="radio"/> Amateur <input type="radio"/> Pro	Karen
Player 5	<input checked="" type="radio"/> Amateur <input type="radio"/> Pro	David
Player 6	<input checked="" type="radio"/> Amateur <input type="radio"/> Pro	Lisa

This will allow you to choose either "Pro" or "Amateur" for each player and also type in their names. "Pro" plays just like prior versions. "Amateur" brings into play a <Hint> button, which is like asking the dealer how the house would play the hand. Note that this is legal in Vegas. In

California, typically you must declare the hand to be played "house way" before the cards are dealt. This feature has been added to make the play more realistic.

The following dialog is the Game Setup dialog:

The selections you make here affect all the players. Here you can enter the amount of money each player will start with (from 1-1000), set the cheat mode on or off, and set commission to Vegas or None. Cheat mode will enable all players to see the dealers hand before the result is "official". The commission option is for purists, who would like to know what their "real" totals are. This will deduct 5% from all winning bets.

Once you select the number of players, the <Deal> option on the main menu bar now becomes available. To deal a hand just select <Deal>. Each player will be dealt seven cards, then allowed to choose 2 cards to make up the low hand. Once all players have chosen their cards, the dealer will show its cards, and compare them to each player in turn, notifying each whether they won, lost or pushed.

See [Rules of PaiGow](#) for more information on actual game play.

# Basic Rules of PaiGow Poker

## How to Win

There is one simple rule for winning the game. To win, your low hand must beat the dealer's low hand, while your high hand beats the dealer's high hand. If you beat one and lose one, then the hand is a push. If you lose both, then you've lost the hand. One point to consider: The dealer wins all ties. This rule rarely comes into play when comparing 5 card (high) hands, but is often in effect in the 2 card (low) hand.

## Setting Your Hands

In PaiGow poker, the player is dealt 7 cards. It is up to the player to select from the 7 cards to make two separate hands; a high hand and a low hand. The high hand consists of 5 cards, the low hand of 2 cards. One very important rule: If you set your hand wrong, the computer will not tell you. Your hand will become an automatic loser! This is not cruelty on my part, it is just the rules of PaiGow Poker.

## Selecting High and Low Hands

The 5 card hand you will create **MUST** be your best hand (with a few exceptions). For example; if you have one pair and 5 other cards (no flush or straight ) then your low hand would consist of the highest two non-paired cards, and your high hand would consist of the pair plus the remaining three cards.

Other possibilities include having a full house . In this case, the 3 of a kind would be the 5 card hand (along with the two extra cards) while the pair would be the low hand. This is considered a very strong hand. There are many combinations possible. For hints on game play, check out the Hint section.

## PaiGow Hands

The name of the game, after all, is PaiGow. Unfortunately, this is exactly what you DON'T want to achieve. A PaiGow Hand is one where you have no pair , 3 of a kind , straight , flush , or even a full house! In this case, the highest card would be your high hand, along with the four lowest cards. Your two card hand would then be made up of the second and third highest cards. Hopefully, you won't get this hand too often.

## The Joker



This is one bright spot in the game; the joker! This card is semi-wild. It counts as an Ace in any situation, or can be used with four other cards in a straight or flush . For example: If you have 4-5-7-8-Joker, the joker would take the place of the 6, and become a straight. Similarly, if you have four of any one suit, plus the joker, that would count as a flush.



A Full House consists of three of a kind (such as three 7's) plus a pair.

3 of a Kind consists of three cards, all the same value (such 7Hearts, 7Clubs and 7Spades).

A Pair consists of 2 cards, both the same value (for example: 5Hearts & 5Clubs).



A Flush consists of 5 cards, all the same suit.

A Straight consists of 5 cards, all in sequence (such as 3-4-5-6-7) not necessarily the same suit.

## ***Hints for PaiGow Poker***

There can be some options for setting various hands. For example; if you have two small pairs (both below 7) it is better to keep BOTH pairs as your high hand while you keep your next two highest cards as your low hand. This is the standard "house" way of setting a hand such as this.

If you have two pairs in your hand with the top (highest) pair 10 or below, and you have an Ace as your highest non-paired card, it is again advisable to keep the two pairs as your high (5 card) hand, with the Ace and next highest card as your low (2 card) hand.

If you have three pairs in your hand, keep in mind that you can play this hand in many ways. Because the rule is that your highest hand must be in the 5 card hand, many people think that they must keep their two highest pairs as the 5 card hand. This is not so. The rule is that your highest TYPE of hand must be used. In this case, two pairs is the highest TYPE of hand. You can use any of the three pairs as your low (2 card) hand and still have a legally set hand, as it would still be 2 pairs as high hand, and 1 pair as low hand. The dealer will always set a three pair hand with the highest pair being the low (2 card) hand. This is standard "house" play.

One final point: always be aware when you have a joker for possible options. Sometimes it is better to keep the joker as an Ace, rather than use it in a straight or a flush.

# ***Ranking of Hands***

The following hands rank in order from lowest to highest:

**PaiGow Hand**

**One Pair**

**Two Pairs**

**3 of a Kind**

**Straight**

**Flush**

**Full House**

**4 of a Kind**

**Straight Flush**

## Tracking Hands

One feature allows the ability to track hands. Simply select <Records><History Tracking> to display the following dialog:

History Track						
Name	Win	Loss	Push	Win %	Money	
Chris	3	5	4	42%	-\$1000	<input type="button" value="Ok"/>
Jodie	6	2	4	67%	\$2338	
Howie	5	4	3	54%	\$613	
Karen	3	4	5	46%	-\$1000	
David	5	3	4	58%	\$1363	
Lisa	2	3	7	46%	-\$62	

This dialog will show the numbers of wins, losses and pushes for the current round. Note that these are the stats that are used in determining the high scores. The percentage stat is figured as  $(Wins + (Pushes/2)) / (\text{Number of Games})$ .

## High Scores

Selecting <Records><High Scores> will display the High Score dialog.

High Scores			
Name	Money Won	Hands Played	Date
1. Jodie	\$2338	12	3/3/1993
2. David	\$1363	12	3/3/1993
3. Howie	\$613	12	3/3/1993
Name	Winning Percentage	Hands Played	Date
1. Jodie	67%	12	3/3/1993
2. David	58%	12	3/3/1993
3. Howie	54%	12	3/3/1993

This dialog will display the three highest scores in both money won and win percentage. Note that to qualify for the win percentage high score, you must play at least 10 hands. This eliminates winning the first hand, and getting a 100% rating.

