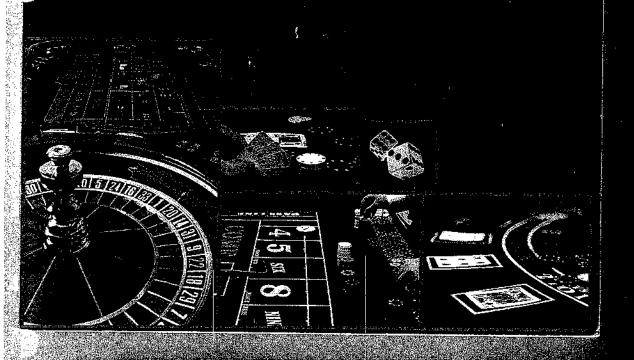
## Contemporary Casino Table Game Design

A Practical Guide to Casino Table Game Design, Development and Selection for Casino Management and Game Developers

Eliot Jacobson, Ph.D.



for game protection should be explicitly stated anytime a game has hole cards.

## Other Advantage Play Methodologies With Cards

A game designer should be concerned with those matters over which he has some control. Here are some of the things the game designer can't control when his game uses cards:

- Shuffle procedure in shoe games may lead to the possibility of shuffle tracking.
- Manually checking for blackjack (or other hidden dealer cards, depending on the game) can cause card warps or other card defects allowing certain cards to be identified.

Defectively designed playing cards can be edge sorted.

- APs can read dealer tells if the dealer checks the hole cards before playing.
- Known cards can be cut to the top or steered to the AP.
- Important cards for the game can be tracked by key-cards or sequencing.

I was card counting in St. Louis at a double deck game with over 90% of the cards dealt between shuffles. This was at the time when the riverboat casinos were first opening and management didn't understand advantage play. The boat was overflowing with card counters, some of whom were annoying the regular customers. Amazingly, the director of table games decided to open a table just for card counters. Every time he saw a player counting he directed them to the "card counter's" table. The game was dealt the same at the counter's table as everywhere else, to a depth of 90%. I recall one time the dealer ran out of cards. This sort of opportunity is something that is out of control of the game designer. If your game is offered in a way that leads to an opportunity for advantage play, maybe they'll open a table of your game and put all the APs together. As for me, I lost big-time that day.

## **Advantage Play Methodologies Against Other Devices**

I was not a very successful AP. However, I did chance upon a few remarkable games. One instance in particular stays with me as an example of what It was the one against the ho

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