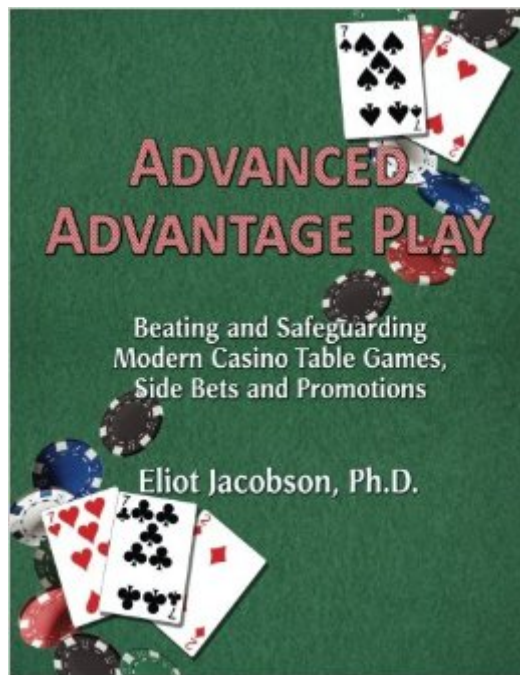


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# Advanced Advantage Play: Beating And Safeguarding Modern Casino Table Games, Side Bets And Promotions



## Synopsis

Advanced Advantage Play is the most complete book ever made available to the general public on advantage play against casino table games. It examines beating and protecting nearly all of the table games and side bets that are currently available on casino floors internationally, including blackjack, baccarat and pai gow poker. Based on material first published in Dr. Eliot Jacobson's well-known blog APHeat.net, this book also covers advantage play against marketing and promotions. Easy-to-read and backed up by computer and statistical analysis, Advanced Advantage Play is a book that everyone who wants to beat or protect casino table games should own.

## Book Information

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Average Customer Review: 4.0 out of 5 stars See all reviews (22 customer reviews)

Best Sellers Rank: #383,422 in Books (See Top 100 in Books) #56 in Books > Humor & Entertainment > Puzzles & Games > Blackjack

## Customer Reviews

The ideal purchaser for this book is someone already profitable at Blackjack and reasonably well bankrolled. The book is broken down into 5 major areas: Blackjack, Blackjack side bets, Baccarat, Other Games, and the exploitation of marketing and promotions. For a traveling professional player, the most important area is Blackjack Side bets, with over 100 pages analyzing 34 different props. The analysis for this (and all other problems it attacks) discusses the house advantage for each, possible ways to beat each with various counting schemes, and your likely return using these different schemes. Much of the remainder of the book discusses hole-carding strategy and collusion strategy. For most problems, a strategy for a game is analyzed assuming knowledge of a dealer card (or in some scenarios, face card/no face card) with likely edges. There is much analysis of freeplays, rebates and promotions. Most pros are already familiar with the advantages of these and how to optimize your play with these. One concept I have not seen in other books is a desirability index for each game, which combines the profitability and variance into a single number to rank

different games. The author explains his methodology, and provides his quantitative ranking of all the various side games. With this chart, if you see a game with which you are unfamiliar, you can quickly look up the index, and decide if it is worth the time playing (and learning the strategy). I have two criticisms. First, the author doesn't have experience successfully exploiting this information. By comparison, James Grossjean in *Beyond Counting: Exhibit CAA* (another math heavy book focusing on exploiting casino games, but not publicly available) has much more experience with what he describes.

I found this book to be a welcome addition to my table gaming library, both as a stand-alone read and as a reference for other works. (Disclaimer: I am a neophyte game designer and mentioned in the book.) The math behind most table games can be counter-intuitive or non-obvious, but it is essential to any intelligent play or selection of a game in a casino. I would recommend this book to players, casino operators, and especially to game designers, because it details, in very accessible language, the facts behind the curtain on games, how to beat them, and how to protect them. The math is, well, the math, and it's slightly heavy going in this book, but broken out into small and digestible parts directly relevant to the game or technique described. For recreational players wanting a better gaming experience, this book provides the opportunity to sharply improve their play and their chances of winning. For casino operators and employees, especially those in surveillance and game protection, it details many of the reasons behind seemingly random practices and provides guidance on protection practices and procedures. For gaming designers, it's absolutely invaluable, helping them to avoid introducing or perpetuating flaws from past games into their own designs. For Advantage Players, it provides both a check on what the industry focuses on in their play, and possibly some indication of what they don't. Yet. Dr. Jacobson starts with a series of essays that discuss gaming design, protection, and flaws in general, many of which have cost the casinos large amounts of money before they discovered inherent weaknesses or unintended applications.

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