

Taraccab

Rules of Play

Taraccab is a new table game played with five Dragon Decks. Each deck is composed of:

- 5 Feng Shui cards,
- 4 Green Dragon cards,
- 4 East cards,
- 4 South cards,
- 4 West cards,
- 4 North cards, and
- 3 different sets of cards numbered 1 through 9.

Thus each deck has 52 cards. (Please refer to “Dragon Deck” button on this website.)

The game is similar to Baccarat in that the player has the option to place a bet on either a Player hand or a Banker hand. The object of the game is to win the hand that you bet on. The dealer will deal two cards, face up, each to the Player hand and Banker hand. Depending on the composition of the two cards, each hand will either stand or draw one card to improve its ranking. The individual card rankings are shown below, from highest to lowest:

- Feng Shui
- Green Dragon
- East
- South
- West
- North
- 9, 8, 7, 6, 5, 4, 3, 2, 1

Only the best two cards of each hand are used. An example is show below.

As in Baccarat, the Banker hand has an inherent edge over the Player hand because the draw rules, by design, slightly favor the Banker hand. Whereas the Player hand should draw a card if the first two cards fall with Class V or VI, the Banker hand should draw a card if the first two cards fall within Class IV, V or VI. A hand must stand if it does not fall within any of its predetermined classes that call for a draw. Only the best two of the three cards are used after a draw.

After the house dealer plays out both hands according to the rules, the outcome of the game will be adjudicated by the rankings of the two hands. Whichever hand has the higher ranking wins. Winning best players are paid even money, but a winning Banker bet is charged a 5% commission. In the event of a tie, it is a push with no money changing hands, unless a player bets a tie then it is paid 40:1.