

Penn & Teller Casino Monte

Rules of Play

Penn & Teller Casino Monte is a specialty table game that is played using either six or eight decks of standard playing cards shuffled and dealt out of a shoe or a continuous shuffling machine. (The dealer should follow the same house procedure as blackjack when shuffling and cutting the deck).

The player wins the game if they select the card position, (out of three cards dealt total) that is the highest ranked card dealt in the hand. Ranking follows poker high-card rules: aces are the highest ranked card and deuces are the lowest ranked card. All suits are of equal rank. The game also includes the use of a single, standard six-sided die and metal dice cup that is used by the dealer to create a random dice outcome.

1. Play begins with each player at each player position placing an initial wager in one of three marked betting spots. Each betting spot corresponds to one of three card positions on the table. Each betting spot and card position will be marked with colors and/or symbols to clearly identify which betting spot corresponds to which card position. The betting spot the player chooses indicates which of the three cards they are playing for the hand. A player may place a wager in only one of the three betting spots at their player position at the table.
 - a. The player may also choose to make an optional wager on the Full Monte side bet.
2. After the initial bets are made, the dealer will draw three cards face-down and place them into the three card position spots. The first card drawn from the shoe will be placed face-down in the card position farthest from the card shoe. The second card drawn from the shoe will be placed face-down in the middle card position. The third card drawn from the shoe will be placed face-down in the final card position (the position that is closest to the shoe).
3. A single, standard six-sided die will be placed in the dice cup. The dealer will give the dice cup three vigorous shakes, place the cup on the table felt, and remove the lid of the cup to reveal the outcome.
4. The outcome of the die roll will indicate to the dealer which of the three cards to reveal first. A die roll of 1 or 2 reveals the 1st dealt card. A die roll of 3 or 4 reveals the 2nd card. A die roll of 5 or 6 reveals the 3rd card. Images of the two die roll outcomes assigned to each card position are printed on the felt directly below the card position markings.

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5. After the dealer has revealed the first card (as determined by the die roll), all players have the option to raise their initial bet by 1x, 2x, or 3x or they may check and choose not to raise in which case the initial bet remains in play. If the player chooses to raise, they will place their chips in the betting spot marked raise.
6. After all players have made their decision to raise or check their initial bet, the dealer will turn over and reveal the remaining two cards.
7. The casino monte wager and optional raise are resolved as follows:
 - a. If the player's selected card is the highest rank of the three cards, the player's initial wager is paid 1:1 and their optional raise is paid 1:1.
 - b. If the player's selected card is not the highest rank of the three cards, the player loses both their initial wager and their optional raise.
 - c. If the player's selected card is the highest rank of the three cards, and a second card also ties for the highest rank, the player's initial bet is paid 1:1 and their optional raise are paid 1:1.
 - d. If all three cards are the same rank, the player's initial wager pays 3:1 and the player's optional raise pays 1:1.

Alternate Dealing Procedure

1. Play begins with each player at each player position placing a wager in one of three marked betting spots. Each betting spot corresponds to one of three card positions on the table. Each betting spot and card position will be marked with colors and/or symbols to clearly identify which betting spot corresponds to which card position. The betting spot the player chooses indicates which of the three cards they are playing for the hand. A player may place a wager in only one of the three betting spots at their player position in the table.
 - a. The player may also choose to make an optional wager on the Full Monte side bet.
2. Before any cards are dealt, a single, standard six-sided die will be placed in the dice cup. The dealer will give the dice cup three vigorous shakes, place the cup on the table felt, and remove the lid of the cup to reveal the outcome.
3. The outcome of the die roll will indicate to the dealer which of the three card to reveal first. A die roll of 1 or 2 reveals the 1st dealt card. A die roll of 3 or 4 reveals the 2nd card. A die roll of 5 or 6 reveals the 3rd card. Images of the two die roll outcomes assigned to each card position are printed on the felt directly below the card position markings.

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4. The dealer will draw one card from the shoe and place it face up in the card position determined by the outcome of the die roll.
5. After the dealer has revealed the first card (as determined by the die roll), all players have the option to raise their initial bet by 1x, 2x, or 3x or they may check and choose not to raise in which case the initial bet remains in play. If the player chooses to raise, they will place their chips in the betting spot marked raise.
6. After all players have made their decision to raise or check their initial bet, the dealer will draw one card from the shoe and place it face down in the empty card position that is farthest from the shoe. The dealer will then draw a third and final card and place it face down in the remaining open card position. The dealer will then reveal both remaining cards.
7. The casino monte wager and optional raise are resolved as follows:
 - a. If the player's selected card is the highest rank of the three cards, the player's initial wager is paid 1:1 and their optional raise are paid 1:1.
 - b. If the player's selected card is not the highest rank of the three cards, the player loses both their initial wager and their optional raise.
 - c. If the player's selected card is the highest rank of the three cards, and another card also ties for the highest rank, the player's initial bet is paid 1:1 and their optional raise are paid 1:1.
 - d. If all three revealed cards are the same rank, the player's initial wager pays 3:1 and the player's optional raise pays 1:1.

Full Monte Side Wager

The Full Monte side wager wins if the three cards dealt in the hand combine to form a poker hand of a pair or better. See payable below for payouts:

HAND	PAYS
Three of a Kind Suited	100:1
Straight Flush	25:1
Three of a Kind	10:1
Straight	5:1
Flush	3:1

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Pair	1:1
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Specific Examples of Game Outcome

Each player can either win or lose while playing Penn & Teller Casino Monte, there are no ties.

Example 1 – One Winner

Player	Card	Initial Wager	Optional Raise	Win	Total Payout
1 (Betting Red)	Jack of Hearts	\$1	\$3	–	\$-4
2 (Betting White)	Ace of Spades	\$1	\$2	\$3	\$6
3 (Betting Blue)	Four of Clubs	\$1	\$0	–	\$-1

Example 2 – Two Winners

Player	Card	Initial Wager	Optional Raise	Win	Total Payout
1 (Betting Red)	Ten of Clubs	\$1	\$3	\$4	\$8
2 (Betting White)	Eight of Spades	\$1	\$2	–	\$-3
3 (Betting Blue)	Ten of Hearts	\$1	\$0	\$1	\$2

Example 3 – Three Winners

Player	Card	Initial Wager	Optional Raise	Win	Total Payout
1 (Betting Red)	Jack of Diamonds	\$1	\$3	\$6	\$10
2 (Betting White)	Jack of Spades	\$1	\$2	\$5	\$8
3 (Betting Blue)	Jack of Hearts	\$1	\$0	\$3	\$4

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Optional Full Monty Side Bet

Full Monty Side Bet – Example 1 - Pair

Initial Wagers	Cards	Win	Total Payout
\$1	Jack of Diamonds, Jack of Spades, Ace of Hearts	\$1	\$2

Full Monty Side Bet – Example 2 – Three of a Kind

Bet	Cards	Win	Total Payout
\$1	Jack of Diamonds, Jack of Spades, Jack of Clubs	\$10	\$11

Full Monty Side Bet – Example 3 – Straight Flush

Bet	Cards	Win	Total Payout
\$1	Two of Clubs, Three of Clubs, Four of Clubs	\$25	\$26

Full Monty Side Bet – Example 4 – Loss

Bet	Cards	Win	Total Payout
\$1	Two of Clubs, Six of Clubs, Nine of Diamonds	\$--	\$-1