



Sandcastle Gaming LLC

Dealer's Policies & Procedures

What is the game's setup?

It is played with a 52-card deck in an 8-deck shoe.

What is the object of *Antigo!*?

The object of the game is to have higher value cards than the dealer in both the player's hand and the community hand.

How is *Antigo!* Wagered and Dealt?

- The players will place equal, yet mandatory wagers on the "ante" circle.
 - Double check and be sure that all the players are wagering the same amount on the ante before taking the first card out. This only applies for the multiplayer version.
 - In the single player version, players can bet any amount they choose.
 - All bets must be made before the cards are dealt.
 - Players will be dealt 3 cards face up while the dealer will receive 2 cards face down.
 - When dealing out the cards, the dealer will start from the left-hand side of the table and go right.
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How is *Antigo!* Played?

- Each player will decide which card to contribute to the community hand and which two

cards they'll keep. The community cards will be placed on the community ribbon for all to see.

- Once a card has been placed on the ribbon, it cannot be changed.
- In the multiplayer version, players are encouraged to share their hands and communicate what they have, unlike on pai-gow poker or handheld blackjack, the dealer will allow this behavior.
- The single player version is the same as the multiplayer version except that, rather than contributing a card to the community hand, each player will create their own 2-card hand and 1-card "community hand" to face off against the dealer.
- When comparing the player and community hands with the dealer's hand, the higher value hand wins. Nine is the highest value available while zero is the lowest.
- Once all players have made their decision, the dealer will flip over their two cards and draw a third card if their total card value is 6 or less.

How are the cards added up in *Antigo!*?

The cards are added up similar to Baccarat. Aces are valued as one, face cards are valued as ten, and all other cards are worth their pip value. The tens place value is removed from the total amount leaving only a single digit.

Single Player Example:

If the player has an 8 and 7 then $8 + 7 = 15$. Drop the tens place value and the total value of the player's hand is now 5.

Multiplayer Example:

If there are four players at the table and the community cards are $9 + 5 + 7 + 4 = 25$, drop the tens place value so the total value of the community hand is now 5.

How is the winner determined?

Multiplayer Version

When determining the winner in a multiplayer game, the value of the player's hand and the community hand are separately compared to the value of the dealer's hand. Winning hands and payoffs depend on the number of players, which the dealer can find referenced on the table:

	Player Hand	Community Hand	Payout
2 Players	Win	Win	1 to 1
	Win	Tie	1 to 1
	Tie	Win	1 to 1
	Win	Loss	Push
	Tie	Tie	Push
3 Players	Win	Win	1 to 1
	Win	Tie	Push
	Tie	Win	Push
	Win	Loss	Push
4 Players	Win	Win	1 to 1
	Win	Tie	1 to 2
	Win	Loss	Push
5 Players	Win	Win	1 to 1
	Win	Tie	Push
	Win	Loss	Push

Single Player Version

When determining the winner in a single player game, the value of the player's 2-card hand and their 1-card "community hand" are separately compared to the value of the dealer's hand. Winning hands and payoffs are shown on the pay tables located on the table:

	Player Hand	Community Hand	Payout
Single Player	Win	Win	3 to 2
	Win	Tie	1 to 2
	Tie	Win	1 to 2
	Win	Loss	Push
	Tie	Tie	Push
	Loss	Win	Push

The Take-and-Pay Procedure

- The dealer will start from the right-hand side of the table and go left.
- Ante bets will be paid or taken first and then the Insurance side bet will be addressed. “Insurance” is a side bet that players can make if they think the dealer will draw to 9. If the player wins, their wager will be paid 5 to 1. If not, the bet is taken.