

Fu Bacc Game Rules

Introduction

Fu Bacc uses a standard 52-card deck. There are three ways to play: The Player can play against the Dealer or by placing an optional wager on the “Lucky Monkey” or by placing a wager on the “Tie”.

Ranking of Hands

The ranking of the hands in Fu Bacc are 1 through 9, 9 being the highest hand and 10 is ranked as zero.

The hands can be made up of 2 or 3 cards.

For example, if a Player has a 10 and a 5, the hand will have a total of 5. If there is a 3rd card drawn and it is a 10 the hand will not change and will have a total of 5. If the 3rd card drawn is a 2, the hand would have a total of 7.

Dealer’s hit rules

The Dealer will stand on a 2 card 6 or higher, the Dealer will take a 3rd card on hands with 5 or less.

Three Ways to Play

1. Playing Against the Dealer

The object when playing against the Dealer is to get a Fu Bacc hand closest to 9. Players place an Ante wager. After looking at their first 2 cards they can decide to play or fold. If the player decides to play, they must make a Play wager of 2x the original Ante. At this time the Player may decide to take a 3rd card or stay.

Playing Against the Dealer

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| • Player folds | Ante – Lose |
| • Player has a hand higher than the Dealer. | Ante - wins 1 to 1
Play - wins 1 to 1 |
| • Dealer has a higher hand than the Player. | Ante - Lose
Play – Lose |
| • Player and Dealer Tie | Ante – Lose
Play - Push |

Natural 8 and 9 Pay or Play Ante Bonus

If the player receives a 2 card 8, or a 2 card 9 this is referred to as a “Natural”. If the Player receives a Natural 8 or 9, they have the option of taking an automatic bonus pay or playing the hand. If the player decides to play out the hand, they do not qualify for the “Ante” Bonus.

The “Ante” Bonus is,

Natural 9 – 2 to 1

Natural 8 – 3 to 2

Monkey Monkey Rescue Bonus

If the player receives two face cards (10-K, also referred to as monkey cards) and the Dealer’s up card is a 9, the Player has the option of taking a 1 to 1 bonus on the Ante and ending the hand. If the player decides to play out the hand, they do not qualify for the “Rescue Bonus”.

- (2) **Lucky Monkey - Is an optional wager where the Player is wagering on the outcome of their original 2 card hand against the Dealer’s up card.**

The object of betting the “Lucky Monkey” wager is to receive two face cards (10-K) or “Monkey” Card’s. If the Player’s first two card hand contains two face cards, the Player wins the “Lucky Monkey” wager. Depending on what the Dealer’s up card is will determine the payout. The payouts are as follows,

- Monkey Monkey vs Dealer’s 9 – 30 to 1
- Monkey Monkey vs Dealer’s 8 – 20 to 1
- Monkey Monkey vs Dealer’s 7 – 15 to 1
- Monkey Monkey vs Dealer’s 6 – 10 to 1

- Monkey Monkey vs Dealer's 0-5- 5 to 1

(3) **The "Tie" - Is an optional wager, where the player is wagering that the outcome of the Player's and Dealer's hand will tie.**

If the Player and Dealer's hand tie the bet is paid 7 to 1

All other outcomes this wager will lose.

Note- When playing against the dealer the Ante wager will lose and the Play wager will push in the event of a tie.



Paytables

Ante/Play/Tie:

Hand	Ante	Play	Tie
Natural 9 (2-cards/Instant)	2 to 1	-	7 to 1
Natural 8 (2-cards/Instant)	3 to 2	-	7 to 1
Natural 9 (2-cards/Played)	1 to 1	1 to 1	
Natural 8 (2-cards/Played)	1 to 1	1 to 1	
2 Monkey Cards-Dealer9	1 to 1	-	7 to 1
Player wins	1 to 1	1 to 1	Loss
Player Ties	Loss	Pushes	7 to 1
Dealer wins	Loss	Loss	Loss

Lucky Monkey:

Hand	Paytable (to 1)
Dealer Up Card 9	30
Dealer Up Card 8	20
Dealer Up Card 7	15
Dealer Up Card 6	10
Dealer Up Card 0-5	5