



Introduction

Fu Bacc is played against the Dealer and the object of the game is to get a hand closest to 9 with 10 being zero. Hands are made up of 2 or 3 cards. Fu Bacc also features 2 optional side-bets, the "Lucky Monkey" and the "Tie".

How to Play

- Place an Ante wager and any additional side-bets.
- The Player and Dealer will then each receive 2 cards.
- The Player then must decide to stay in the hand by placing a Play wager of 2x the Ante or fold.
- If the Player places a wager 2x the Ante, they have an option of taking a 3rd card. If the Player wishes to stay on 2 cards, they simply tuck their hand under the Play wager. If the Player wishes to receive a 3rd card, they notify the Dealer by making a hit signal on the table. The Player will then tuck their 3 card hand under the Play wager.
- The Dealer will then expose their 2 card hand. If the hand is 6 or above the Dealer will stay. If the hand is 5 or less the Dealer will take a 3rd card.
- The hand closest to 9 between the Player and the Dealer will be the winner. Remember 10's count as zero.
- In the event of a Tie the Dealer will win the Ante wager only.

Natural 8 and 9 Bonus and Monkey Monkey Escape

If the Player receives a 2 card 8 or 9, also known as a Natural, they will have the option of taking a Bonus on the Ante wager. If the Player decides to play the hand they will not be eligible for this Bonus and must make a Play wager of 2x the Ante. The Ante Bonus is as follows:

Natural 9 - 2 to 1

Natural 8 - 3 to 2

If the Player receives two Face Cards also known as Monkey Cards and the Dealer has a 9 showing the Player will have an option of taking even money on the Ante and folding the hand.

Tie

If the Player's and the Dealer's hand tie, the Tie wager is paid 7 to 1.

Lucky Monkey

If the Player receives 2 Face Cards, or Monkey Cards this hand is a winner and is paid the following:

- 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

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Final cut size: 8.25"x3.75"



Optimal Strategy Table

Plr Total	Dlr Upcard									
	0	1	2	3	4	5	6	7	8	9
0	D	D (1-9F)	D (1-9,2-8F)	D (1-9,2-8,3-7F)	D (1-9,2-8,3-7F)	F	F	F	F	F (0-0T)
1	D	D	D	D	D	F (0-1,2-9D)	F	F	F	F
2	D	D	D	D	D	D (5-7,6-6F)	F	F	F	F
3	D	D	D	D	D	D	F	F	F	F
4	D	D	D	D	D	D	F	F	F	F
5	D (1-4,2-3S)	S (6-9D)	S	S	S	D (1-4,2-3S)	D	D (1-4,2-3F)	F	F
6	S	S	S	S	S	S	S	D (3-3S)	S	S
7	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	T	T	T
9	S	S	S	S	S	S	S	S	T	T

Exceptions in Brackets

- D = Draw
- S = Stand
- F = Fold
- T = Take Pay

Monkey Monkey escape should be taken when the Dealer has a 9 showing