2021

Evolution Services SA

Evolution and Ezugi

GAME RULES 2.3.8

DOCUMENT VERSION 2.3.8

Document History

Version	Description	Date
v.2.2	Added new Evo and Ezugi Games, and tables	Oct 2020
v.2.3	Added New Ezugi Game Sic Bo	Nov 2020
v.2.3.1	Added Casino Names to Dual Play Game Rules	Jan 2021
v.2.3.2	Added Bollywood Themed Games Updated Game rules for Monopoly, Dream Catcher, Lightning Dice, Mega Ball, RNG Mega Ball, RNG Dream Catcher	March 2021
V2.3.3	Updated Golden Balls Odds	March 2021
V2.3.4	Added Peru Studio Games: Ruleta del Sol, Fiesta Roulette, Fiesta Blackjack Unlimited, Fiesta Baccarat	April 2021
V2.3.5	Replaced Evo Baccarat rules to include Red Envelope RTP adjustments. Added Gonzo's Treasure Hunt	April 2021
V2.3.6	Added First Person American Roulette	May 2021
V2.3.7	Removed Monopoly Added Fan Tan	June 2021
V2.3.8	Added Cash or Crash	August 2021

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Evolution Games

Game Shows

Gonzo's Treasure Hunt

Game Objective

Gonzo's Treasure Hunt is an exciting game full of unexpected prizes. You will join Gonzo, the Spanish explorer, in the search for the lost treasures of El Dorado city.

The objective of the game is to guess where on the wall of 70 stones you will find the hidden treasure stones.

Game Rules

1. Place your bets on one or more treasure stones.

The stones on the wall will be displayed in a matching colour.

2. Select the number of picks (1 to 20) you would like to make to find your stones once the wall is hidden.

Your total bet will be the number of selected picks multiplied by the total value of all your placed bets on treasure stones. For example, placing R2 and R5 on two different stones and 3 picks selected is (R2+R5) x 3 = R21.

Treasure Hunt
After you have placed your bets and selected your number of picks, all the stones on the wall are shuffled and the values hidden. Now is the time to hunt your treasures by picking stones from the wall. The timer will start counting and you can make as many picks as you have selected. You can move any of your selections by clicking/tapping on it and dragging it to a different stone.

If time is up and you have not made all the selected picks, the remaining picks will be made randomly for you.

Prize Drop
Gonzo will now turn the key to start the Prize Drop! Bonus Prizes from 3 to 100 in value will appear at the top of the wall, and if there is an opening in the row below, the prizes will drop down and stop at random stones, adding to the value of the hidden stone. Some Prize Drops may contain no prizes to be dropped to the wall.

Multipliers with values from 2x to 10x may also appear among the prizes in the top row which would multiply all visible values on the wall.

In addition, a Re-Drop may also appear among the prizes in the top row, triggering another Prize Drop and increasing the chances of even more prizes falling onto the wall.

Each time there is a Prize Drop, there can be Bonus Prizes, multipliers, and Re-Drops in the top row, falling in that order. A maximum of 10 Re-Drops can occur during one game round. If more than one prize falls on the same stone, all the prize values are added. If a Re-Drop features a new multiplier, all visible values on the wall are multiplied again using that multiplier.

At the end of the game, the wall reveals the final values on all of the stones.

You can now see whether you have picked the same stones that had your bet at the start of the game round.

You only win if you picked one of the stones with your bet on. If you picked a stone that received a bonus value, it is added to the standard payout value (1, 2, 4, 8, 20 and 65). Your winning bet is multiplied by the stones final value. Your original bet on a single stone and one selected pick is returned on top of what you have won.

Example 1: You bet on 65x, a Bonus Prize of 10 is dropped and that is followed by a 2x multiplier. You prize will be 65 + 10 x 2= 85. 85 is then multiplied by your bet to arrive at your total winnings and your original bet is returned on top of that.

Example 2: You bet on 1x and have chosen 5 picks. A Bonus Prize of 10 is dropped on one of your selections and that is followed by a 2x multiplier.

When the wall reveals you see that:

- under the first pick there is a 1x stone with the Bonus Prize of 10 and a 2x multiplier. The value of your Bonus Prize is multiplied by 2 and is now 20. Your payout is 1 + 20
- under the second, third and fourth picks, there are 1x stones as well. Your payout is 1+1+1

- under the fifth pick there is a 4x stone. Since you did not bet on this stone, you receive no payout for it.

You have found 4 stones with 1x. Your final payout for the 1x stone is 24.

Stones that were picked but were not covered by your bet will be displayed on the wall with a special symbol.

Payouts

Stone Payout	Stones In Wall	Pays
1	27	1 to 1
2	20	2 to 1
4	12	4 to 1
8	7	8 to 1
20	3	20 to 1
65	1	65 to 1

The maximum payout for your all winnings within a game round is R10,000,000, however, this can be adjusted to R5,000,000 by setting the maximum bet at R250. Licensed Operators can choose either R10M or R5m maximum pay-out. For details see the Bet Limit table in the info tab when in the live game.

Prizes won during the game round are added on top of the standard payout. The maximum amount an individual stone on the wall can receive during the Prize Drop is 20,000x.

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

The optimal theoretical Return-To-Player (RTP) is 96.56%.

- 1 – 96.42%
- 2 – 96.51%
- 4 – 96.35%
- 8 – 96.56%
- 20 – 96.55%
- 65 – 96.52%

Crazy Time

Game Objective

Crazy Time is an exciting game show and variation of the popular money wheel game of chance that is played using a large 54-segment vertical wheel, spun by the game presenter. In addition, a multiplier will be randomly assigned to every spin of the wheel.

The objective of the game is to predict the segment the wheel is going to stop at when the wheel comes to rest after the spin. Crazy Time also features amazing Bonus games which will grant multipliers for you! Simply place your bet on the Cash Hunt, Pachinko, Coin Flip and Crazy Time Bonus game bet spots and watch as the multipliers won in Bonus games multiply your winnings! Win CRAZY big!

Game Rules

Main Game

Simply place your bet on a segment you believe the wheel will stop at: use the number segment bet spots 1, 2, 5, 10, or the Bonus game bet spots – Cash Hunt, Pachinko, Coin Flip and Crazy Time.

When the betting time is over, the game presenter will spin the wheel and, simultaneously with the spin of the wheel, a two-reel Top Slot mini game will start, displayed on a TV screen above the main game wheel. Each round the Top Slot will determine one random multiplier for one random bet spot – either a number or Bonus.

If a bet spot and multiplier align on a horizontal line in the middle of the Top Slot, it is a match. The particular multiplier is assigned to the corresponding bet spot and is applicable for the current game round. If the bet spot does not align horizontally with the multiplier, the game will proceed without the Top Slot multiplier.

If the main game wheel also stops at this segment, the payout of this bet spot is multiplied accordingly:

- For number bet spots – payout of the particular number bet spot will be multiplied by the multiplier from the Top Slot
- For Bonus bet spots – the multiplier won in the particular Bonus game will be multiplied by the multiplier from the Top Slot

When the Crazy Time wheel comes to a stop, the winning segment is indicated by the flapper at the top of the wheel. If the wheel stops at the number or Bonus segment you have placed your bet on, you win. Your winnings are multiplied if the multiplier was assigned to this particular bet spot.

All bets for number segments are paid with the odds matching the number in the winning segment: e.g. winning number 5 pays 5 to 1, winning number 10 pays 10 to 1, and so on. The payout odds for the Bonus segments are determined during the Bonus side games. The bet placed on the winning segment is returned on the top of your winnings.

All players can observe Bonus games but only players who have placed their bet on the corresponding bet spot can participate and win.

Bonus Games

If the wheel stops on a Bonus segment, the Bonus side game is played. Depending on the Bonus segment the wheel has stopped at, players can participate in Cash Hunt, Pachinko, Coin Flip or Crazy Time Bonus games.

Cash Hunt

In the Cash Hunt Bonus game, a wall of 108 random multipliers will be generated and displayed to you on the screen. If there was a multiplier won in the Top Slot, then all the 108 multipliers will be multiplied by that multiplier and then covered by random symbols and shuffled. The countdown will begin, during which you can prepare and aim the cannon at the spot you believe has the highest valued multiplier.

After the countdown is over, the cannon will be fired, all the covered spots will be revealed, and you will see the multiplier you have won.

Pachinko

The Pachinko Bonus game features an exciting multiplier wall, containing a random puck drop zone at the top and 16 random multipliers in the landing zone at the bottom. The puck is dropped randomly from zones 4 – 12 to increase the probability to land on any of the 16 multipliers at the bottom. Before the puck is dropped, all the multipliers are multiplied by the multiplier from the Top Slot. Follow the puck dropping through pegs and landing on your lucky multiplier.

If the puck lands on DOUBLE, all the multipliers are doubled. The drop zone is randomized, and the puck is dropped again until it lands on one of the doubled multipliers or the DOUBLE again! See your winnings get multiplied and enjoy!

If the puck lands on the DOUBLE numerous times and all multipliers have reached a value of 10,000x, the DOUBLE is replaced by the 10,000x multiplier.

Occasionally, as a surprise, a Rescue Drop might occur if the puck landed on a 2x, 3x or 4x multiplier. In this case, the drop zone would get randomised and the puck will be dropped again.

Coin Flip

‘Heads or Tails’ – let the coin decide! A red and blue-sided coin will be flipped in this thrilling Coin Flip Bonus game. Two multipliers will be randomly assigned, one to each side of the coin, and displayed on a TV screen.

If there was a multiplier assigned to the Coin Flip segment from the Top Slot, it will now be applied to these multipliers, and the new multiplier values will be updated on the screen.

Once the final multiplier values are revealed, the coin gets flipped. The side that is facing up, is the winning side and the multiplayer that has been won is applied to your winnings.

Occasionally, as a surprise, a Rescue Flip might occur if the assigned multipliers are low. New multipliers will be generated, and the coin will be flipped again.

Crazy Time World

What’s behind the secret red door? It’s the World of the Crazy Time Bonus game in which there’s a gigantic 64-segment wheel with three flappers and nothing but crazy bonus multipliers on it! If there was a multiplier won in the Top Slot, then all the multipliers on the Crazy Time wheel are multiplied with that multiplier.

Spin to win CRAZY big! Choose your flapper – red, blue or yellow – within the decision time and follow the wheel slowly coming to a stop at the segment of your chosen flapper.

If the decision time runs out and you have not picked the flapper, a random flapper will be picked for you automatically. The multiplier of the corresponding segment will multiply your winnings instantly.

Once the wheel has stopped, each of the flappers will point to a different segment. The multiplier of the corresponding segment will be applied to each player’s winnings instantly.

In case, if one of the flappers stops at the DOUBLE or TRIPLE segment on the Crazy Time World wheel, then for those players who have picked that particular flapper all multiplier values on the wheel will be doubled or tripled, and the wheel will be spun again for them! Crazy Time means crazy winnings!

If the wheel stops at the DOUBLE or TRIPLE segments many times in a row, and all multiplier values have reached 20,000x, the DOUBLE and TRIPLE segments are replaced by 20,000x multipliers.

Payouts

Segment on Wheel	Number of Segments	Pays
1	21	1 to 1
2	13	2 to 1
5	7	5 to 1
10	4	10 to 1
Pachinko	2	Up to R 5 000 000
Cash Hunt	2	
Coin Flip	4	
Crazy Time	1	

Maximum payout for your all winnings within a game round is limited. For details see the Bet Limit table.

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 96.08%.

Bet	RTP
1	96.08%
2	95.95%
5	95.78%
10	95.73%
Pachinko	94.33%
Cash Hunt	95.27%
Coin Flip	95.70%
Crazy Time	94.41%

Money Wheel (Dream Catcher)

Game Objective

Dream Catcher allows you to play the Money Wheel game of chance that is played using a large vertical wheel, spun by the dealer. Money Wheel game is found in many land-based casinos and used in TV game shows.

The wheel is divided into 54 equal segments separated by pins. 52 segments are marked with a number (1, 2, 5, 10, 20 or 40) with a unique colour for each number. If the wheel stops at your chosen number after the spin, you win. The other two segments – 2x multiplier and 7x multiplier – act as bonus spins and multiply your next win!

Game Rules

Simply place a bet on a number you believe the wheel will stop at: 1, 2, 5, 10, 20 or 40.

The dealer then spins the wheel. When it comes to a stop, the winning segment is indicated by a pointer mounted on a flexible piece of leather at the top of the wheel.

All bets are paid on a to one basis with the odds matching the number in the winning segment: e.g. winning number 5 pays 5 to 1, winning number 10 pays 10 to 1, and so on.

If the wheel stops on a multiplier segment (2x or 7x), then all bets remain in place and no new bets will be allowed. The wheel is spun again and the outcome of the spin (1, 2, 5, 10, 20 or 40) will determine the winning odds as usual but the odds will be multiplied twice or seven times over, depending on which multiplier the wheel stopped on in the previous spin.

If the wheel stops on a multiplier two or more times in a row, then all bets remain in place, and the multipliers stack: i.e. the multiplied payout from the last spin is multiplied again! The dealer continues to spin the wheel until the spin stops on 1, 2, 5, 10, 20 or 40. (For example, the wheel stops on 2x, then on the next spin it stops on 7x, and on the next spin – on number 5. The outcome for the player who originally placed a bet on number 5, is: (5 to 1) x 2 x 7 = (10 to 1) x 7 = 70 to 1). Consecutive multipliers are unlimited subject to a default maximum win displayed in the limits panel.

Payouts

Number on Wheel	Number of Segments	Pays
1	23	1 to 1
2	15	2 to 1
5	7	5 to 1
10	4	10 to 1
20	2	20 to 1
40	1	40 to 1
2x	1	Multiplies the payout of the next winning number by 2x
7x	1	Multiplies the payout of the next winning number by 7x

Maximum payout for your all winnings within a game round is limited. For details see the Bet Limit table.

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

The optimal theoretical return-to-player percentage is 95.65% (89.88% – 95.65%).

Deal or No Deal

Game Objective

Deal or No Deal is a game featuring an exciting game show, inspired by the popular 'Deal or No Deal' TV shows and games. The objective of the game is to predict whether the amount of money in the last of 16 briefcases in total will be higher than the banker's offer.

Game Rules

Qualification for Game Show

To join the game show, you must qualify first within the qualification time.

- Qualification occurs on a wheel, consisting of three rings. Some segments on the rings are coloured golden.
- To qualify, place your bet and spin the wheel so that the golden segments on rings are aligned into the upper sector of the wheel. Each spin will cost your selected bet amount.
- To raise your qualification chances, you can buy one ("Easy" mode), two ("Very Easy" mode) or three rings ("Instant" mode). The golden segments on the bought rings will automatically be aligned on top. This will increase the amount for your selected bet by three times for one ring, nine times for two rings and eighteen times for three rings. If you buy three rings ("Instant" mode), you will be moved right to the "Top Up" phase of the game.
- Each of your spin sets the amount of money in the biggest-prized briefcase by 75x – 500x of your bet. You can select any of the briefcases to be the briefcase containing the biggest prize. Numbers are in order from 1 to 16 beginning from the first position on the left on top. The briefcases from 1 to 8 are on the left and the briefcases from 9 to 16 are on the right. The bigger your bet, the bigger the value in the briefcases to qualify with for the game show.
- If you do not qualify within the qualification time, you will automatically be offered to qualify for the next round.
- Spin the wheel as many times as you wish within the time provided. Each spin will cost your selected bet amount.

Top Up

Once you have qualified, a TOP UP wheel will appear. If you wish to top up the amount of money in the briefcase of your choice by 5x – 50x of your bet, select your Top Up bet amount and spin the wheel!

Game Show

During the Game Show the banker will gradually open briefcases, revealing the number of the briefcase that is no longer participating in the game show. The banker will then make the 'DEAL or NO DEAL' offers to you. There will be four offers made in total.

First opening and offer
Three random briefcases are opened, leaving 13 briefcases for the next phase of game. The banker will then make you a 'DEAL or NO DEAL' offer and wait for your decision:

- If you choose 'DEAL', then the amount of money you won will be displayed in the winning message and added to your balance. At the same time, you will be offered to return to qualification.
- If you choose 'NO DEAL', you continue to play.
- If you do not choose within the decision time, your decision will be interpreted as 'NO DEAL'.

Second opening and offer
Four random briefcases are opened, leaving nine for the next phase of game. Again, the banker will make you a 'DEAL or NO DEAL' offer and wait for you to make your decision.

Third opening and offer
Four more random briefcases are opened, leaving five for the next phase of game, followed by the banker's 'DEAL or NO DEAL' offer.

Fourth opening and final offer
Three random briefcases are opened, leaving only two last briefcases. The banker then will make you a final offer with three options - 'DEAL', 'SWITCH BRIEFCASES' or 'NO DEAL' and wait for you to make your decision.

- Choose 'DEAL' to take the offer and collect your winnings.
- Choose 'NO DEAL' and win the prize in the assigned briefcase.
- Choose 'SWITCH BRIEFCASES', if you believe that the amount of money is bigger in the other briefcase.

During the last opening, one of the two last briefcases is opened.

- If you chose 'NO DEAL' in the banker's previous offer, you win the prize of your assigned briefcase.
- If you chose 'SWITCH BRIEFCASES', you win the prize of the other briefcase.

The message, displaying your winnings in the game show will appear and you will return to qualification.

Payouts

Players can win up to 500x their bet with the option to top up their bet by 5x–50x in the Top Up phase of the game.

Return to Player

The optimal theoretical return-to-player percentage is 95.42%.

Dragon Tiger Live

Game Objective

Dragon Tiger is a very easy and fast-paced game. The game objective is to guess whether the Dragon or Tiger will draw the higher value card, and therefore win. Player may also bet on whether the Dragon and Tiger cards dealt will be of the same value, and therefore a Tie.

Game Rules

The aim of the Dragon Tiger is to predict which of the hands – the Dragon or the Tiger – will win or if it will be a Tie.

- The cards are dealt from a shoe with eight decks (Jokers are excluded)
- The player places a bet on either the Dragon, or Tiger, or Tie, or Suited Tie
- A single card face-up is dealt by the dealer to the Dragon and to the Tiger
- The highest card wins and pays even money 1:1
- Card value from the lowest to the highest is as follows: Ace with value 1, being the lowest and followed by 2 and so on, and King the highest (A-2-3-4-5-6-7-8-9-10-J-Q-K)
- In the case of a Tie, **half of your main bet** (the Dragon/Tiger bet) is returned and wins pay out 11:1
- If cards for the Dragon and Tiger are equal both in value and suit, it's a Suited Tie, **half of your main bet** (the Dragon/Tiger bet) is returned and wins pay out 50:1

Side Bets

EVEN and ODD

- EVEN: The bet pays if the total value of both cards is even
- ODD: The bet pays if the total value of both cards is odd
- Side bets ODD/EVEN can be placed without placing the main bets and pay 0.95:1

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Dragon	1:1
Tiger	1:1
Tie	11:1
Suited Tie	50:1
Even	0.95:1
Odd	0.95:1

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

RTP

The optimal theoretical return-to-player percentage:

- Main bet (Dragon/Tiger) – 96.27%
- Tie – 89.64%
- Suited Tie – 86.02%
- Even – 97.84%

Odd – 97.16%

Football Studio (Top Card)

Game Objective

Football Studio (Top Card) allows you to play the very easy and fast-paced Top Card game. The game objective is to guess which hand- Home(A) or Away(B) will draw the higher value card, and therefore win.

The player may also guess whether the cards dealt for Home(A) and Away(B) hands will be of the same value, by placing a bet on Draw(X)

Game Rules

The aim of the Football Studio is to predict which of the hands – Home (A) or Away (B) – will win or if they will be of the same value - Draw (X).

- The cards are dealt from a shoe with eight decks (Jokers are excluded)
- The player places a bet on either Home (A), Away (B) or Draw (X)
- A single card face-up is dealt by the dealer to Home (A) and to Away (B). The highest card wins and pays even money 1:1
- Card value from the lowest to the highest is as follows: 2, being the lowest and followed by 3 and so on, and Ace the highest (2-3-4-5-6-7- 8-9-10-J-Q-K-A)
- If the hands dealt are of the same value, half of your main bet (Home (A) or Away (B)) is returned and wins pay out 11:1

Payouts

Your payout depends on the type of bet placed.

Bet	Payout
Home(A)	1:1
Away(B)	1:1
Draw(X)	11:1

Please note that any malfunction voids the game round and all eventual payouts for the round.

RTP

The optimal theoretical return-to-player (RTP) percentage is:

- Main bet (Home(A)/Away(B)) - 96.27%
- Draw(X) – 89.64%.

Mega Ball

Game Objective

Live Mega Ball is a unique, entertaining, and fast-paced game show, featuring a Mega Ball Bonus round in which you have the chance to win even more with the added multipliers! Buy a packet of cards to play with for the value you have selected and collect lines, while the numbered balls are being randomly drawn by the Ball drawing machine, simply complete lines of numbers on your card(s). It's all about getting as many lines per card as possible – the more lines you get, the more you win!

Game Rules

Mega Ball is played with 1 – 400 cards and a Ball drawing machine. Each 5x5 cell card contains 24 randomly arranged unique numbers with a free square in the centre. The free square is considered as an already marked square. You win if you get a horizontal, vertical or diagonal line of 5 squares. You can win up to 9 lines per card.

Main Game Round

- Buy a packet of cards you wish to play with for the value you have selected. You can add more card packets after the first packet is bought and change the value of your cards while the betting time is open. Your selected card value will be automatically applied to all your cards.

- Your cards will be visible on the screen regardless of the amount. You can zoom in on an individual card at any time. If you would like to change the numbers on a particular card, simply zoom in on that card and while the betting time is open, click/tap the REFRESH NUMBERS button until you are satisfied with the resulting new numbers.

- Once the betting time is over, 20 out of 51 numbered balls are drawn from the Ball drawing machine. If the number of the drawn ball matches a number in any of your cards, a badge is automatically placed on that number. When a completed line is collected, your winnings per card are also updated automatically and displayed below the corresponding card.

- As the balls are drawn one by one, your cards will be automatically updated and sorted, with the card closest to winning placed at the top.
- To add to the excitement you can also see on your screen how much you could win if a special ball should happen to be drawn. Expected ball numbers will be highlighted in gold on your cards.
- The drawn balls are also automatically updated and visible on your screen.

Mega Ball Bonus round

- After all 20 balls are drawn in the main game round, one or two intriguing Mega Ball Bonus rounds occur. At the beginning of the Mega Ball Bonus round, a Mega Ball multiplier in the range from 5x to 100x is generated. A physical ball is drawn from the Ball drawing machine to determine the number of the Mega Ball.
- If the Mega Ball number completes any line in your card(s), your payout on that card is multiplied by the Mega Ball multiplier.
- If a line is not complete, the Mega Ball number will be treated as a regular ball and will not multiply the payout.
- If there is more than one Mega Ball among your winning lines on the same card, your payout will be multiplied only by the highest multiplier.

Game result

After the game round is over, your cards are sorted again and only those cards with winnings are left on the screen. Your total winnings are calculated automatically and displayed on your screen.

Observing the game

If you join the game when the game round has already started or have not bought any cards to play with, you can observe the game until the next game round begins.

Payouts

Number of Lines	Payout
6+ lines	9,999 - 999,999 : 1
5 lines	999 - 99,999 : 1
4 lines	249 - 24,999 : 1
3 lines	49 - 4,999 : 1
2 lines	4 - 499 : 1
1 line	1x (push) - 99 : 1

Maximum payout for all your winnings within a game round is limited. For details see the Bet Limit table.

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 95.40%, based on 1 card.

The RTP range is 94.61% – 95.40%.

Cash or Crash

Game Objective

Cash or Crash is a tactical and entertaining game show that features just one bet and huge potential winnings. Place a bet and watch as the machine draws different coloured balls that can mean the difference between success or failure.

The game takes place inside a blimp cruising over a bustling metropolis. With each green ball, the blimp takes you to greater heights and greater payouts, but if you draw a red ball, you swiftly return to the ground and crash. The higher you go, the greater the winnings!

Game Rules

Cash or Crash is a ball drawing game featuring a 20-step ladder-type pay table.

The ball drawing machine contains:

- 19 green balls
- 1 gold ball
- 8 red balls

Whenever a green or gold ball is drawn, the player moves 1 step up the pay table. The gold ball grants the player a Shield, protecting the player from the crash when a red ball is drawn. The game ends when a red ball is drawn, unless the player has an active Shield.

Drawn balls are separated from the rest of the balls until the game round is over. For each green or gold ball that is drawn, there is a greater chance that a red ball will be drawn.

Placing Your Bet

Place your bet on the bet spot and see how it creates your pay table of possible winnings.

**** R5 Million Pay-out Limit applies*

Ball Drawing

Once betting time is over, the ball drawing machine draws the first ball.

- GREEN BALL: You move up a step in the pay table and your potential winnings increase.
- GOLD BALL: You move up a step in the pay table, your potential winnings increase, and you receive a Shield that gives you one-time protection from the game-ending effect of a drawn red ball. If the game continues after a Shield is broken, new multipliers replace the previous ones and the payouts increase for even bigger winnings.
- RED BALL: If you have an active Shield, the Shield is broken, and the game continues on the same level of the pay table. If you do not have an active Shield, the game round ends.

Making Your Decision

When a green ball is drawn or after a Shield is broken, you can make one of the following decisions:

- CONTINUE: Stay in the game and continue to play with 100% of your potential winnings. This decision is applied by default at the start of each new round.
- TAKE HALF: Cash out 50% of your potential winnings and continue to play the game round with the remaining 50%.
- TAKE ALL: Cash out all 100% of your winnings and end the game round for you. You are no longer taking part in the game. Wait for the next game round to start.

If you switch decisions, that choice will become the default for future Decision phases during the current game round, except in cases with too small of potential winnings.

Cashed out winnings are paid out only at the end of the game round. If you choose TAKE HALF multiple times, your cashed out winnings are added to your total winnings.

TAKE HALF is not available when your potential winnings are below R4.

To help you make your decision, a pair of blimps show the percentage change of getting a “good” ball vs. a “bad” ball. There is also a small counter to show how many pay table levels have been reached out of the maximum possible.

Gold Ball and Shield

When a gold ball is drawn, the game goes into a quick-drawing mode where no decisions are made and the multiplier increases according to the paytable (see "Payout Before Shield is Broken" in the Payouts chapter) with each green ball drawn until a red ball is drawn. When the red ball is drawn, the Shield provided by the gold ball is broken and you will be asked to make a decision for each further green ball drawn.

When the Shield is broken, the game round continues as usual. However, when the next green ball is drawn, the payouts on the paytable are increased.

When a red ball is drawn, and you do not have an active Shield, the game ends, and the potential winnings you have not cashed out are lost.

Game Result

After the game round is over or after you TAKE ALL, your total winnings are displayed. However, your balance is only updated after the round is over.

Observing the Game

If you join the game when the game round has already started or have not placed a bet to play with, you can observe the game until the next game round begins.

Recent Games

While betting time is open, the number of balls drawn in the most recent games are shown. It also shows if a gold ball/Shield was part of the game or not.

Payouts

Pay-table Level	Payout Before Shield is Broken	Payout After Shield is Broken
20	18,000x	50,000x
19	6,800x	11,000x
18	2,900x	4,000x
17	1,200x	1,500x
16	550x	760x
15	310x	360x
14	160x	175x
13	95x	105x
12	54x	62x
11	33x	36x
10	21.5x	24x
9	15x	16x
8	10x	10.5x
7	7.1x	8x
6	5x	5.6x
5	3.6x	4x
4	2.7x	3.1x
3	2x	2.2x
2	1.6x	1.7x
1	1.2x	1.2x

Maximum payout for all your winnings within a game round is limited to 5 000,000. If choosing CONTINUE would potentially take you over the 5 000,000 cap, your only options will be the decision to either TAKE HALF or TAKE ALL.

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 99.59% based on the minimum bet. Players winning in or around the 5 000,000 will experience a lower RTP of 94.51% at max bet due to the cap.

The RTP range is 94.51%–99.59%.

Dice Games

Craps

Game Objective

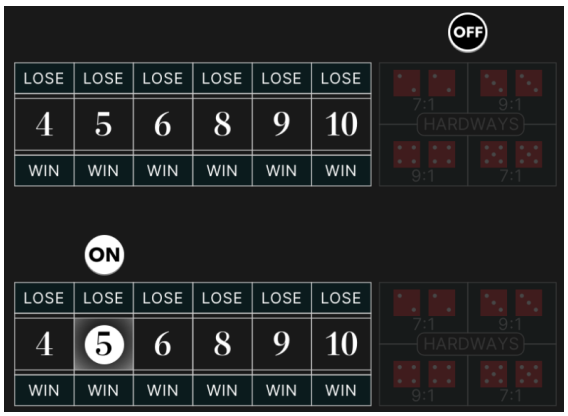
Craps is an entertaining and exciting game of chance played with two regular dice with face values from 1 to 6. The objective of the game is to predict the outcome of the two dice total, based on your selected bets.

Game Rules

There is a wide selection of bets on the Craps table, each type having its own payout and conditions for winning, and with each type of bet requiring different dice totals to be rolled. Some bets are resolved in one roll while others may take several rolls until they are resolved.

The game occurs in two phases: the **Come Out roll** phase and the **Point roll** phase. It is possible to place bets during both phases of the games. For each roll the two dice are thrown by the dice launcher into the wall at the other side of the table. The result is displayed when the two dice have come to a rest on the table.

The puck in the user interface will show if the next roll is a **Come Out** roll (the puck says OFF) or a **Point** roll (the puck says ON). This is useful to know since you can place different bets depending on in which phase you are playing.



Each game round begins with a Come Out roll (OFF) for the fundamental Pass Line or Don't Pass bets. If the sum of the two dice is 7 or 11 – you win on your Pass Line bet. If the sum of the dice is 2 or 3 you win on the Don't Pass bet, and you push on the Don't Pass bet if the sum is 12. Either way the bet is resolved and a new Come Out roll will start.

If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. The puck is now changed to ON and placed next to the rolled total on the betting grid or highlight. The game will remain in the Point roll phase until a total of 7 is rolled, or the same point number is rolled once again.

Unlike any other bets that can be placed at any roll phase, bets on the Pass Line or Don't Pass are available only during the Come Out roll phase (puck will show "OFF"). If you joined the game during the Point roll phase, you can participate in the roll by placing bets on Come or Don't Come. These bets are much like the Pass Line and Don't Pass bets, except that you will get a new rolled point number marked by your chips.

Regardless of the game phase, you can always place bets before the next roll of the dice during the betting time.

To play, select which bets you would like to make and place your chips on the betting table accordingly.

Bet Types

All the bets in Craps are grouped into two categories: **Multi-roll** bets and **One Roll** bets, each being an independent bet and having its own payout.

Multi-roll bet

These bets may not be settled on the first roll and will stay on the table until the total of 7 is rolled or the same chosen or established point number is rolled.

A. **Pass Line** – this bet is available only during the Come Out roll phase. You win if the two dice total is a 7 or 11, and you lose if the rolled two dice total is 2, 3, or 12. During the Point roll, you win if the two dice rolled the same point number before a 7.
B. **Don't Pass** – this bet is available only during the Come Out roll phase (puck shows "OFF"). During the Come Out roll, you win if the two dice rolled a 2 or 3, and you push if the rolled sum is 12. If the two dice rolled 7 or 11, you lose. During the Point roll, you win if the two dice rolled a 7 before the same point number is rolled.
C. **Come** – this bet is only available during the Point roll phase (puck shows "ON"). You may place as many Come bets as you wish while in this roll phase. The bets on Come win if 7 or 11 is rolled, and lose if total of 2, 3, or 12 is rolled. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the bottom left corner of the rolled number to mark the point. You win if the same point number is rolled again before a 7.
D. **Don't Come** – this bet is available only during the Point roll phase (puck shows "ON"). You may place as many Don't Come bets as you wish while in this roll phase. The bets on Don't Come win if the total of 2 or 3 is rolled, and you push if the rolled sum is 12. If the two dice rolled 7 or 11, you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the upper left corner of the rolled total to mark the point. You win if a total of 7 is rolled before the same point number is rolled again.
E. **Take Odds** – this bet is available only for Pass Line or Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This is called "Take Odds" because it pays true odds of the established point against a 7. This bet will win together with your Pass Line or Come bet.
F. **Lay Odds** – this bet is available only for Don't Pass or Don't Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This bet also pays true odds against the established point and will win together with your Don't Pass or Don't Come bet.
G. **Place to Win** – you bet that a total of 4, 5, 6, 8, 9 or 10 will be rolled before a 7. Select the number that you believe will be rolled and place your bet on the corresponding bet spot labelled "WIN". You win if this number is rolled before 7.
H. **Place to Lose** – you bet that 7 will be rolled before 4, 5, 6, 8, 9 or 10. Select the number you would like to bet against and place your bets on the corresponding bet spot labelled "LOSE". You win if 7 is rolled before this number.
I. **Hardways** – place your bet on any or all pairs of Hardways (2 and 2, 3 and 3, 4 and 4, and 5 and 5). You win if the exact pair is rolled. These bets lose if any combination of 7 is rolled or an easy combination (not a pair) of the total is rolled. For example, a bet on Hardways 4 will win if the dice show 2 and 2, but lose if it shows 3 and 1 – or any combination of 7.

One-roll bet

Each One Roll bet is valid for one roll only and will be resolved after every roll. One roll bets can always be placed, during both Come Out roll and Point roll.

J. **Field** – this bet covers all totals of 2, 3, 4, 9, 10, 11, 12. It pays 1:1, except for the total of 2 and 12 that pays 2:1.
K. **Seven** – this bet covers any rolled combination of 7 (1 and 6, 2 and 5 etc).
L. **Craps** – this bet covers any of the Craps numbers, which are totals of 2, 3 or 12.
M. **Crap 2** – place your bets exactly on the total of 2.
N. **Crap 3** – place your bet exactly on the total of 3.
O. **Crap 12** – place your bet exactly on the total of 12.
P. **Eleven** – place your bet exactly on the total of 11.
Q. **C & E** – this bet covers the combination of any Craps total (2, 3 and 12), and the bet on Eleven (11). If any of the Craps numbers are rolled, you get paid 3:1 but if the 11 is rolled, you get paid 7:1.

Payouts

Your payout depends on the type of placed bet.

BET	PAYOUT
Pass Line / Don't Pass	1:1
Come / Don't Come	1:1
Take Odds Pass Line / Come 4 or 10 5 or 9 6 or 8	 2:1 3:2 6:5
Lay Odds Don't Pass / Don't Come 4 or 10 5 or 9 6 or 8	 1:2 2:3 5:6
Place to Win 4 or 10	9:5
Place to Win 5 or 9	7:5
Place to Win 6 or 8	7:6
Place to Lose 4 or 10	5:11
Place to Lose 5 or 9	5:8
Place to Lose 6 or 8	4:5
Hard 4 or 10	7:1
Hard 6 or 8	9:1
ONE ROLL BETS	
Field 3,4,9,10,11 2 or 12	 1:1 2:1
Seven	4:1
Craps	7:1
Crap 2	30:1
Crap 3	15:1
Crap 12	30:1
Eleven	15:1
C & E 2,3,12 11	 3:1 7:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return to player (RTP) percentage is 99.17% based on the Don’t Pass Line bet if the bet on the Don’t Pass Line bet equals the bet on the Odds bet.

The RTP range is 83.33% - 99.17%.

Super Sic Bo

Game Rules

Super Sic Bo is an exciting game of chance played with three regular dice with face value 1 to 6. The objective of Super Sic Bo is to predict the outcome of the shake of the three dice.

After betting time has expired, the dice are shaken in a dice shaker. A number of bet spots — from zero to several — then have multipliers randomly applied to them before the dice come to rest and result is known. If the player's bet is placed on the bet spot with the applied multiplier, your bet is multiplied accordingly.

Bet Types

You can place many different kinds of bets on the Super Sic Bo table, and each type of bet has its own payout. Your bet is returned on top of your winnings.

A. **Small/Big** – place your bet on the total of the three dice being Small (4–10) or Big (11–17). Wins pay 1:1 but these bets lose to any Triple.
B. **Even/Odd** – place your bet on the total of the three dice being Odd or Even. Wins pay 1:1, but these bets lose to any Triple.
C. **Total -** place your bet on any of the 14 betting areas labelled 4–17. Total is the total of the three dice and excludes 3 and 18. You win if the total of the three dice adds up to the Total number on which you placed your bet. Payouts vary depending on the winning total.
D. **Single -** place your bet on any of the six betting areas labelled ONE, TWO, THREE, FOUR, FIVE and SIX which represent the six face values of a dice.
    - If 1 of 3 dice shows the number you bet on, you get paid 1:1.
    - If 2 of 3 dice show the number you bet on, you get paid 2:1.
    - If all 3 dice show the number you bet on, you get paid 3:1.
E. **Double -** place your bet on any of the six Double-labelled betting areas. To win, 2 of 3 dice must show the same number. Wins pay 8:1. Please note that regardless of whether 2 or 3 dice show the same number, the payout remains the same.
F. **Triple -** place your bet on any of the six Triple-labelled betting areas. To win, all 3 dice must match the number chosen, and you get paid 150:1.
G. **Any Triple -** place your bet on this box to cover all six different Triple bets at once. To win, all three dice must show the same number, and you get paid 30:1.
H. **Combination -** place your bet on any or all 15 possible 2 dice combinations. Wins pay 5:1.

After the betting is closed, random bet spots will be highlighted showing the multiplied payouts.

Winning Numbers

The WINNING NUMBERS display shows the most recent winning numbers.

The result of the most recently completed round is listed on the left: the total of the three dice on the upper line, following with the result of three individual die below.

Statistics

In the roadmap below the Winning numbers are displayed the patterns of Small (S), Big (B) and Triple (T) results. Each cell represents the result of a past round. The result of the earliest round is recorded in the upper left corner. Read the column downwards all the way to the bottom; then start at the top of the adjacent column to the right and so forth.

Below the roadmap you can see the statistics of Small, Big and Triple bets for the last 50 rounds.

Payouts

Your payout depends on the type of placed bet. The payout range depends on whether the bet you have placed on the bet spot of your choice has a multiplier applied on it. If there is no multiplier, then the regular payout is applied. Your bet is returned on top of your winnings.

Bet	Payout
Small/Big	1:1
Even/Odd	1:1
Double	8 - 87:1
Triple	150 - 999:1
Any Triple	30 - 87:1
Total 4 or 17	50 - 499:1
Total 5 or 16	20 - 249:1
Total 6 or 15	15 - 87:1
Total 7 or 14	12 - 29:1
Total 8 or 13	8 - 24:1
Total 9 or 12	6 - 49:1
Total 10 or 11	6 - 24:1
Combination	5 - 24:1
Single: • Single1:1 • Double2 - 19:1 • Triple3 - 87:1	

Malfunction voids all pays and play.

RTP

The optimal theoretical return-to-player (RTP) percentage is 97.22% based on Small/Big, Even/Odd bets.

RTP range is from 95.02% to 97.22%.

Lightning Dice

Game Objective

Lightning Dice is a simple and exciting dice game played with three dice with face value 1 – 6. Predict the total sum of all three dice, and win!

Game Rules

Lightning Dice is a simple and exciting dice game played with three dice with face value 1 – 6. Predict the total sum of all three dice, and win!

Simply place your bet on any bet spot: bet spots with numbers correspond to the total sum of all three dice, bet spots labelled 'High' (12-18) and 'Low' (3-9) correspond to the indicated range of three dice totals to be rolled, and bet spots labelled 'Any Double' and 'Any Triple' require two or, accordingly, three same numbers to be rolled.

After betting time has expired, the ‘lightning strikes’ to select one or more random ‘Lightning numbers’, each of which is given a random multiplier.

The dealer then initiates the roll of the dice down the ‘Lightning Tower’ and once the dice have stopped tumbling and come to rest, the three face-up numbers on the dice become visible. You win if you have correctly predicted the total sum of all three dice and placed a bet on the corresponding betting spot. If this number is also among the ‘Lightning numbers’, your pay out is multiplied accordingly.

Bet Types

You can place different kinds of bets on the Lightning Dice table, and each type of bet has its own payout. Your bet is returned on top of your winnings.

In addition to numeric bets, there are these types of bets in Lightning Dice:

A. Low / High — place your bet on a total of three dice being Low (3-9) or High (12-18). Wins pay 1:1.

B. Any Triple — place your bet on this box to cover all six different Triple bets at once. To win, all three dice must show the same number, and you get paid 24:1

C. Any Double — place your bet on this box to cover all six different Double bets at once. To win, two of three dice must show the same number, and you get paid 1:1, but this bet loses to Any Triple.

Winning Numbers

The WINNING NUMBERS display shows the most recent winning three-dice totals, including the winning ‘Lightning numbers’ with the applied multiplier.

Payouts

You can win up to 1000x, which includes your bet. The payout range depends on whether the bet you have placed on the bet spot of your choice has a multiplier applied on it. If there is no multiplier, then the regular payout is applied. Your bet is returned on top of your winnings.

Please note that any malfunction voids the game round and all eventual payouts for the round.

BET	PAYOUT
Low	9 - 1:1
High	9 - 1:1
Any Double	3 - 1:1
Any Triple	249 - 24:1
Total 3 or 18	149 - 999:1
Total 4 or 17	49 - 499:1
Total 5 or 16	24 - 249:1
Total 6 or 15	14 - 99:1
Total 7 or 14	9 - 99:1

RTP

The optimal theoretical return-to-player (RTP) percentage is 96.57%, based on 'Any Triple' bet.

RTP range is from 96.03 - 96.57%.

Roulette Games

Roulette Tables

The following game rules applies to:

- Roulette
- Auto Roulette
- Speed Roulette
- Speed Auto Roulette
- VIP Roulette
- Auto Roulette VIP
- Salon Prive Roulette
- Immersive Roulette

Game Objectives

The objective in **ROULETTE** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in European Roulette includes the numbers 1-36 plus a single 0 (zero).

After betting time has expired, the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside

Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

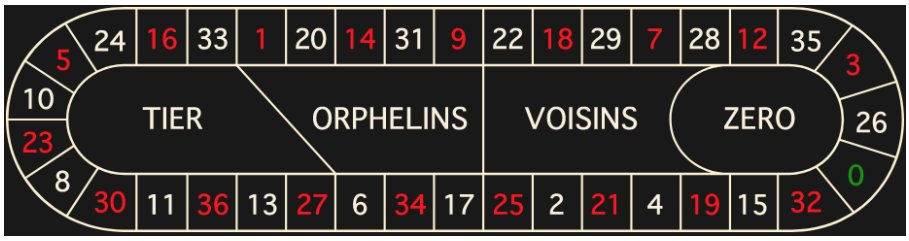
OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.



Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

SPECIAL BETS

Under the second tab in Favourite Bets, you can more easily place *Finale en plein* and *Finale a cheval* bets.

Finale en Plein

- Finale en plein 0 – 4-chip bet covers 0+10+20+30, each with 1 chip
- Finale en plein 1 – 4-chip bet covers 1+11+21+31, each with 1 chip
- Finale en plein 2 – 4-chip bet covers 2+12+22+32, each with 1 chip
- Finale en plein 3 – 4-chip bet covers 3+13+23+33, each with 1 chip
- Finale en plein 4 – 4-chip bet covers 4+14+24+34, each with 1 chip
- Finale en plein 5 – 4-chip bet covers 5+15+25+35, each with 1 chip
- Finale en plein 6 – 4-chip bet covers 6+16+26+36, each with 1 chip
- Finale en plein 7 – 3-chip bet covers 7+17+27, each with 1 chip
- Finale en plein 8 – 3-chip bet covers 8+18+28, each with 1 chip
- Finale en plein 9 – 3-chip bet covers 9+19+29, each with 1 chip

Finale a Cheval

- Finale a cheval 0/3 – 4-chip bet covers 0/3+10/13+20/23+30/33, each with 1 chip
- Finale a cheval 1/4 – 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
- Finale a cheval 2/5 – 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
- Finale a cheval 3/6 – 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
- Finale a cheval 4/7 – 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
- Finale a cheval 5/8 – 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
- Finale a cheval 6/9 – 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
- Finale a cheval 7/10 – 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
- Finale a cheval 8/11 – 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
- Finale a cheval 9/12 – 3-chip bet covers 9/12+19/22+29/32, each with 1 chip

Complete Bets

A Complete Bet places all of the inside bets on a specific number.

For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on Straight-up 36, 2 chips on each of Split bets 33/36 and 35/36, 3 chips on Street bet 34/35/36, 4 chips on 32/33/35/36 Corner bet and 6 chips on Line bet 31/32/33/34/35/36.

Winning Numbers

The WINNING NUMBERS display shows the most recent winning numbers.

The result of the most recently completed round is listed on the left. Black numbers appear in white, and red numbers appear in red.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is 97.30%.

Lightning Roulette

Game Objective

Lightning Roulette is an exciting game with electrifying roulette experience. In each game round from one to five "Lightning numbers" are randomly struck by lightning, allowing you to win 50x up to 500x (49:1 – to 499:1).

The objective in **Lightning Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel includes the numbers 1-36 plus a single 0 (zero).

Game Rules

After betting time has expired, one or more "lucky numbers" with "lucky payouts" are randomly selected and the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets on the wheel. The player wins if he/she has placed a bet that covers that particular winning number. If the winning number is among the randomly selected "lucky numbers" and is covered by the player's bet on a Straight Up bet, then the "lucky payout" is paid to the player.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.
Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.
- After the bets are closed the randomly selected "lucky numbers" with their "lucky payouts" will be highlighted on the betting grid.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature. Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:
1 chip on the 5/8 split
1 chip on the 10/11 split
1 chip on the 13/16 split
1 chip on the 23/24 split
1 chip on the 27/30 split
1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:
1 chip on 1 (straight up)
1 chip on the 6/9 split
1 chip on the 14/17 split
1 chip on the 17/20 split
1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:
2 chips on the 0/2/3 street
1 chip on the 4/7 split
1 chip on the 12/15 split
1 chip on the 18/21 split
1 chip on the 19/22 split
2 chips on the 25/26/28/29 corner
1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:
1 chip on the 0/3 split
1 chip on the 12/15 split
1 chip on 26 (straight up)
1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

Payouts

Your payout depends on the type of placed bet.

Return to Player

The optimal theoretical return-to-player (RTP) for Straight up bet is 97.10%.
The optimal theoretical RTP for all other bets is 97.30%.

Dual Play Live Roulette

The following game rules applies to:

- Grand Casino
- Hippodrome
- Hippodrome Grand Casino
- Casino Malta

Evolution provides Dual Play Live Roulette from various licenced Casinos around the world. Punters can place fixed odds bets on the outcome of a live roulette game from a specific casino. The rules are the same as the rules that apply to standard Roulette, however, for ease of reference are set out below:

Objective

The objective in **ROULETTE** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in European Roulette includes the numbers 1-36 plus a single 0 (zero).

After betting time has expired, the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is 97.30%.

American Roulette

The following game rules applies to:

- American Roulette
- Dual Play American Roulette

Objectives

The objective in **American Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in American Roulette includes the numbers 1-36 plus a single 0 (zero) and a double zero (00).
After betting time has expired, the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.
Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

Straight Up - place your chip directly on any single number (including zero).
Split Bet - place your chip on the line between any two numbers, either on the vertical or horizontal.
Street Bet - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
Corner Bet - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
Five Bet - place your chip on the outer boundary line of the betting grid between 0 and 1 (at the point where the bottom-right corner of the number 0 meets the bottom-left corner of the number one). A Five Bet covers five numbers: 0, 00, 1, 2 and 3.
Line Bet - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

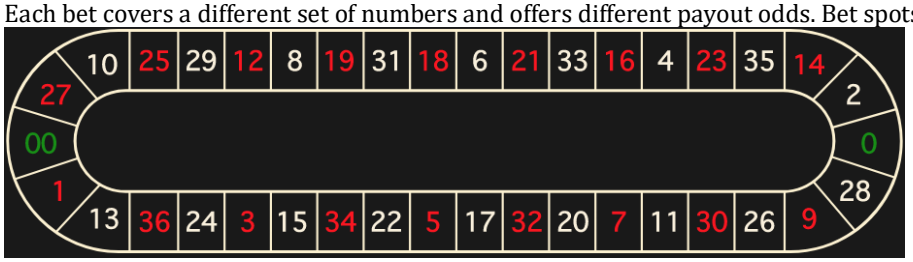
OUTSIDE BETS:

Column Bet - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero and double zero is not covered by any column bet.
Dozen Bet - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
Red/Black - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero and double zero is not covered by these bets.
Even/Odd - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero and double zero is not covered by these bets.
1-18/19-36 - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero and double zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.



A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

SPECIAL BETS

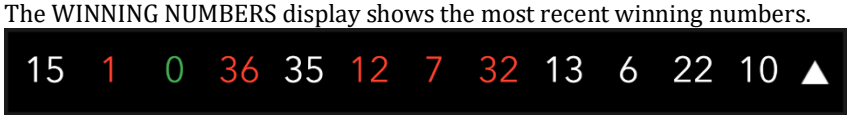
Under the second tab in Favourite Bets, you can more easily place *Finale en plein* and *Finale a cheval* bets.

<u>Finale en Plein</u>

Finale en plein 0 – 5-chip bet covers 0+00+10+20+30, each with 1 chip
Finale en plein 1 – 4-chip bet covers 1+11+21+31, each with 1 chip
Finale en plein 2 – 4-chip bet covers 2+12+22+32, each with 1 chip
Finale en plein 3 – 4-chip bet covers 3+13+23+33, each with 1 chip
Finale en plein 4 – 4-chip bet covers 4+14+24+34, each with 1 chip

Finale en plein 5 – 4-chip bet covers 5+15+25+35, each with 1 chip
Finale en plein 6 – 4-chip bet covers 6+16+26+36, each with 1 chip
Finale en plein 7 – 3-chip bet covers 7+17+27, each with 1 chip
Finale en plein 8 – 3-chip bet covers 8+18+28, each with 1 chip
Finale en plein 9 – 3-chip bet covers 9+19+29, each with 1 chip
Finale a Cheval
Finale a cheval 0/3 – 5-chip bet covers 0+00/3+10/13+20/23+30/33, each with 1 chip
Finale a cheval 1/4 – 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
Finale a cheval 2/5 – 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
Finale a cheval 3/6 – 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
Finale a cheval 4/7 – 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
Finale a cheval 5/8 – 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
Finale a cheval 6/9 – 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
Finale a cheval 7/10 – 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
Finale a cheval 8/11 – 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
Finale a cheval 9/12 – 3-chip bet covers 9/12+19/22+29/32, each with 1 chip
Complete Bets
A Complete Bet places all of the inside bets on a specific number.
For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on Straight-up 36, 2 chips on each of Split bets 33/36 and 35/36, 3 chips on Street bet 34/35/36, 4 chips on 32/33/35/36 Corner bet and 6 chips on Line bet 31/32/33/34/35/36.

Winning Numbers
The WINNING NUMBERS display shows the most recent winning numbers.



The result of the most recently completed round is listed on the left. Black numbers appear in white, and red numbers appear in red.

Statistics
Click/tap the **STATISTICS** button to view a diagram of the winning numbers in up to 500 of the most recent game rounds. Use the slider to alter the number of past rounds to apply.
When you hover your cursor over any part of the statistics diagram, the spot on the betting table where a chip would be placed is highlighted. Simply click/tap the bet to place your chip.

Payouts
Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Five	6:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player
The optimal theoretical return-to-player percentage is 94.74%.

Double Ball Roulette

Game Objective

The objective in **Double Ball Roulette** is to predict the number or numbers on which two balls will come to rest. The wheel includes the numbers 1-36 plus a single 0 (zero).

Game Rules

After the time allotted for betting has expired, two balls are released by a device. The balls travel in the same direction and at the same speed, but one always trails the other. Each ball eventually comes to rest in a numbered pocket within the wheel. The balls may land in the same or in different pockets.

Bet Types

You can place many different kinds of bets on the Double Ball Roulette table. Each type of bet covers a certain range of numbers and has its own payout odds.

- Bets placed on a numbered space or on a line between them are called INSIDE BETS. You win on your inside bet when at least one ball lands on a number that satisfies the bet. You win double if both balls land on numbers that satisfy the inside bet.
- Bets placed in the special boxes below and to the left of the table are called OUTSIDE BETS. You win on your outside bet when both balls land on numbers that satisfy the bet.

INSIDE BETS:

- Straight Up - Place your chip directly on any single number (including zero).
- Split Bet - Place your chip on the line between any two numbers, either on the vertical or horizontal.
- Street Bet - Place your chip at the end of any row of numbers. A street bet covers three numbers.
- Corner Bet - Place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- Line Bet - Place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

OUTSIDE BETS:

- Column Bet - Place your chip in one of the boxes marked "8 to 1" at the end of a column. To win, both balls must land on any of the 12 numbers in that column.
- Dozen Bet - Place your chip in one of the three boxes marked "1st 12", "2nd 12" or "3rd 12". To win, both balls must land on any of the 12 numbers in that set.
- Red - Place your chip on shape coloured red. To win, both balls must land on any of the 18 red numbers.
- Black - Place your chip on shape coloured black. To win, both balls must land on any of the 18 black numbers.
- Even - Place your chip in the box marked "EVEN". To win, both balls must land on any of the 18 even numbers.
- Odd - Place your chip in the box marked "ODD". To win, both balls must land on any of the 18 odd numbers.
- 1-18 - Place your chip in the box marked "1 TO 18". To win, both balls must land on any number from 1 to 18.
- 19-36 - Place your chip in the box marked "19 TO 36". To win, both balls must land on any number from 19 to 36.
- Two balls on any number - Place your chip in the betting area on the bottom left. To win, both balls must land on the same unpredicted number.
- Two balls on selected number - Place your chip on a particular number in the oval-shaped betting area. To win, both balls must land on this predicted number.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

SPECIAL BETS

Under the second tab in Favourite Bets, you can more easily place *Finale en plein* and *Finale a cheval* bets.

Finale en Plein

- Finale en plein 0 – 4-chip bet covers 0+10+20+30, each with 1 chip
- Finale en plein 1 – 4-chip bet covers 1+11+21+31, each with 1 chip
- Finale en plein 2 – 4-chip bet covers 2+12+22+32, each with 1 chip
- Finale en plein 3 – 4-chip bet covers 3+13+23+33, each with 1 chip
- Finale en plein 4 – 4-chip bet covers 4+14+24+34, each with 1 chip
- Finale en plein 5 – 4-chip bet covers 5+15+25+35, each with 1 chip
- Finale en plein 6 – 4-chip bet covers 6+16+26+36, each with 1 chip
- Finale en plein 7 – 3-chip bet covers 7+17+27, each with 1 chip
- Finale en plein 8 – 3-chip bet covers 8+18+28, each with 1 chip
- Finale en plein 9 – 3-chip bet covers 9+19+29, each with 1 chip

Finale a Cheval

- Finale a cheval 0/3 – 4-chip bet covers 0/3+10/13+20/23+30/33, each with 1 chip
- Finale a cheval 1/4 – 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
- Finale a cheval 2/5 – 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
- Finale a cheval 3/6 – 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
- Finale a cheval 4/7 – 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
- Finale a cheval 5/8 – 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
- Finale a cheval 6/9 – 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
- Finale a cheval 7/10 – 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
- Finale a cheval 8/11 – 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
- Finale a cheval 9/12 – 3-chip bet covers 9/12+19/22+29/32, each with 1 chip

Complete Bets

A Complete Bet places all of the inside bets on a specific number.

For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on Straight-up 36, 2 chips on each of Split bets 33/36 and 35/36, 3 chips on Street bet 34/35/36, 4 chips on 32/33/35/36 Corner bet and 6 chips on Line bet 31/32/33/34/35/36.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	17:1
Split	8:1
Street	5:1
Corner	3.5:1
Line	2:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	8:1
Dozen	8:1
Red	3:1
Black	3:1
Red/Black	1:1
Even	3:1
Odd	3:1
1-18	3:1
19-36	3:1
Two balls on any number	35:1
Two balls on selected number	1300:1

Malfunction voids all pays and play.

RTP

The optimal theoretical return-to-player percentage is 97.30%.

Roulette French

The Following Game rules applies to:

- French Roulette
- French Roulette Gold
- Auto Roulette La Partage

Game Rules

The objective in **French Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in French Roulette includes the numbers 1-36 plus a single 0 (zero).

After betting time has expired, the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

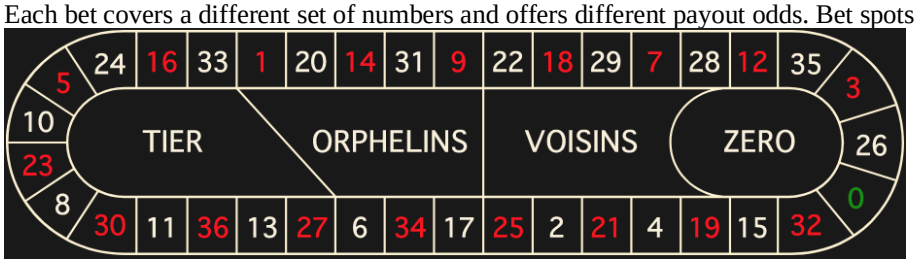
OUTSIDE BETS:

- **Column Bet** - place your chip in one of the unlabelled boxes at the end of the respective column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "12p," "12m" or "12d" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.



Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

SPECIAL BETS

Under the second tab in Favourite Bets, you can more easily place *Finale en plein* and *Finale a cheval* bets.

Finale en Plein

- Finale en plein 0 – 4-chip bet covers 0+10+20+30, each with 1 chip
- Finale en plein 1 – 4-chip bet covers 1+11+21+31, each with 1 chip

- Finale en plein 2 – 4-chip bet covers 2+12+22+32, each with 1 chip
- Finale en plein 3 – 4-chip bet covers 3+13+23+33, each with 1 chip
- Finale en plein 4 – 4-chip bet covers 4+14+24+34, each with 1 chip
- Finale en plein 5 – 4-chip bet covers 5+15+25+35, each with 1 chip
- Finale en plein 6 – 4-chip bet covers 6+16+26+36, each with 1 chip
- Finale en plein 7 – 3-chip bet covers 7+17+27, each with 1 chip
- Finale en plein 8 – 3-chip bet covers 8+18+28, each with 1 chip
- Finale en plein 9 – 3-chip bet covers 9+19+29, each with 1 chip

Finale a Cheval

- Finale a cheval 0/3 – 4-chip bet covers 0/3+10/13+20/23+30/33, each with 1 chip
- Finale a cheval 1/4 – 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
- Finale a cheval 2/5 – 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
- Finale a cheval 3/6 – 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
- Finale a cheval 4/7 – 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
- Finale a cheval 5/8 – 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
- Finale a cheval 6/9 – 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
- Finale a cheval 7/10 – 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
- Finale a cheval 8/11 – 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
- Finale a cheval 9/12 – 3-chip bet covers 9/12+19/22+29/32, each with 1 chip

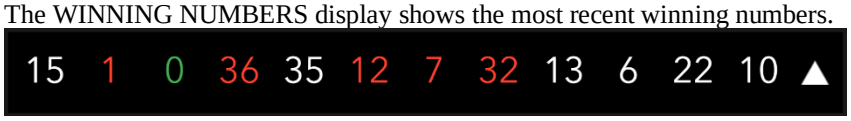
Complete Bets

A Complete Bet places all of the inside bets on a specific number.

For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on Straight-up 36, 2 chips on each of Split bets 33/36 and 35/36, 3 chips on Street bet 34/35/36, 4 chips on 32/33/35/36 Corner bet and 6 chips on Line bet 31/32/33/34/35/36.

Winning Numbers

The WINNING NUMBERS display shows the most recent winning numbers.



The result of the most recently completed round is listed on the left. Black numbers appear in white, and red numbers appear in red.

Statistics

Click/tap the **STATISTICS** button to view a diagram of the winning numbers in up to 500 of the most recent game rounds. Use the slider to alter the number of past rounds to apply.

When you hover your cursor over any part of the statistics diagram, the spot on the betting table where a chip would be placed is highlighted. Simply click/tap the bet to place your chip.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

La Partage rule gives half the money back on bets with even chances (Even/Odd, Red/Black, 1-18/19-36) when the ball lands on zero.

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is 98.65%.

Instant Roulette

Game Rules

This is the world's fastest Live **Roulette** game, played with 12 individual and synchronised auto Roulette wheels and unlimited betting time so you can play at your own pace.

The 12 numbered Roulette wheels spin almost constantly. The balls are dropping one after the other in the different wheels after a short pause following the drop of the ball into the previous wheel.

The objective in Roulette is to predict the number on which the ball will land by placing one or more bets that cover that particular number. Each wheel includes the numbers 1–36 plus a single 0 (zero).

After you have placed your bets, simply click/tap the PLAY NOW button to start the game round. The wheel closest to the next drop of the ball is then automatically selected as the wheel on which you are betting for this game round.

The ball will eventually come to rest in one of the numbered pockets within that wheel. You win if you have placed a bet that covers that particular number.

After your game round is over, place new bets or simply click/tap the REBET button to repeat your bets and play again!

Bet Types

You can place many kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.
Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

A **neighbour bet** covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

Favourite & Special Bets

Finale en Plein

- Finale en plein 0 – 4-chip bet covers 0+10+20+30, each with 1 chip
- Finale en plein 1 – 4-chip bet covers 1+11+21+31, each with 1 chip
- Finale en plein 2 – 4-chip bet covers 2+12+22+32, each with 1 chip
- Finale en plein 3 – 4-chip bet covers 3+13+23+33, each with 1 chip
- Finale en plein 4 – 4-chip bet covers 4+14+24+34, each with 1 chip
- Finale en plein 5 – 4-chip bet covers 5+15+25+35, each with 1 chip
- Finale en plein 6 – 4-chip bet covers 6+16+26+36, each with 1 chip
- Finale en plein 7 – 3-chip bet covers 7+17+27, each with 1 chip
- Finale en plein 8 – 3-chip bet covers 8+18+28, each with 1 chip
- Finale en plein 9 – 3-chip bet covers 9+19+29, each with 1 chip

Finale a Cheval

- Finale a cheval 0/3 – 4-chip bet covers 0/3+10/13+20/23+30/33, each with 1 chip
- Finale a cheval 1/4 – 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
- Finale a cheval 2/5 – 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
- Finale a cheval 3/6 – 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
- Finale a cheval 4/7 – 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
- Finale a cheval 5/8 – 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
- Finale a cheval 6/9 – 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
- Finale a cheval 7/10 – 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
- Finale a cheval 8/11 – 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
- Finale a cheval 9/12 – 3-chip bet covers 9/12+19/22+29/32, each with 1 chip

Complete Bets

A Complete Bet places all of the inside bets on a specific number.

For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on Straight-up 36, 2 chips on each of Split bets 33/36 and 35/36, 3 chips on Street bet 34/35/36, 4 chips on 32/33/35/36 Corner bet and 6 chips on Line bet 31/32/33/34/35/36.

Payouts

Your payout depends on the type of placed bet

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is 97.30%.

Poker Games

Side Bet City

Game Objective

Side Bet City is a poker game in which you can bet on a 3 Card Hand, 5 Card Hand or 7 Card Hand or, if you believe that none of these hands will win, on All Lose. The game objective is to get the best possible hands.

Game Rules

An unlimited number of players can play simultaneously at one Side Bet City table.

The game is played with one standard 52 card deck. Only one game is played with one deck of cards, and cards are shuffled after each game round.

To play the game place your bet on any of the following bet spots: 3 Card Hand, 5 Card Hand, 7 Card Hand and All Lose.

The dealer will deal 7 cards altogether. The first 3 cards will determine the result of the 3 card hand, the first 5 cards will determine the result of the 5 card hand and the 7 card hand is determined based on all 7 cards dealt with best 5 cards out of the 7 taken into account. If you have placed your bet on any of these hands and it wins, the winning message with your winnings will appear. If you have placed your bet on the All Lose option and none of the 3 Card, 5 Card or 7 Card Hand wins, you win on the All Lose bet, regardless if you had placed a bet on the 3 card hand, 5 card hand or the 7 card hand.

3 Card Hand

Dealer deals the first three cards, revealing the result for the 3 Card Hand:

If you have placed your bet on the 3 Card Hand, and it wins, a winning message will appear.

5 Card Hand

Dealer deals next the two cards, revealing the result for the 5 Card Hand:

If you have placed your bet on the 5 Card Hand, and it wins, a winning message will appear.

7 Card Hand

Dealer will deal the last two cards, revealing the result for the 7 Card Hand:

If you have placed your bet on the 7 Card Hand, and it wins, a winning message will appear.

All Lose

If you have placed your bet on the All Lose bet spot and none of the 3 Card, 5 Card or 7 Card Hands has won, you win, even if you had not placed a bet on the 3 Card Hand, 5 Card Hand or 7 Card Hand bet spots.

Winning Hands

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:

Winning hands for 3 Card Hand:

- **Royal Flush** is a suited Ace, King and Queen.
- **Straight Flush** is a hand that contains three cards in sequence, all of the same suit, for example: King, Queen, Jack, all Diamonds.
- **Three of a Kind** is a hand that contains three cards of the same rank. For example, a player having three Kings in their hand would have Three of a Kind.
- **Straight** is a hand that contains three cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven in two or more suits.
- **Flush** is a hand where all three cards are of the same suit, but not in a sequence, e.g. three cards that are all Clubs.
- **Any Pair** is a hand that contains two cards of one rank (e.g. two Kings), plus one card which are not of this rank.

Winning hands for 5 Card and 7 Card Hands:

- **Royal Flush** is a straight Flush that contains an Ace, King, Queen, Jack and 10 all in the same suit.
- **Straight Flush** is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts.
- **Four of a Kind** is a hand that contains all four cards of one rank and any other card/s. For example, four Aces in your hand would be Four of a Kind.
- **Full House** is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes.
- **Flush** is a hand where five cards are of the same suit, but not in a sequence, e.g. five cards that are all Clubs.
- **Straight** is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits.
- **Three of a Kind** is a hand that contains three cards of the same rank. For example, a player having three Kings in their hand would have Three of a Kind.
- **Two Pairs** (5 Card Hand only) is hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either rank. An example of this would be having two Aces and two Kings.
- **Pair JJ-AA** (5 Card Hand only) is a hand that contains a pair of Jacks, a pair of Queens, a pair of Kings or a pair of Aces.

Payouts

Winning Hand	3 Card Hand	5 Card Hand	7 Card Hand
Royal Flush	100:1	1000:1	500:1
Straight Flush	40:1	250:1	100:1
Four of a Kind	-	100:1	50:1
Full House	-	50:1	7:1
Flush	4:1	40:1	5:1
Straight	5:1	25:1	4:1
Three of a Kind	35:1	7:1	3:1
Two Pairs	-	4:1	-
Pair JJ-AA	-	1:1	-
Any Pair	1:1	-	-

All Lose pays 0.7:1.

RTP

The optimal theoretical return-to-player percentage:

- 3 Card Hand – 96.69%
- 5 Card Hand – 95.21%
- 7 Card Hand – 94.34%
- All Lose – 96.29%

Casino Hold’em

Game Rules

Casino Hold'em is a variant of the popular Texas Hold'em poker. Casino Hold'em differs from Texas Hold'em in that it is played against the house rather than against other players.

The aim of Casino Hold'em is to beat the dealer's hand by getting the best possible five-card hand, made out of the two cards dealt to the player and five community cards.

An unlimited number of players can play simultaneously at one Casino Hold'em table. Each player can take only one seat by the table.

Casino Hold'em is played with one standard 52 card deck (Jokers are excluded). Only one game is played with one deck of cards, and cards are shuffled after each game round.

To play the game you place a bet on the Ante bet (initial bet). To add to the excitement, you can also place a Bonus bet that pays out if a pair of Aces or higher is dealt in the first five cards.

The dealer deals out two cards face-up to you and two cards face-down to the dealer. Three community cards are dealt face-up in the middle of the table. These three community cards are common for you and the dealer for making up the hand.

You must decide whether to PLAY 2X or FOLD. Choose PLAY 2X to continue the round by placing a Play bet equal to double your Ante. Choose FOLD to end the round, thereby forfeiting your Ante bet. Bonus bet is not effected by PLAY/FOLD decision. Note that you must choose PLAY to receive a payout on your Bonus bet.

After you have made your decision, the dealer will deal two more community cards (called "Turn" and "River"). The dealer will also reveal his/her two initial cards.

To find a winner, the best paying hands are formed and compared for you and for the dealer, using five out of seven available cards.

Side Bets
BONUS BET

The Bonus bet is an optional bet and cannot be placed alone. After a chip is placed on the Ante bet spot a flashing arrow will show you that the Bonus bet spot is activated. Place your Bonus bet in the same way as you place the Ante bet.

The Bonus bet is evaluated on the first hand of five cards only. If you have a Pair of Aces or better combination, you will win the Bonus bet and will be paid according to the Bonus pay table.

Jumbo 7 Jackpot Bet

The Jumbo 7 Jackpot bet is an optional side bet that allows you to win a share of the large progressive jackpot! The amount of the progressive jackpot grows steadily over time as more Jumbo 7 Jackpot bets are placed by players at several different participating casinos. Eventually, the jackpot is hit when a player who has placed a Jumbo 7 Jackpot bet at a participating table gets a 7 Card Straight Flush – created by your two and the five community cards.

All players who have placed a Jumbo 7 Jackpot bet in the winning game round share the total amount of the progressive jackpot. The amount of your potential share of the progressive jackpot is thus based on all Jumbo 7 Jackpot bets that have been placed by players at participating game tables in the current round.

The optional Jumbo 7 Jackpot bet also allows you to win an additional prize of a fixed amount when you personally get a **Straight** or better!
At the start of a new game round, place your optional Jumbo 7 Jackpot bet in the circular field labelled "Jumbo 7 JACKPOT" after you have placed your ante bet and before betting time expires.

Once accepted, your Jumbo 7 Jackpot bet will be added to the total amount of the progressive jackpot. Each participating player places the Jumbo 7 Jackpot bet in the currency used at his/her casino, and the current amount of the progressive jackpot and your potential share of the progressive jackpot are displayed in your currency in the Jumbo 7 JACKPOT paytable. When you win a share of the progressive jackpot, you will be paid in your own currency.
The fixed prizes for getting a good hand (from a **Straight** to a **6 Card Straight Flush**) are also displayed in your own currency.

Your decision to PLAY 2X or FOLD your hand does not affect your ability to win a share of the progressive jackpot in the game round.

If the game round is cancelled, your Jumbo 7 Jackpot bet will be refunded along with your other bets. If you held a potential prize-winning hand according to the Jumbo 7 JACKPOT paytable in a cancelled game round, the decision to manually compensate you will be made by your game provider.
Winning Hands

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:

Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack and 10 all in the same suit. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts. Two Straight Flushes are ranked by comparing the highest card of each. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Four of a Kind is a hand that contains all four cards of one rank plus any other card. For example, four Aces in your hand would be Four of a Kind. Quads with higher ranking cards defeat those with lower ranking cards. If two Four of a Kinds are of equal rank the fifth card (the 'Kicker') is used to break the tie. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes. Between two Full House hands, the one with the higher ranking three cards wins. In the case of the three cards being of the same value in Full House (and therefore tied), the two cards of the same value are ranked against each other. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Flush is a hand where all five cards are of the same suit, but not sequential, e.g. five cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest-ranking card in each hand is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.

Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits. Two Straights are ranked by comparing the highest card in each hand. Two Straights with the same high card are of equal value and therefore tie, as suits are not used to separate them.

Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeats lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers (that is, the other two cards in the hand) are compared to break the tie.

Two Pairs is a hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either rank. An example of this would be having two Aces and two Kings. To rank two hands both containing Two Pairs, the higher ranking pair of each is first compared, and the higher pair wins. If both hands have the same top pair, then the second pair of each is compared. If both hands have the same two pairs, the highest value Kicker determines the winner.

Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards which are not of this rank or the same as each other. Pair is the lowest hand you can be paid out for. Higher ranking pairs defeat lower ranking pairs. If two hands have the same pair, the Kickers are compared in descending order and the highest value Kicker determines the winner.

High Card is a poker hand made of any five cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card. If two hands have the same High Card value, the other cards in the hand are compared in descending order to determine the winner.

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's best five-card hands (combining the player/dealer two cards with the five community cards).

The dealer must have a pair of fours or higher to qualify.

Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or tie.

Result	ANTE	PLAY
Dealer does not qualify and you win	Win*	Push
Dealer qualifies and you win	Win*	1:1
Dealer qualifies and you lose	Lose	Lose
Dealer qualifies and you tie	Push	Push
Player folds	Lose	Lose

*Ante bet pays according to the Ante payout table below.

ANTE

Hand	Payout
Royal Flush	100:1
Straight Flush	20:1
Four of a Kind	10:1
Full House	3:1
Flush	2:1
Straight	1:1
Three of a Kind	1:1
Two Pairs	1:1
One Pair or less	1:1

BONUS

Hand	Payout
Royal Flush	100:1
Straight Flush	50:1
Four of a Kind	40:1
Full House	30:1
Flush	20:1
Straight	7:1
Three of a Kind	7:1
Two Pairs	7:1
Pair of Aces	7:1

Jumbo 7 JACKPOT

Hand	Payout
7 Card Straight Flush*	100% of Jackpot**
6 Card Straight Flush*	5000
5 Card Straight Flush*	250
Four of a Kind	50
Full House	5
Flush	4
Straight	2

*7 Card Straight Flush, 6 Card Straight Flush and 5 Card Straight Flush – a hand containing seven, six or five cards in sequence respectively, all in the same suit. Examples of each are shown below.

Example of a 7 Card Straight Flush: Ace, 2, 3, 4, 5, 6, 7, all in the same suit.

Example of a 6 Card Straight Flush: Ace, 2, 3, 4, 5, 6, all in the same suit.

Example of a 5 Card Straight Flush: 9, 8, 7, 6, 5, all in the same suit. (Please note that Royal Flush is a 5 Card Straight Flush for Jackpot.)

**The progressive jackpot, stated in your own currency, is the top prize shared among all players who have placed a Jumbo 7 Jackpot bet in the winning game round.

The prizes you can win individually for a hand of Three of a Kind or better (up to a Straight Flush) are indicated in your own currency.

Play bet payout is 1:1.

Malfunction voids all pays and play.

Return to Player

The optimal theoretical percentage return to the player for the Ante bet is 97.84% and for the Bonus bet is 93.74%.
The optimal theoretical return-to-player percentage for Jumbo 7 JACKPOT bet is 81.64%.

2 Hand Casino Hold’em

Game Objective

2 Hand Casino Hold'em is a variant of the popular Casino Hold'em poker game, allowing you to play one or two hands. The game is played against the house rather than against other players.

The aim of 2 Hand Casino Hold'em is to beat the dealer's hand by getting the best possible five-card hand, made out of the player’s first two cards and the five community cards. Each of the player’s hands is compared with the dealer’s hand independently. The best poker hand wins.

An unlimited number of players can play simultaneously at one 2 Hand Casino Hold'em table. Each player sharing the same hand may take only one seat at the table.

2 Hand Casino Hold'em is played with one standard 52 card deck and the cards are shuffled after each game round.

To play the game, place your bet on the Ante bet spot individually for each of your two hands within the betting time. You may also place an additional Bonus bet that pays out if a pair of Aces or better combination is dealt in the first five cards. The Bonus bet is evaluated for each hand independently on the first five cards (3 community cards dealt in Flop, plus your two initial cards).

The dealer deals two face-up cards to you and two face-down cards to him/herself. The dealer then deals the first three community cards (the Flop) in the middle of the table. These three cards are common for you and the dealer for making up a poker hand.

You must now decide whether to PLAY or FOLD. Choose PLAY to continue the round by placing a Play bet, equalling twice the Ante bet. Choose FOLD to end the round, thereby forfeiting your Ante bet. The Bonus bet is not affected by your PLAY/FOLD decision.

After you have made your decision, the dealer will deal two more community cards (called Turn and River). The dealer will also reveal his/her two initial cards.

To find a winner, the best paying hands are formed and compared for you and for the dealer, using five out of seven available cards.

Side Bets

BONUS BET

The Bonus bet is an optional bet and cannot be placed alone. After a chip is placed on the Ante bet spot the Bonus bet spot is activated. Place your Bonus bet in the same way as you place the Ante bet.

The Bonus bet is evaluated for each hand independently on the first five cards (3 community cards dealt in Flop, plus your two initial cards). You win the Bonus bet, if you have a Pair of Aces or better combination and it pays out according to the Bonus pay table. For details, see ‘Game Outcomes and Payouts’.

Winning Hands

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:

Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack and 10 all in the same suit. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts. Two Straight Flushes are ranked by comparing the highest card of each. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Four of a Kind is a hand that contains all four cards of one rank plus any other card. For example, four Aces in your hand would be Four of a Kind. Quads with higher ranking cards defeat those with lower ranking cards. If two Four of a Kinds are of equal rank the fifth card (the 'Kicker') is used to break the tie. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes. Between two Full House hands, the one with the higher ranking three cards wins. In the case of the three cards being of the same value in Full House (and therefore tied), the two cards of the same value are ranked against each other. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Flush is a hand where all five cards are of the same suit, but not sequential, e.g. five cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest-ranking card in each hand is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.

Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits. Two Straights are ranked by comparing the highest card in each hand. Two Straights with the same high card are of equal value and therefore tie, as suits are not used to separate them.

Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeats lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers (that is, the other two cards in the hand) are compared to break the tie.

Two Pairs is a hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either rank. An example of this would be having two Aces and two Kings. To rank two hands both containing Two Pairs, the higher ranking pair of each is first compared, and the higher pair wins. If both hands have the same top pair, then the second pair of each is compared. If both hands have the same two pairs, the highest value Kicker determines the winner.

Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards which are not of this rank or the same as each other. Pair is the lowest hand you can be paid out for. Higher ranking pairs defeat lower ranking pairs. If two hands have the same pair, the Kickers are compared in descending order and the highest value Kicker determines the winner.

High Card is a poker hand made of any five cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card. If two hands have the same High Card value, the other cards in the hand are compared in descending order to determine the winner.

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's best five-card hands (combining the player/dealer two cards with the five community cards).

The dealer must have a pair of fours or higher to qualify.

Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or tie.

Result	ANTE	PLAY
Dealer does not qualify and you win	Win*	Push
Dealer qualifies and you win	Win*	1:1
Dealer qualifies and you lose	Lose	Lose
Dealer qualifies and you tie	Push	Push
Player folds	Lose	Lose

*Ante bet pays according to the Ante payout table below.

ANTE

Hand	Payout
Royal Flush	100:1
Straight Flush	20:1
Four of a Kind	10:1
Full House	3:1
Flush	2:1
Straight or lower	1:1

Play bet payout is 1:1.

BONUS

Hand	Payout
Royal Flush	100:1
Straight Flush	50:1
Four of a Kind	40:1
Full House	30:1
Flush	20:1
Straight	7:1
Three of a Kind	7:1
Two Pairs	7:1
Pair of Aces	7:1

Malfunction voids all pays and play.

Return to Player
The optimal theoretic percentage return to the player for the Ante bet is 97.84% and for the Bonus bet is 93.74%.

Texas Hold’em Bonus

Game Rules

Texas Hold’em Bonus Poker is a variant of the popular Texas Hold'em Poker but differs in that it is played against the house rather than against other players and there is no bet after the River card.

The game uses one 52-card deck which is shuffled after each game round.

- All players play the same hand.
- To begin the game, the player must make an **ANTE** bet (initial bet).
- If interested, the player can make the optional **BONUS** and **FIRST 5 JACKPOT** bets (ANTE bet is required).

Both the player and dealer receive two starting cards (the hole cards).

- The player's cards are dealt face-up.
- The dealer's cards are dealt face-down.

The player has a choice after these initial cards are dealt:

- FOLD (surrender their ANTE bet) in which case the hand is over, or
- Make a PLAY 2x bet of 2x their ANTE.

The dealer deals three FLOP cards and the player has a choice:

- PLAY 1x (1x ANTE)
- CHECK (No bet)

The dealer deals one TURN card and the player has a choice:

- PLAY 1x (1x ANTE)
- CHECK (No bet)

The dealer then deals a final card, called the RIVER, and reveals his/her cards.

The ANTE bet is evaluated by comparing the player’s and dealer’s best five-card poker hand out of the seven dealt cards (your two cards, the dealer’s two cards and the five community cards).

Side Bets
BONUS bet

The BONUS bet is an optional bet and can be placed after your minimum ANTE bet is placed. Simply place your bet on the BONUS bet spot.

The BONUS bet is evaluated based only on the player’s and dealer’s initial cards, according to the Bonus pay table.

BONUS bet

Hand	Payout
A-A (Player & Dealer)	1000 to 1
A-A (Player Only)	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Pairs)	3 to 1

You win your BONUS bet if you have a Pair or better, according to the Bonus bet pay table, no matter what hand the dealer achieves. The combination is evaluated on the basis of the two cards dealt to the player, except for the "A-A (Player & Dealer)" combination, which also takes into account the two cards dealt to the dealer.

FIRST 5 JACKPOT bet

The FIRST 5 JACKPOT bet is an optional side bet that allows you to win a share of the large progressive jackpot! The amount of the progressive jackpot grows steadily over time as more FIRST 5 JACKPOT bets are placed by other players. Eventually, the jackpot is hit when a player who has placed a FIRST 5 JACKPOT bet at a participating table gets a **Royal Flush.**

All players who have placed a FIRST 5 JACKPOT bet in the winning game round share the total amount of the progressive jackpot. The amount of your potential share of the progressive jackpot is thus based on the current value of the jackpot, plus all the FIRST 5 JACKPOT bets that have been placed by players at participating game tables in the current round.

The optional FIRST 5 JACKPOT bet also allows you to win an additional prize of a fixed amount when you personally get a hand of Three of a Kind or better!

At the start of a new game round, place your optional FIRST 5 JACKPOT bet after you have placed your ANTE bet and before the betting time expires.

Once accepted, your FIRST 5 JACKPOT bet will be added to the total amount of the progressive jackpot. Each participating player places the FIRST 5 JACKPOT bet in the currency used at his/her licensed operator, and the current amount of the progressive jackpot and your potential share of the progressive jackpot are displayed in your currency in the FIRST 5 JACKPOT pay table. When you win a share of the progressive jackpot, you will be paid in your own currency.

The winning hands that qualify for the lower-level fixed prizes in the jackpot (from **Three of a Kind** to a **Straight Flush**) are also displayed in your own currency.

Your decision to PLAY or FOLD your hand does not affect your ability to win a share of the progressive jackpot in the game round, or your ability to win one of the fixed prizes from the FIRST 5 JACKPOT pay table. If the game round is cancelled, your FIRST 5 JACKPOT bet will be refunded along with your other bets. If you held a potential prize-winning hand according to the FIRST 5 JACKPOT pay table in a cancelled game round, the decision to compensate you manually will be made by your game provider.

Winning Hands

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:

Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack and 10 all in the same suit. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts. Two Straight Flushes are ranked by comparing the highest card of each. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Four of a Kind is a hand that contains all four cards of one rank plus any other card. For example, four Aces in your hand would be Four of a Kind. Quads with higher ranking cards defeat those with lower ranking cards. If two Four of a Kinds are of equal rank the fifth card (the 'Kicker') is used to break the tie. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes. Between two Full House hands, the one with the higher ranking three cards wins. In the case of the

three cards being of the same value in Full House (and therefore tied), the two cards of the same value are ranked against each other. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Flush is a hand where all five cards are of the same suit, but not sequential, e.g. five cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest-ranking card in each hand is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.

Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits. Two Straights are ranked by comparing the highest card in each hand. Two Straights with the same high card are of equal value and therefore tie, as suits are not used to separate them.

Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeats lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers (that is, the other two cards in the hand) are compared to break the tie.

Two Pairs is a hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either rank. An example of this would be having two Aces and two Kings. To rank two hands both containing Two Pairs, the higher ranking pair of each is first compared, and the higher pair wins. If both hands have the same top pair, then the second pair of each is compared. If both hands have the same two pairs, the highest value Kicker determines the winner.

Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards which are not of this rank or the same as each other. Pair is the lowest hand you can be paid out for. Higher ranking pairs defeat lower ranking pairs. If two hands have the same pair, the Kickers are compared in descending order and the highest value Kicker determines the winner.

High Card is a poker hand made of any five cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card. If two hands have the same High Card value, the other cards in the hand are compared in descending order to determine the winner.

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's best five-card hands (combining the player's initial two cards, the dealer's initial two cards with the five community cards). The higher hand wins. If the dealer has a higher hand the player will lose all bets, except:

- Possibly the BONUS bet, which is evaluated separately.
- Possibly the FIRST 5 JACKPOT bet, which is also evaluated separately.

If the player has a higher hand the Flop, Turn, and River bets will pay even money. If the player has a Straight or higher the Ante bet will also pay even money, otherwise it will push.

If the player and dealer have hands of equal value the Ante, Flop, Turn and River bets will all push.

Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or push.

Result	ANTE	FLOP	TURN	RIVER
Player has a higher hand (Straight or higher)	1:1	1:1	1:1	1:1
Player has a higher hand (lower than Straight)	Push	1:1	1:1	1:1
Dealer has a higher hand	Lose	Lose	Lose	Lose
Dealer and you tie	Push	Push	Push	Push
Player folds	Lose	-	-	-

Bonus bet pays according to the BONUS payout table below.

BONUS bet

Hand	Payout
A-A (Player & Dealer)	1000 to 1
A-A (Player Only)	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Pairs)	3 to 1

FIRST 5 JACKPOT bet

Hand	Payout
Royal Flush	100% of Jackpot*
Straight Flush	2500
Four of a Kind	250
Full House	50
Flush	25
Straight	10
Three of a Kind	3

*Jackpot is divided between all players from the same table who have placed a FIRST 5 JACKPOT bet in the particular game round.

Only the player's first five cards are evaluated for a possible winning Jackpot hand – that is, the player's initial two cards and the first three community cards (the "Flop").Malfunction voids all pays and play.

Return to Player

The theoretical Return-To-Player assuming perfect play is:

- Main game: 97.96% based on the Ante bet and 99.47% based on Total bet.
- Bonus bet: 91.46%
- First 5 Jackpot bet: 81.84%

Ultimate Texas Hold’em

Game Rules

Ultimate Texas Hold'em is a variant of the popular Texas Hold'em poker. Ultimate Texas Hold'em differs from Texas Hold'em in that it is played against the house rather than against other players.

The aim of Ultimate Texas Hold'em is to beat the dealer's hand by getting the best possible five-card hand, made out of the two cards dealt to the player and the five community cards dealt to the middle of the table.

An unlimited number of players can play simultaneously at one Ultimate Texas Hold'em table. Each player can take only one seat at the table.

Ultimate Texas Hold'em is played with one standard 52-card deck (jokers excluded). The deck is shuffled after every game round.

At the beginning of the round, you place a bet in the ANTE spot. When your ANTE bet has been placed, a BLIND bet of the same value is automatically placed for you by the system.

The dealer deals two cards face up to you and two cards face down to the dealer. After a short pause, the dealer deals three community cards face up in the middle of the table (called the "Flop"). After a pause, the dealer deals two final community cards (called the "Turn" and the "River").

You and the dealer can use the cards in your hand and the community cards to make the best five-card hand.

During the pauses in the game, you can decide to PLAY or CHECK.

The PLAY bet gives you three different opportunities during the game round to raise your ANTE bet. However, you may only raise once during each game round. The earlier you raise, the more money you can bet and the more you can potentially win. CHECK means you do nothing – you just stick with your initial bet.

To find a winner, the best paying hands are formed and compared for you and for the dealer, using five out of seven available cards.

Side Bets
TRIPS BET

The TRIPS bet is an optional side bet that you can place before the game round begins.

This bet is placed in the blinking TRIPS betting spot, after your ANTE bet has been accepted.
You win on your TRIPS bet when your final five-card hand is Three-of-a-Kind or better, no matter what hand the dealer achieves.

All bets must be placed before betting time expires. Once betting time has expired, the dealer will begin to deal. During the game round, you will be offered opportunities to place a PLAY bet, but your PLAY bet decisions will not affect the outcome of your TRIPS bet.

At the end of the round, the dealer turns all his/her cards face up and announces the result. Winning players are also notified by an on-screen animation.
Winning Hands

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:

Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack and 10 all in the same suit. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts. Two Straight Flushes are ranked by comparing the highest card of each. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Four of a Kind is a hand that contains all four cards of one rank plus any other card. For example, four Aces in your hand would be Four of a Kind. Quads with higher ranking cards defeat those with lower ranking cards. If two Four of a Kinds are of equal rank the fifth card (the 'Kicker') is used to break the tie. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes. Between two Full House hands, the one with the higher ranking three cards wins. In the case of the three cards being of the same value in Full House (and therefore tied), the two cards of the same value are ranked against each other. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Flush is a hand where all five cards are of the same suit, but not sequential, e.g. five cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest-ranking card in each hand is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.

Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits. Two Straights are ranked by comparing the highest card in each hand. Two Straights with the same high card are of equal value and therefore tie, as suits are not used to separate them.

Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeats lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers (that is, the other two cards in the hand) are compared to break the tie.

Two Pairs is a hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either rank. An example of this would be having two Aces and two Kings. To rank two hands both containing Two Pairs, the higher ranking pair of each is first compared, and the higher pair wins. If both hands have the same top pair, then the second pair of each is compared. If both hands have the same two pairs, the highest value Kicker determines the winner.

Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards which are not of this rank or the same as each other. Pair is the lowest hand you can be paid out for. Higher ranking pairs defeat lower ranking pairs. If two hands have the same pair, the Kickers are compared in descending order and the highest value Kicker determines the winner.

High Card is a poker hand made of any five cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card. If two hands have the same High Card value, the other cards in the hand are compared in descending order to determine the winner.

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's best 5 card hands (combining the player/dealer 2 cards with the 5 community cards).

The dealer must have a pair or better to qualify.

If the player wins, the ANTE and PLAY bets pay as follows:
- Ante bet pays 1:1 if the dealer qualifies with a pair or better.
- Ante bet pushes if the dealer does not qualify.
- Play bet pays 1:1 regardless of the dealer's hand.

Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or tie.

Result	ANTE	BLIND	PLAY
Dealer does not qualify and you win	Push	Win*	1:1
Dealer does not qualify and you lose	Push	Lose	Lose
Dealer qualifies and you win	Win	Win*	1:1
Dealer qualifies and you lose	Lose	Lose	Lose
Dealer qualifies and you tie	Push	Push	Push
Player folds	Lose	Lose	–

*Blind bet pays according to the Blind payout table below.

BLIND

Hand	Payout
Royal Flush	500:1
Straight Flush	50:1
Four of a Kind	10:1
Full House	3:1
Flush	1.5:1
Straight	1:1
All other hands	Push

TRIPS

Hand	Payout
Royal Flush	50:1
Straight Flush	40:1
Four of a Kind	30:1
Full House	8:1
Flush	7:1
Straight	4:1
Three of a Kind	3:1

The TRIPS payout is based on the rank of your best 5 out of 7 card hand and pays regardless of the dealer's and regardless of whether the player places a PLAY bet.

Malfunction voids all pays and play.

Return to Player

The theoretical Return-To-Player assuming perfect play is:

- Total main bet: 99.47%
- Initial main bet: 97.82%

  Trips bonus

3 Card Poker

Game Rules

In Three Card Poker, your goal is to beat the dealer with a better three-card hand.

- Place an Ante bet and either or both of the optional Pair Plus and 6 Card Bonus bets.
- You will receive three cards. The dealer's three cards are dealt face-down.
- If you feel confident in your hand, click PLAY 1x to place a Play bet equivalent to your Ante bet. Otherwise, click FOLD.

Winning Hands

Three Card Poker is played with one standard 52 card deck (Jokers are excluded). Cards are shuffled after each game round.

Three-card Straight has a higher value ranking than a three-card Flush in Three Card Poker. That's simply because there are fewer ways to make a three-card Straight than a three-card Flush.

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. An Ace can be the highest value card in a Straight of A, K, Q or the lowest value card in a Straight of 3, 2, A.

If you and the dealer have hands of the same type, the one that includes the card of highest value wins (e.g. three Kings beats three Queens; a flush of Q, J, 10 beats a flush of 10, 9, 8).

When you and the dealer tie, the next highest card that is not part of the paying hand, known as the 'Kicker', determines the winner.

Winning hands for Three Card Poker:

Mini Royal is a suited Ace, King and Queen.

Straight Flush is a hand that contains three cards in sequence, all of the same suit, for example: King, Queen, Jack, all Diamonds.

Three of a Kind is a hand that contains three cards of the same rank. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeat lower-valued Three of a Kind.

Straight is a hand that contains three cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven in two or more suits. Two Straights are ranked by comparing the highest card of each. Two Straights with the same high card are of equal value, as suits are not used to separate them.

Flush is a hand where all three cards are of the same suit, but not in a sequence, e.g. three cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest ranking card of each is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.

Pair is a hand that contains two cards of one rank (e.g. two Kings), plus one card which are not of this rank or the same as each other. Higher ranking Pairs defeat lower ranking Pairs. If two hands have the same Pair, the Kickers are compared in descending order to determine the winner.

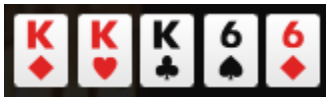
High Card is a poker hand made of any three cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card.

Winning hands for 6 Card Bonus:

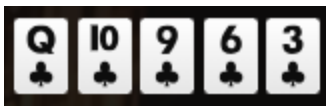
Royal Flush is a Straight Flush involving the Ace, King, Queen, Jack and 10 all in the same suit.

Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts.

Four of a Kind is a hand that contains all four cards of one rank and any other card. For example, four Aces in your hand would be Four of a Kind.



Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes.



Flush is a hand where all five cards are of the same suit, but not in a sequence, e.g. five cards that are all Clubs.

Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits.

Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind.

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's hand.

The dealer must have at least a Queen high or better to qualify.

Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or tie.

Result	ANTE	PLAY 1x
Dealer does not qualify and you win	1:1	Push
Dealer qualifies and you win	1:1	1:1
Dealer qualifies and you lose	Lose	Lose
Dealer qualifies and you tie	Push	Push
Player folds (chooses not to place a Play bet)	Lose	-

If you place a Play bet and get a Straight Flush, Three of a Kind or Straight on your initial three cards, you win an Ante Bonus according to the pay table even if the dealer wins the round.

If you place an optional Pair Plus bet, you win according to the pay table with a Pair or better on your three cards, even if you fold and the dealer wins the round.

If you place an optional 6 Card Bonus bet, you win if your three cards plus the dealer's three cards make a five-card poker hand of Three of a Kind or better. You win according to the paytable even if you fold and dealer wins the round.

ANTE BONUS

Hand	Payout
Straight Flush or higher	5:1
Three of a Kind	4:1
Straight	1:1

PAIR PLUS

Hand	Payout
Mini Royal (AKQ suited)	100:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	5:1
Flush	4:1

Pair	1:1

6 CARD BONUS

Hand	**Payout**
Royal Flush	1000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Ante bet payout is 1:1.

Play bet payout is 1:1.

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is:

- 96.63% - Ante bet
- 95.51% - Pair Plus bet
- 91.44% - 6 Card Bonus bet

Caribbean Stud Poker

Game Rules

Caribbean Stud Poker is a variant of the popular Texas Hold'em poker. Caribbean Stud Poker differs from Texas Hold'em in that it is played against the house rather than against other players.

The aim of Caribbean Stud Poker is to beat the dealer's hand by getting the best possible five-card hand.

An unlimited number of players can play simultaneously at one Caribbean Stud Poker table. Each player can take only one seat at the table.

Caribbean Stud Poker is played with one standard 52-card deck (Jokers are excluded). Only one game is played with one deck of cards, and cards are shuffled after each game round.

To start the game round, place your initial bet in the Ante spot. The dealer will deal five face-up cards to you and one face-up card plus four face-down cards to himself/herself.

You must decide whether to PLAY 2X or FOLD. Choose PLAY 2X to continue the round by placing a Play bet equal to double your Ante. Choose FOLD to end the round, thereby forfeiting your Ante.

After you have made your decision, the dealer will reveal his/her four remaining cards.

To decide the winner, the highest-ranking hand that can be formed from your five cards is determined and compared with the dealer's hand.

Side Bets

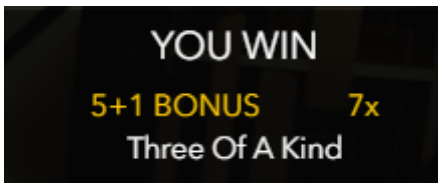
5+1 BONUS

The 5+1 BONUS bet is an optional side bet. You win on your 5+1 BONUS bet when your five cards plus the dealer’s first face-up card can create a five-card poker hand of Three of a Kind or better.

At the start of a new game round, you will be given the option to place a 5+1 BONUS bet after you have placed an Ante bet that is equal to or greater than the minimum amount. After your Ante has been accepted, the 5+1 BONUS betting spot will be enabled and blink:

All bets must be placed before betting time expires. Once betting time has expired, the dealer will deal five face-up cards to the player and the first face-up card to the dealer.

You must then make a decision to PLAY 2X or FOLD, but this decision will not affect the outcome of your 5+1 BONUS bet.
At the end of the round, the dealer will turn all his/her cards face-up and announce the result. Winning players are also notified by an animation:



Jackpot Bet

The jackpot bet is an optional side bet that allows you to win a share of the large progressive jackpot! The amount of the progressive jackpot grows steadily over time as more jackpot bets are placed by players. Eventually, the jackpot is hit when a player who has placed a jackpot bet at a participating table gets a Royal Flush.

All players who have placed a jackpot bet in the winning game round share the total amount of the progressive jackpot. The amount of your potential share of the progressive jackpot is thus based on all jackpot bets that have been placed by players at participating game tables in the current round.

The optional jackpot bet also allows you to win an additional prize of a fixed amount when you personally get a hand of **Three of a Kind** or better!
At the start of a new game round, place your optional jackpot bet in the circular field labelled "JACKPOT" after you have placed your ante bet and before betting time expires.

Once accepted, your jackpot bet will be added to the total amount of the progressive jackpot. Each participating player places the jackpot bet in the currency used at his/her licensed operator, and the current amount of the progressive jackpot and your potential share of the progressive jackpot are displayed in your currency in the JACKPOT paytable. When you win a share of the progressive jackpot, you will be paid in your own currency. The fixed prizes for getting a good hand (from **Three of a Kind** to a **Straight Flush**) are also displayed in your own currency.

Your decision to PLAY 2X or FOLD your hand does not affect your ability to win a share of the progressive jackpot in the game round.

If the game round is cancelled, your jackpot bet will be refunded along with your other bets. If you held a potential prize-winning hand according to the JACKPOT paytable in a cancelled game round, the decision to manually compensate you will be made by your game provider.

Winning Hands

The individual cards are ranked in descending order: Ace (high or low), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

An Ace can be the highest value card in a Straight of A, K, Q, J, 10 or the lowest value card in a Straight of 5, 4, 3, 2, A.

Possible hands from the highest payouts to the lowest:

Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack and 10 all in the same suit. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: Nine, Eight, Seven, Six and Five, all Hearts. Two Straight Flushes are ranked by comparing the highest card of each. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Four of a Kind is a hand that contains all four cards of one rank plus any other card. For example, four Aces in your hand would be Four of a Kind. Quads with higher ranking cards defeat those with lower ranking cards. If two Four of a Kinds are of equal rank the fifth card (the 'Kicker') is used to break the tie. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, e.g. three Kings and two Sixes. Between two Full House hands, the one with the higher ranking three cards wins. In the case of the three cards being of the same value in Full House (and therefore tied), the two cards of the same value are ranked against each other. In the case of a tie, the player gets their initial bet back and the outcome of the game is a PUSH.

Flush is a hand where all five cards are of the same suit, but not sequential, e.g. five cards that are all Clubs. Two Flushes are compared as if they were high card hands; the highest-ranking card in each hand is compared to determine the winner. If both hands have the same highest card, then the second-highest ranking card is compared, and so on until a difference is found.

Straight is a hand that contains five cards of sequential rank in at least two different suits, e.g. Nine, Eight, Seven, Six and Five in two or more suits. Two Straights are ranked by comparing the highest card in each hand. Two Straights with the same high card are of equal value and therefore tie, as suits are not used to separate them.

Three of a Kind is a hand that contains three cards of the same rank, plus two cards which are not of this rank or the same as each other. For example, a player having three Kings in their hand would have Three of a Kind. Higher-valued Three of a Kind defeats lower-valued Three of a Kind. If two hands contain Three of a Kind of the same value, the Kickers (that is, the other two cards in the hand) are compared to break the tie.

Two Pairs is a hand that contains two cards of the same rank, plus two cards of another rank (that match each other but not the first pair), plus any card not of either

rank. An example of this would be having two Aces and two Kings. To rank two hands both containing Two Pairs, the higher ranking pair of each is first compared, and the higher pair wins. If both hands have the same top pair, then the second pair of each is compared. If both hands have the same two pairs, the highest value Kicker determines the winner.

Pair is a hand that contains two cards of one rank (e.g. two Kings), plus three cards which are not of this rank or the same as each other. Pair is the lowest hand you can be paid out for. Higher ranking pairs defeat lower ranking pairs. If two hands have the same pair, the Kickers are compared in descending order and the highest value Kicker determines the winner.

High Card is a poker hand made of any five cards not meeting any of the above requirements. Essentially, no hand is made, and the only thing of any meaning in the player's hand is their highest card. If two hands have the same High Card value, the other cards in the hand are compared in descending order to determine the winner.

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's best five-card hands (combining the player/dealer two cards with the five community cards).

The dealer must have at least an Ace plus a King or better card to qualify.

Outcomes quick-reference table

The quick way to check game outcomes, whether you win, lose or tie.

Result	ANTE	PLAY
Dealer does not qualify and you win	1:1	Push
Dealer qualifies and you win	1:1	Win*
Dealer qualifies and you lose	Lose	Lose
Dealer qualifies and you tie	Push	Push
Player folds	Lose	Lose

*Play bet pays according to the Play payout table below.

Play bet

Hand	Payout
Royal Flush	100:1
Straight Flush	50:1
Four of a Kind	25:1
Full House	10:1
Flush	7:1
Straight	5:1
Three of a Kind	3:1
Two Pairs	2:1
One Pair or less	1:1

5+1 BONUS

Hand	Payout
Royal Flush	1000:1
Straight Flush	200:1

Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

JACKPOT

Hand	**Payout**
Royal Straight Flush	100% of Jackpot**
Straight Flush	2500
Four of a Kind	250
Full House	50
Flush	25
Straight	10
Three of a Kind	3

*The progressive jackpot, stated in your own currency, is the top prize shared among all players who have placed a jackpot bet in the winning game round.

The prizes you can win individually for a hand of Three of a Kind or better (up to a Straight Flush) are indicated in your own currency.

Ante bet payout is 1:1.

Malfunction voids all pays and play.

Return to Player

- The optimal theoretical return-to-player percentage is 96.30%.
- The optimal theoretical return-to-player percentage on total wager is 98.19%.
- The optimal theoretical return-to-player percentage for 5+1 BONUS bet is 91.44%.
- The optimal theoretical return-to-player percentage for JACKPOT bet is 81.84%.

Blackjack Games

Blackjack Tables

The Following Game rules applies to:

- Blackjack Tables A to Z and or 1 to 100
- Infinite Blackjack
- Blackjack Party
- Speed Blackjack Tables A to Z and or 1 to 100
- Blackjack VIP Tables A to Z and or 1 to 100
- Blackjack VIP Alpha
- Blackjack VIP Gamma
- Blackjack Grand VIP
- Speed VIP Blackjack Tables A to Z and or 1 to 100
- Salon Prive Blackjack Tables A to Z and or 1 to 100
- Blackjack Silver Tables A to Z and or 1 to 100
- Blackjack Diamond VIP
- Blackjack Premium VIP
- Blackjack White Tables A to Z and or 1 to 100
- Blackjack VIP Beta
- Blackjack Platinum VIP
- Blackjack Fortune VIP

Game Objective

The objective of Blackjack is to achieve a higher card count than the dealer, but without going over 21. The best hand is Blackjack – when the sum of values of the first two cards dealt is exactly 21. You compete only against the dealer, not against other players.

- Played with 8 decks.
- Dealer always stands on 17.
- Double Down on any 2 initial cards.
- No Double Down after Split.
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- Insurance offered when dealer shows an Ace.
- Blackjack pays 3 to 2.
- Insurance pays 2 to 1.
- Push game when hands tie.

Game Rules

The game is hosted by a dealer and allows up to 7 players seated at the Blackjack table.

The game is played with 8 standard 52-card decks. Card values in Blackjack are as follows:

- Cards from 2 to 10 are worth their face value.
- Face cards (Jacks, Queens and Kings) are each worth 10.
- Aces are worth 1 or 11, whichever is more favourable to the hand. Note that a soft hand includes and Ace worth 11.

After the allotted betting time has expired, the dealer deals one card face up to each player. Dealing starts with the first player to the dealer's left and continues clockwise, ending with the dealer. The dealer then deals a second card face up to each player but the dealer's second card is dealt face down. The value of your initial hand is displayed next to your cards.

Blackjack

If the value of your initial two-card hand is exactly 21, you have Blackjack!

Insurance

If the dealer's upcard is an Ace, you are given the option to purchase insurance to offset the risk that the dealer has Blackjack – even when you have Blackjack yourself. The amount of insurance is equal to one half of your main bet, and the insurance bet is settled separately from the bet on your hand. The dealer then peeks at the value of his/her downcard to check for Blackjack. If the dealer does not have Blackjack, the round continues. If

the dealer has Blackjack, but you do not, the dealer's hand wins. If you and the dealer both have Blackjack, the game ends in a push and your bet is returned. Note that when the dealer's upcard is a 10 or face card, you will not be given the option to purchase insurance, and the dealer will not peak at his downcard to check for Blackjack.

Double Down, Hit or Stand

When the dealer does not have Blackjack upon checking his/her two initial cards, players are given the chance to improve the values of their hands in turn. To enable this the dealer moves clockwise around the table offering to deal further cards to players' hands.

If the value of your initial hand is not 21, you can decide to Double Down. In this case, you will double your bet and be dealt only one additional card to add to your hand. Alternatively, you can decide to Hit to be dealt an additional card to add to the value of your hand. You can Hit more than once to receive additional cards before you decide to Stand once you are satisfied with the value of your hand.

Split

If your initial hand is a pair of cards of equal value, you can decide to Split the pair to make two separate hands, each with a separate bet equal to your main bet. After a second card is dealt to both your hands, you can improve the value of these two hands by deciding to Hit. Again, you can choose to Stand once you are satisfied with the value of your two hands. However, if you Split an initial pair of Aces, you will receive only one additional card per hand with no option to Hit .

Outcome

If the sum of your hand exceeds 21, you bust and lose your bet on that hand.

When all players have taken their turns, the dealer reveals the value of his/her downcard. The dealer must Hit on a hand of 16 or less and must Stand on a hand of soft 17 or more. (Remember that a 'soft hand' includes an Ace worth 11.)

You win when the value of your final hand is closer to 21 than the dealer's hand or when the dealer busts. If the value of your hand is the same as the dealer's, the game round ends in a push and your bet is returned.

Blackjack is only possible using the two cards in the initial two-card deal. A hand of 21 resulting from a split pair is not considered a Blackjack. Therefore, Blackjack beats any hand of 21 resulting from a split pair.

Side Bets

This Blackjack game also includes optional side bets – Perfect Pairs and 21+3. You may place side bets in combination with your main Blackjack bet. You have the chance to win on any side bet whether you later win or lose on your Blackjack bet.

Perfect Pairs

The Perfect Pairs side bet gives you the chance to win if your first two cards comprise any pair – for example, two Queens, two Aces or two 3s. There are three types of pairs, each with a different payout:

- Perfect Pair – same suit, e.g. two Aces of Spades.
- Coloured Pair – different suits of the same colour, e.g. 2 of Diamonds + 2 of Hearts.
- Mixed Pair – different suits of a different colour, e.g. 10 of Hearts + 10 of Clubs.

21+3

The 21+3 side bet gives you the chance to win if your first two cards plus the dealer's upcard comprise any of the following winning combinations (similar to those in poker), each with a different payout:

- Suited Trips – an identical triplet, e.g. 3 Queens of Hearts.
- Straight Flush – in numerical sequence and same suit, e.g. 10, Jack and Queen of Diamonds.
- Three of a Kind – same value but different suits, e.g. any 3 non-matching Kings.
- Straight – in numerical sequence but different suits, e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- Flush – non-sequential cards in the same suit, e.g. 2, 6 and 10 of Clubs.

Bet Behind

The Bet Behind feature allows you to bet on a hand dealt to another player. You will share the outcome of the other player's hand. The payouts for Bet Behind wagers are the same as for ordinary bets.

You can place a Bet Behind bet whether or not you are seated at the Blackjack table and intend to play your own hand. However, you cannot place a Bet Behind bet on your own hand.

Place a bet in any activated Bet Behind spot at another player's seat while betting is open. Hover your cursor over any Bet Behind spot to view the total number of players who have placed a Bet Behind bet, including the sum of their combined wagers.

If you place a Bet Behind bet, and the player at that seat decides not to participate in the round, your bet will be refunded immediately.

The nickname displayed at each seat at the Blackjack table identifies the player who will make all decisions for that hand. You can, however, decide whether or not to place an insurance bet when the dealer's upcard is an Ace. You can also decide in advance whether or not to double your bet when the player you are betting behind opts to Double Down or Split.

You can later alter these settings by clicking/tapping the Settings button and then selecting the BET BEHIND tab. You may also untick ALLOW OTHER PLAYERS TO BET BEHIND ME if you wish to prohibit other players from betting behind you.

The Hot Players icon helps you determine which of your fellow Blackjack players is on the longest winning streak.

The number within the gold medal indicates the number of consecutive rounds that player has won. Note that as soon as a Hot Player loses a round, he or she will also lose the gold-medal icon.

Deal Now

The DEAL NOW button is enabled only when you sit at a particular Blackjack table and have placed a bet equal to or greater than the minimum. Click/tap this button to finalize the bet you have placed. Your bet will be visible to other players at the table. The round may begin before betting time expires when all players have clicked/tapped the DEAL NOW button.

Payouts

- Blackjack pays 3:2.
- Winning hand pays 1:1.
- If the dealer has Blackjack, insurance pays 2:1.

Perfect Pairs

Hand	Payout
Perfect Pair	25:1
Coloured Pair	12:1
Mixed Pair	6:1

21+3

Hand	Payout
Suited Trips	100:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	10:1
Flush	5:1

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

The optimal theoretical payout percentage is:

- Blackjack - 99.28%%.
- Perfect Pairs bet – 95.90%.
- 21+3 bet – 96.30%.

Free Bet Blackjack

Game Objective

Free Bet Blackjack is a variation of our Blackjack game offering selected free 'Double Down' and 'Split' bets. The objective of Free Bet Blackjack is to achieve a higher card count than the dealer, but without going over 21. The best hand is Blackjack – when the sum of the values of the first two cards dealt is exactly 21. You compete only against the dealer, not against other players.

- Played with eight decks.
- Dealer always stands on 17.
- Double Down on any two initial cards.
- Free Split on your hand of pairs, except 10s.
- Free Double Down on your two-card hard 9, 10 and 11 totals.
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- No Double Down after Split.
- Six Card Charlie: you win if you have six cards with a value of 21 or less.
- Insurance offered when dealer shows an Ace.
- Blackjack pays 3 to 2 and beats a score of 21.
- Insurance pays 2 to 1.
- Your bet returned when hands are of equal value.
- Your bet returned when dealer busts with a score of 22.

Game Rules

The game is hosted by a dealer and allows an unlimited number of players to play in each game round.

The game is played with eight standard 52-card decks. Card values in Blackjack are as follows:

- Cards from 2 to 10 are worth their face value.
- Face cards (Jacks, Queens and Kings) are each worth 10.
- Aces are worth 1 or 11, whichever is more favourable to the hand. Note that a soft hand includes an Ace worth 11.

After the betting time has expired, the dealer deals one card face up to all players, ending with the dealer. The dealer then deals a second card face up to all players but the dealer's second card is dealt face down. The value of your initial hand is displayed next to your cards.

Blackjack

If the value of your original two-card hand is exactly 21, you have Blackjack!

Blackjack is only possible using the two initial cards. A hand of 21 resulting from a split pair is not considered a Blackjack. Therefore, Blackjack beats any hand of 21 resulting from a split pair.

Insurance

If the dealer's upcard is an Ace, you are given the option to purchase insurance to offset the risk that the dealer has Blackjack – even when you have Blackjack yourself. The amount of insurance bet is equal to one half of your main bet, and the insurance bet is settled separately from the bet on your hand. The dealer then peeks at the value of his/her downcard to check for Blackjack. If the dealer does not have Blackjack, the round continues. If the dealer has Blackjack, but you do not, the game is over and the dealer's hand wins.

If you and the dealer both have Blackjack, the game ends in a push and your bet is returned. Note that when the dealer's upcard is a 10 or face card, you will not be given the option to purchase insurance, and the dealer will not peek at his downcard to check for Blackjack.

Double Down, Hit or Stand

If the dealer does not have Blackjack upon checking his/her two initial cards, players are given the chance to improve the values of their hands in turn, by the dealer offering to deal further cards to players' hands.

If the value of your initial hand is not 21, you can decide to Double Down. In this case, you will double your bet and only one additional card will be dealt to your hand.

If your hard total is 9, 10 or 11, you get a “Free Double”. If you choose to use the “Free Double”, a “Free Bet” will be added to your original bet. If you win the game round, the value of the “Free Bet” will be matched to your original bet. You will be paid accordingly and only your original bet will be returned. If you lose the game, you lose only your original bet. If the game ends in a tie, only your original bet will be returned.

Alternatively, you can decide to Hit to be dealt an additional card to add to the value of your hand. You can Hit more than once to receive additional cards before you decide to Stand once you are satisfied with the value of your hand.

Please note that the player will not be offered a decision option when his/her soft hand score equals 21, as this is the best possible hand.

Split

If your initial hand is a pair of cards of equal value, you can decide to Split the pair to make two separate hands, each with a separate bet.

You will be offered a “Free Split” on your hand of pairs, except a pair of 10s. Your original bet will be placed for the first hand (on the right side of table) and the “Free Bet” – for your second hand (on the left side of table). If you win the game round, the value of the “Free Bet” will be matched to your original bet and you will be paid accordingly. No bet will be returned for the second hand. If you lose on your hand with the “Free Bet”, you do not lose your bet. No bet will be returned if the game ends in a tie.

If you decide to split your hand of 10s, the bet for your second hand will be equal to your main bet.

Outcome

If the sum of your hand exceeds 21, you bust and lose your bet on that hand.

When all players have taken their turns, the dealer reveals the value of his/her downcard. The dealer must Hit on a hand of 16 or less and must Stand on a hand of soft 17 or more. (Remember that a 'soft hand' includes an Ace worth 11.)

You win when the value of your final hand is closer to 21 than the dealer’s hand or when the dealer busts, except when the dealer busts with a score of 22. If the value of your hand is the same as the dealer’s, the game round ends in a push and your bet is returned.

Dealer busts with 22

If the dealer’s hand consists of cards with a total value of 22, then your bet is returned, and game round ends in a push, except if the player busts. In this case, the game does not end in a tie and the player loses.

If the player has Blackjack, the game ends without the possibility for the dealer to bust on 22.

Six Card Charlie rule

The Six Card Charlie rule lets you win automatically if your hand consists of six cards with a total card value of 21 or less, even if the dealer has Blackjack. In case of a Split hand, each hand is evaluated individually. If the dealer has Blackjack after insurance offer, the Six Card Charlie is not available, regardless of the player’s result.

Side Bets

This Blackjack game also includes optional side bets – **Any Pair**, **21+3**, **Hot 3** and **Bust It**. You may place side bets in combination with your main Blackjack bet. You have the chance to win on any side bet whether you later win or lose on your Blackjack bet.

Any Pair

The **Any Pair** side bet allows you to bet on the combination of the two first cards of your hand.

The winning combination in this case is any two cards of the same value: e.g. two Queens, two Aces, two 10s, etc.

There are two types of combinations for the Any Pair side bet, each with a different payout:

- Pair, e.g. 10 of Clubs and 10 of Hearts.
- Suited Pair, e.g. 2x Aces of Spades.

21+3

The **21+3** side bet gives you the chance to win if your first two cards plus the dealer's upcard include any of the following winning combinations (similar to those in poker), each with a different payout:

- **Suited Trips** – suited Three of a Kind, e.g. 3x Queens of Hearts.
- **Straight Flush** – in numerical sequence and same suit, e.g. 10, Jack and Queen of Diamonds.
- **Three of a Kind** – same value but different suits, e.g. any three non-matching Kings.
- **Straight** – in numerical sequence but different suits, e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- **Flush** – non-sequential cards in the same suit, e.g. 2, 6 and 10 of Clubs.

Hot 3

The **Hot 3** side bet allows you to bet on the combination of three cards, consisting of your two first cards and the dealer's upcard. There are several combinations for the Hot 3 side bet, each with a different payout:

- Total 19, for example: 8 of Hearts, 2 of Diamonds and 9 of Spades.
- Total 20, for example: 8 of Hearts, 2 of Diamonds and 10 of Spades.
- Total 21, suited, for example: 9 of Diamonds, 2 of Diamonds and 10 of Diamonds.
- Total 21, unsuited, for example: 9 of Hearts, 2 of Diamonds and 10 of Spades.
- 7-7-7, for example: 7 of Hearts, 7 of Clubs and 7 of Diamonds.

Bust It

The **Bust It** side bet allows you to bet that the total value of the dealer's cards will exceed 21, i.e. he/she will bust.

The **Bust It** side bet is pushed if the player has Blackjack.

There are several combinations for the Bust It side bet, each with a different payout:

- Bust with 3 cards.
- Bust with 4 cards.
- Bust with 5 cards.
- Bust with 6 cards.
- Bust with 7 cards.
- Bust with 8 or more cards.

Payouts

- Blackjack pays 3:2.
- Winning hand pays 1:1.
- If the dealer has Blackjack, insurance pays 2:1.

Your payout depends on the type of bet placed.

Bet	Outcome	Payout
Any Pair	Suited Pair	25:1
	Pair	8:1
21+3	Suited Trips	100:1
	Straight Flush	40:1
	Three of a Kind	30:1
	Straight	10:1
	Flush	5:1
Hot 3	7-7-7	100:1
	Total 21 suited	20:1
	Total 21 unsuited	4:1
	Total 20	2:1
	Total 19	1:1
Bust It	Bust with 8 or more cards	250:1
	Bust with 7 cards	100:1
	Bust with 6 cards	50:1
	Bust with 5 cards	9:1
	Bust with 4 cards	2:1
	Bust with 3 cards	1:1

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player
The optimal theoretical payout percentage is:

- Blackjack – 98.45%*
- Any Pair – 95.90%
- 21+3 – 96.30%
- Hot 3 – 94.60%
- Bust It – 94.12%

*Based on the first hand in the shoe.

Power Blackjack

Game Objective

Power Blackjack is a Blackjack variation offering player to Double Down, Triple Down and Quadruple Down on any two cards.

The objective of Power Blackjack is to achieve a higher card count than the dealer, but without going over 21. The best hand is Blackjack – when the sum of the values of the first two cards dealt is exactly 21. You compete only against the dealer, not against other players.

- Played with eight decks.
- 9's and 10's removed from each deck.
- Double Down, Triple Down, Quadruple Down any two initial cards.
- Double Down, Triple Down, Quadruple Down after split.
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- Insurance offered when dealer shows an Ace.
- Blackjack pays 3 to 2.
- Insurance pays 2 to 1.
- Dealer always stands on soft 17.
- Dealer checks for Blackjack on J-Q-K and Ace.
- Push game when hands tie.

Game Rules

The game is hosted by a dealer and allows an unlimited number of players to play in each game round.

The game is played with eight decks. 9's and 10's are removed from each deck. Card values in Blackjack are as follows:

- Cards from 2 to 8 are worth their face value.
- Face cards (Jacks, Queens and Kings) are each worth 10.
- Aces are worth 1 or 11, whichever is more favourable to the hand. Note that a soft hand includes and Ace worth 11.

After the allotted betting time has expired, the dealer deals one card face up to each player, and then a card for the dealer. The dealer then deals a second card face up to each player, but the dealer's second card is dealt face down. The value of your initial hand is displayed next to your cards.

Blackjack

If the value of your initial two-card hand is exactly 21, you have Blackjack!

Insurance

If the dealer’s upcard is an Ace, you are given the option to purchase insurance to offset the risk that the dealer has Blackjack – even when you have Blackjack yourself. The amount of insurance is equal to one half of your main bet, and the insurance bet is settled separately from the bet on your hand. The dealer then peeks at the value of his/her downcard to check for Blackjack. If the dealer does not have Blackjack, the round continues. If the dealer has Blackjack, but you do not, the game is over and the dealer’s hand wins.

If you and the dealer both have Blackjack, the game ends in a push and your bet is returned.

Dealer checks for Blackjack on J-Q-K

If the dealer’s upcard is a face card, he/she will check if the downcard is an Ace and dealer has Blackjack. If the dealer has Blackjack, the dealer's hand wins. If you and the dealer both have Blackjack, the game ends in a push and your bet is returned. If the dealer does not have Blackjack, the round continues.

Hit or Stand

If the dealer does not have Blackjack upon checking his/her two initial cards, players are given the chance to improve the values of their hands in turn, by the dealer offering to deal further cards to players' hands.

If the value of your initial hand is not 21, you can decide to Hit to be dealt an additional card to add to the value of your hand. You can Hit more than once to receive additional cards before you decide to Stand once you are satisfied with the value of your hand.

Please note that the player will not be offered a decision option when his/her soft hand score equals 21.

Double Down, Triple Down, Quadruple Down

Alternatively, you can decide to Double Down, Triple Down or Quadruple Down. In this case, you will double, triple or quadruple your bet and be dealt only one additional card to add to the value of your hand.

Split

If your initial hand is a pair of cards of equal value, you can decide to Split the pair to make two separate hands, each with a separate bet equal to your main bet. After a second card is dealt to both your hands, you can improve the value of these two hands by deciding to Hit. You can also improve the value of your hands by choosing to Double Down, Triple Down or Quadruple Down. In this case, you will double, triple or quadruple your bet and be dealt only one additional card to your each hand. Again, you can choose to Stand once you are satisfied with the value of your two hands. However, if you Split an initial pair of Aces, you will receive only one additional card per hand with no option to Hit.

Outcome

If the sum of your hand exceeds 21, you bust and lose your bet on that hand.

When all players have taken their turns, the dealer reveals the value of his/her downcard. The dealer must Hit on a hand of 16 or less and must Stand on a hand of soft 17 or more. (Remember that a 'soft hand' includes an Ace worth 11.)

You win when the value of your final hand is closer to 21 than the dealer’s hand or when the dealer busts. If the value of your hand is the same as the dealer’s, the game round ends in a push and your bet is returned.

Blackjack is only possible using the two cards in the initial two-card deal. A hand of 21 resulting from a split pair is not considered a Blackjack. Therefore, Blackjack beats any hand of 21 resulting from a split pair.

Side Bets

This Blackjack game also includes optional side bets – **Any Pair, 21+3, Hot 3, Bust It**. You may place side bets in combination with your main Blackjack bet. You have the chance to win on any side bet whether you later win or lose on your Blackjack bet.

Any Pair

The **Any Pair** side bet allows you to bet on the combination of the two first cards of your hand.

The winning combination in this case is any two cards of the same value: e.g. two Queens, two Aces, two 8s, etc.

There are two types of combinations for the Any Pair side bet, each with a different payout:

- Any Pair, e.g. 8 of Clubs and 8 of Hearts.
- Suited Pair, e.g. 2x Aces of Spades.

21+3

The 21+3 side bet gives you the chance to win if your first two cards plus the dealer's upcard comprise any of the following winning combinations (similar to those in poker), each with a different payout:

- **Suited Trips** – an identical triplet, e.g. 3x Queens of Hearts.
- **Straight Flush** – in numerical sequence and same suit, e.g. Jack, Queen and King of Diamonds.
- **Three of a Kind** – same value but different suits, e.g. any three non-matching Kings.
- **Straight** – in numerical sequence but different suits, e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- **Flush** – non-sequential cards in the same suit, e.g. 2, 6 and 8 of Clubs.

Hot 3

The **Hot 3** side bet allows you to bet on the combination of three cards, comprising your two first cards and the one open card on the dealer's hand. There are several combinations for the Hot 3 side bet, each with a different payout:

- Total 19, for example: Jack of Hearts, 2 of Diamonds and 7 of Spades.
- Total 20, for example: 8 of Hearts, 2 of Diamonds and Queen of Spades.
- Total 21, suited, for example: 8 of Diamonds, 3 of Diamonds and King of Diamonds.
- Total 21, unsuited, for example: 8 of Hearts, 3 of Diamonds and King of Spades.
- 7-7-7, for example: 7 of Hearts, 7 of Clubs and 7 of Diamonds.

Bust It

The Bust It side bet allows you to bet that the total value of the dealer's cards will exceed 21, i.e. he/she will bust.

The Bust It side bet is pushed if the player has Blackjack.

There are several combinations for the Bust It side bet, each with a different payout:

- Bust with 3 cards.
- Bust with 4 cards.
- Bust with 5 cards.
- Bust with 6 cards.
- Bust with 7 cards.
- Bust with 8 or more cards.

Payouts

- Blackjack pays 3:2.
- Winning hand pays 1:1.
- If the dealer has Blackjack, insurance pays 2:1.

Your payout depends on the type of bet placed.

Bet	Outcome	Payout
Any Pair	Suited Pair	20:1
	Pair	7:1
21+3	Suited Trips	100:1
	Straight Flush	35:1
	Three of a Kind	25:1
	Straight	8:1
	Flush	5:1
Hot 3	7-7-7	100:1
	Total 21 suited	20:1
	Total 21 unsuited	4:1
	Total 20	2:1
	Total 19	1:1
Bust It	Bust with 8 or more cards	250:1
	Bust with 7 cards	100:1
	Bust with 6 cards	25:1
	Bust with 5 cards	8:1
	Bust with 4 cards	2:1
	Bust with 3 cards	1:1

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

The optimal theoretical payout percentage is:

- Blackjack – 98.80%*
- Any Pair bet – 96.58%.
- 21+3 bet – 96.09%.
- Hot 3 bet – 96.21%.
- Bust It bet – 94.71%.

*based on the first hand in the shoe

Baccarat Games

Baccarat Tables (Incl. Red Envelope)

The Following Game rules applies to:

- Baccarat Tables A to Z and or 1 to 100
- Speed Baccarat Tables A to Z and or 1 to 100
- Baccarat Squeeze
- Baccarat Control Squeeze
- Salon Prive Baccarat Tables A to Z and or 1 to 100

Game Objective

The objective in **Baccarat** is to predict whose hand will win by having the value closest to 9.

Game Rules

The game is hosted by a game presenter and is played with eight standard 52-card decks. Card values are as follows:

- Aces are the lowest cards and are worth 1 point each.
- Cards from 2 to 9 are worth their numerical face values.
- 10s and face cards (jacks, queens and kings) are each worth 0.

Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (hearts, spades, clubs or diamonds) is irrelevant.

Prior to each deal, you must place your bet on whether the Player or the Banker will win the round by having the hand with a value closest to 9. You also have the option to bet that the round will end in a Tie, which occurs when both the Player and Banker hold hands of equal value.

The game presenter begins by dealing two cards each to the Player and to the Banker.

Two hands are dealt in Baccarat: one hand to the Player and one hand to the Banker.

If the Player and Banker hold hands of equal value, the round ends in a tie. The Tie bet wins, and bets on the Player and Banker push (are returned).

Each hand's value is calculated by dropping the tens digit in a hand otherwise worth 10 or more. For example, a hand consisting of a 7 and a 9 is only worth 6 in Baccarat (because 16-10=6). Similarly, a face card plus a 9 will be worth 9.

If the Player or the Banker receives an initial two-card hand worth 8 or a 9 (a "natural" 8 or 9), no additional cards will be dealt to either hand.

If the Player and Banker receive initial two-card hands worth 0-7, the "Third Card Rule" is consulted to determine if a third card is to be dealt to either hand or both hands. The Player always goes first.

Player's Hand

Player's initial two-card hand	
0-1-2-3-4-5	Player draws a third card.
6-7	Player stands.
8-9 (a "natural")	No third card to either hand.

Banker's Hand

Banker's initial two-card	Value of third card drawn by Player										
	No third card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

D - Draw; S - Stand

If the Player's hand stands on a 6 or 7, then a Banker hand totalling 3, 4 or 5 must draw, while a Banker hand totalling 6 must stand.

Whoever gets the hand closest to a total of 9 wins.

Side Bets

Side Bet	Description
P Pair	Pays if the first two cards dealt to the Player constitute a pair.
B Pair	Pays if the first two cards dealt to the Banker constitute a pair.
Perfect Pair	Pays 25:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to either the Banker or the Player. Pays 200:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to both the Banker and the Player.
Either Pair	Pays if either the Banker or the Player hand is a pair.
P Bonus	Pays when the Player wins the round on a natural 8 or 9 or by at least four points.
B Bonus	Pays when the Banker wins the round on a natural 8 or 9 or by at least four points.

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Player	1:1
Banker	0.95:1 (5% commission is charged)
Tie	8:1
P Pair	11:1
B Pair	11:1
Perfect Pair	One pair: 25:1 Two pairs: 200:1
Either Pair	5:1
P Bonus/B Bonus	**Hand Combination Odds** • Non-Natural hand wins by 9 points, 30:1 • Non-Natural hand wins by 8 points, 10:1 • Non-Natural hand wins by 7 points, 6:1 • Non-Natural hand wins by 6 points, 4:1 • Non-Natural hand wins by 5 points, 2:1 • Non-Natural hand wins by 4 points, 1:1 • Natural win, 1:1 • Natural tie, Push

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Red Envelope

In random game rounds, you will be presented with a special Red Envelope gift that increases payout values for the Tie, P Pair or B Pair bet spots. If your bet wins and it coincides with the randomly selected Red Envelope bet spot, your payout will be increased.

The increased payout values are randomly generated per bet spot as follows:

BET	PAYS
Tie	8 – 88:1
P Pair	11 – 88:1
B Pair	11 – 88:1

Return to Player

The optimal Return to Player (RTP) percentage for Baccarat is 98.94%*.

The following table displays the return-to-player percentage on the different optional side bets.

Side Bet	Return to Player
B Pair	89.64%
P Pair	89.64%
Perfect Pair	91.95%
Either Pair	86.29%
P Bonus	97.35%
B Bonus	90.63%

*RTP based on optimal strategy for Banker bet.

Baccarat No Commission

The Following Game rules applies to:

- No Commission Speed Baccarat Tables A to Z and or 1 to 100
- No Commission Baccarat

Game Objective

The objective in Baccarat No Commission is to predict whose hand will win by having the value closest to 9.

Game Rules

The game is hosted by a dealer and is played with eight standard 52-card decks. Card values are as follows:

- Aces are the lowest cards and are worth 1 point each.
- Cards from 2 to 9 are worth their numerical face values.
- 10s and face cards (jacks, queens and kings) are each worth 0.

Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (hearts, spades, clubs or diamonds) is irrelevant.
Prior to each deal, you must place your bet on whether the Player or the Banker will win the round by having the hand with a value closest to 9. You also have the option to bet that the round will end in a Tie, which occurs when both the Player and Banker hold hands of equal value.

The dealer begins by dealing two cards each to the Player and to the Banker.
Two hands are dealt in Baccarat: one hand to the Player and one hand to the Banker.
If the Player and Banker hold hands of equal value, the round ends in a tie. The Tie bet wins, and bets on the Player and Banker push (are returned).
Each hand's value is calculated by dropping the tens digit in a hand otherwise worth 10 or more. For example, a hand consisting of a 7 and a 9 is only worth 6 in Baccarat (because 16-10=6). Similarly, a face card plus a 9 will be worth 9.

If the Player or the Banker receives an initial two-card hand worth 8 or a 9 (a "natural" 8 or 9), no additional cards will be dealt to either hand.
If the Player and Banker receive initial two-card hands worth 0-7, the "Third Card Rule" is consulted to determine if a third card is to be dealt to either hand or both hands. The Player always goes first.

Player's Hand

Player's initial two-card hand	
0-1-2-3-4-5	Player draws a third card.
6-7	Player stands.
8-9 (a "natural")	No third card to either hand.

Banker's Hand

Banker's initial two-card	Value of third card drawn by Player										
	No third card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

D - Draw; S - Stand

If the Player's hand stands on a 6 or 7, then a Banker hand totaling 3, 4 or 5 must draw, while a Banker hand totaling 6 must stand.

Whoever gets the hand closest to a total of 9 wins.

Side Bets

Side Bet	Description
P Pair	Pays if the first two cards dealt to the Player constitute a pair.
B Pair	Pays if the first two cards dealt to the Banker constitute a pair.
Perfect Pair	Pays 25:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to either the Banker or the Player. Pays 200:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to both the Banker and the Player.
Super 6	Pays 15:1 if Banker wins with a score of 6. Please place main bet (Player/Banker/Tie) first in order to place the side bet.
P Bonus	Pays when the Player wins the round on a natural 8 or 9 or by at least four points.
B Bonus	Pays when the Banker wins the round on a natural 8 or 9 or by at least four points.

Payouts
Your payout depends on the type of bet placed.

BET	PAYS
Player	1:1
Banker	0.95:1 (5% commission is charged)
Tie	8:1
P Pair	11:1
B Pair	11:1
Perfect Pair	One pair: 25:1 Two pairs: 200:1
Either Pair	5:1
Super 6	15:1
P Bonus/B Bonus	**Hand Combination Odds** • Non-Natural hand wins by 9 points, 30:1 • Non-Natural hand wins by 8 points, 10:1 • Non-Natural hand wins by 7 points, 6:1 • Non-Natural hand wins by 6 points, 4:1 • Non-Natural hand wins by 5 points, 2:1 • Non-Natural hand wins by 4 points, 1:1 • Natural win, 1:1 • Natural tie, Push

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Red Envelope

In random game rounds, you will be presented with a special Red Envelope gift that increases payout values for the Tie, P Pair or B Pair bet spots. If your bet wins and it coincides with the randomly selected Red Envelope bet spot, your payout will be increased.

The increased payout values are randomly generated per bet spot as follows:

BET	PAYS
Tie	8 – 88:1
P Pair	11 – 88:1
B Pair	11 – 88:1

RTP

The optimal Return to Player (RTP) percentage for Baccarat is 98.76%*.
The following table displays the return-to-player percentage on the different optional side bets.

Side Bet	Return to Player
B Pair	89.64%
P Pair	89.64%
Perfect Pair	91.95%
Either Pair	86.29%
Super 6	86.18%
P Bonus	97.35%
B Bonus	90.63%

*RTP based on optimal strategy for Player bet.

Lightning Baccarat

Game Objective

The objective in Lightning Baccarat is to predict whether Player or Banker hand will win by having the value closest to 9.

Game Rules

The game is hosted by a dealer and is played with eight standard 52-card decks. Card values are as follows:

- Aces are the lowest cards and are worth 1 point each.
- Cards from 2 to 9 are worth their numerical face values.
- 10s and face cards (jacks, queens and kings) are each worth 0.

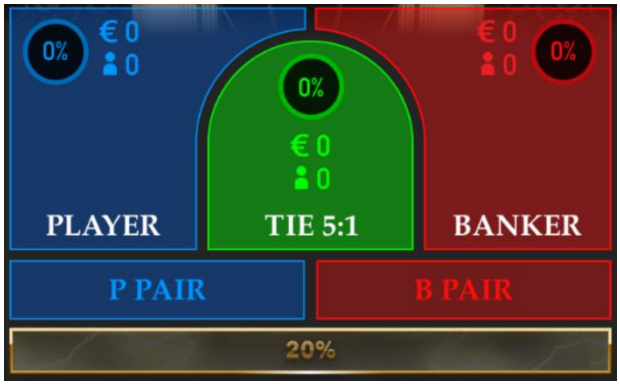
Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (hearts, spades, clubs or diamonds) is irrelevant.

Prior to each deal, you must place your bet on whether the Player or the Banker will win the round by having the hand with a value closest to 9.

If you believe that both the Player and Banker will hold hands of equal value, you also have the option to bet on Tie.

In addition, you can also bet on Player/Banker Pair (P/B Pair), which will pay if the first two cards dealt to the Player/Banker constitute a pair.

A Lightning fee of 20% will be added to each of your placed bets. For example, if your bet is 5, then 20% Lightning fee applied is 1, and your total bet will be 6. This total bet value will be visible on your screen.



Lightning Round

After your bets are accepted, the Lightning round occurs. During the Lightning round from one to five random **Lightning cards** are drawn from a virtual 52-card pack. These Lightning cards are then given randomly assigned **Lightning multipliers** of 2x, 3x, 4x, 5x or 8x. If your bet wins and contains card/s that are among the selected Lightning cards, your payout will be multiplied by the Lightning multiplier assigned to the card/s.

You will have a chance to win even more if two or more Lightning cards are dealt to the same bet spot. Those multipliers will be multiplied and your payout then will be multiplied by the the total multiplier! Your initial bet will be added on top of your winnings.

If the winning hand does not contain the revealed Lightning card/s, then the regular payout is applied. See "Payouts" section for detailed payout information.

After the Lightning Round has occurred, the dealer deals two initial cards to the Player and to the Banker.

If the Player and Banker hold hands of equal value, the round ends in a tie. The Tie bet wins, and bets on the Player and Banker push (are returned). The Lightning fee for the pushed Player/Banker bets will not be returned.

Each hand's value is calculated by dropping the tens digit in a hand otherwise worth 10 or more. For example, a hand consisting of a 7 and a 9 is only worth 6 in Baccarat (because 16-10=6). Similarly, a face card plus a 9 will be worth 9.

If the Player or the Banker receives an initial two-card hand worth 8 or a 9 (a "natural" 8 or 9), no additional cards will be dealt to either hand.

If the Player and Banker receive initial two-card hands worth 0-7, the "Third Card Rule" is consulted to determine if a third card is to be dealt to either hand or both hands. The Player always goes first.

Player's Hand

Player's initial two-card hand	
0-1-2-3-4-5	Player draws a third card.
6-7	Player stands.
8-9 (a "natural")	No third card to either hand.

Banker's Hand

Banker's initial two-card	Value of third card drawn by Player										
	No third card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

D - Draw; S - Stand

If the Player's hand stands on a 6 or 7, then a Banker hand totalling 3, 4 or 5 must draw, while a Banker hand totalling 6 must stand.

Whoever gets the hand closest to a total of 9 wins.

Side Bets

Side Bet	**Description**

P Pair	Pays if the first two cards dealt to the Player constitute a pair.
B Pair	Pays if the first two cards dealt to the Banker constitute a pair.

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Player	1–512:1
Banker	1–512:1 (5% commission on Banker bet)
Tie	5–1310720:1
P Pair	9–576:1
B Pair	9–576:1

Maximum payout for all your winnings within a game round is limited. For details see the Bet Limit table.

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal Return to Player (RTP) percentage for Baccarat is 98.76%.

Bet	RTP
Player	98.76%
Banker	98.59%
Tie	94.51%
P Pair	88.35%
B Pair	88.35%

Fan Tan

Game Objective

The objective of Fan Tan is to predict the number of beads remaining in the last line once the selected beads are removed and sorted into lines of four.

Game Rules

During the betting time, a random number of beads is selected from a pile of beads using a cup — only the selected beads participate in the current game round.

After betting time has expired, the selected beads are sorted on the table into lines of four beads in each line.

Bead sorting is performed using a special stick. The final remaining beads (between 1 and 4 beads) are placed in a line in the centre of the table and that number represents the game result.

Game View

Fan Tan can be played in a choice of two views – the default or the advanced game view. The default game view displays the main bet types, while the advanced game view includes more traditional Fan Tan bet types.

- It is possible to switch between the two game views by a simple click/tap on the view switching button.
- Switching from the default to advanced game view is possible during any game phase.
- Switching from advanced to the default game view is available only if you have no bets placed or your bets are placed only on the bets spots that are available in a default game view.

Bet Types

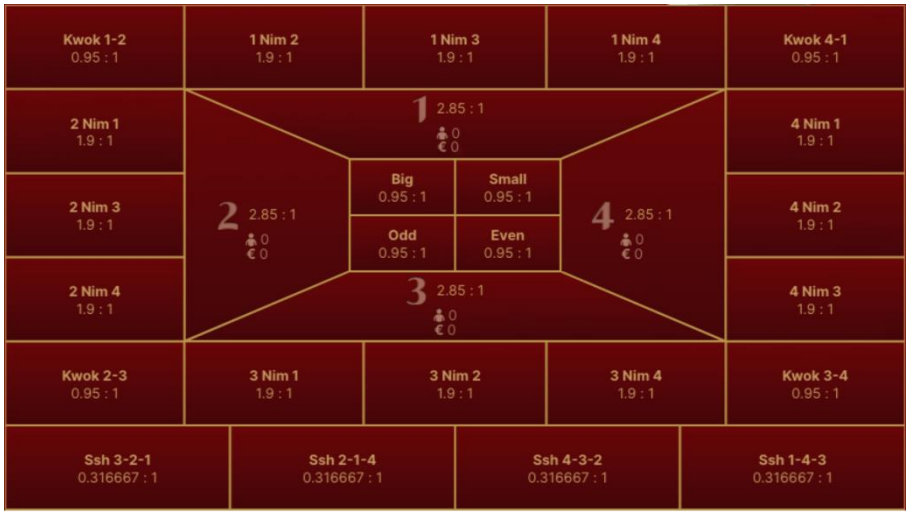
You can place different bets on the Fan Tan table, and each type of bet has its own payout. Your bet is returned on top of your winnings. The available bet spots depend on the game view you have selected.

Bet types in the default game view:

A. 1, 2, 3, 4 — place your bet on a single number of remaining beads — 1, 2, 3 or 4. Wins pay 2.85:1.

B. Big/Small — place your bet on the number of remaining beads being Small (1 or 2) or Big (3 or 4). Wins pay 0.95:1.
C. Odd/Even — place your bet on the number of remaining beads being Odd (1 or 3) or Even (2 or 4). Wins pay 0.95:1.

Bet types in the advanced game view:



A. 1, 2, 3, 4 — place your bet on a single number of remaining beads — 1, 2, 3 or 4. Wins pay 2.85:1.
B. Big/Small — place your bet on the number of remaining beads being Small (1 or 2) or Big (3 or 4). Wins pay 0.95:1.
C. Odd/Even — place your bet on the number of remaining beads being Odd (1 or 3) or Even (2 or 4). Wins pay 0.95:1.
D. Nim — place your bet on 2 possible numbers of beads remaining. If the first number displayed on the Nim bet spot is the game result, it counts as a win. Wins pay 1.90:1. If the last number displayed on the Nim bet spot is the game result, it counts as a push and your initial bet is returned.
E. Kwok — place your bet on 2 possible numbers of beads remaining. Numbers on the Kwok bet spots show which 2 numbers will count as winning ones. Wins pay 0.95:1.
F. Ssh — place your bet on 3 possible numbers of beads remaining. Numbers on the Ssh bet spots show which 3 numbers will count as winning ones. Wins pay 0.316667:1.

Payouts

Your payout depends on the type of placed bet. Your bet is returned on top of your winnings.

Bet	Payout
1	2.85
2	2.85
3	2.85
4	2.85
Odd	0.95
Even	0.95
Big	0.95
Small	0.95
1 Nim 2	1.90
1 Nim 3	1.90
1 Nim 4	1.90
2 Nim 1	1.90

Bet	Payout
2 Nim 3	1.90
2 Nim 4	1.90
3 Nim 1	1.90
3 Nim 2	1.90
3 Nim 4	1.90
4 Nim 1	1.90
4 Nim 2	1.90
4 Nim 3	1.90
Kwok 1-2	0.95
Kwok 4-1	0.95
Kwok 2-3	0.95
Kwok 3-4	0.95
Ssh 3-2-1	0.316667
Ssh 4-3-2	0.316667
Ssh 2-1-4	0.316667
Ssh 1-4-3	0.316667

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal Return to Player (RTP) percentage is 98.75% (96.25-98.75%).

First Person Games

First Person Dream Catcher (Money Wheel)

Game Objective

First Person Dream Catcher is a game of chance played using a large vertical wheel. The wheel is divided into 54 equal sectors separated by pins. 52 segments are marked with a number (1, 2, 5, 10, 20 and 40). The other two sectors – 2x multiplier and 7x multiplier – act as bonus spins and multiply your winnings if you win on the next spin. The objective of Dream Catcher is to predict at which of the numbered sectors the wheel will stop after spinning.

Game Rules

Place your bet on a number you believe the wheel will stop at: 1, 2, 5, 10, 20 or 40. After you have placed your bets, click/tap the SPIN button to start spinning the wheel. After the wheel comes to a stop, the winning sector will be indicated by a pointer at the top of the wheel.

If the wheel stops at the numbered sector you have placed your bet on, you win. All bets are paid with the odds matching the number in the winning sector: e.g. winning number 5 pays 5 to 1, winning number 10 pays 10 to 1, and so on. The bet placed on the winning sector is returned together with your winnings.

Multipliers 2x and 7x

If the wheel stops at one of the multiplier sectors marked as 2x or 7x, all your bets remain in place and no new bets are allowed. Click/tap the SPIN button to spin the wheel again and the outcome of the spin (1, 2, 5, 10, 20 or 40) will determine the winning odds as usual but the odds will be multiplied twice or seven times over, depending on which multiplier the wheel stopped at in the previous spin.

If the SPIN button is not clicked/tapped within 5 seconds, the wheel will be spun automatically until it stops at any of the numbered sectors.

If the wheel stops on a multiplier sector two or more times in a row, then all bets remain in place, and the multipliers stack: i.e. the multiplied payout from the last spin is multiplied again! The wheel is spun again automatically until it stops at any of the numbered sectors: 1, 2, 5, 10, 20 or 40. (For example, the wheel stops on 2x, then on the next spin it stops on 7x, and on the next spin on number 5. The outcome for the player who originally placed a bet on number 5, is: (5 to 1) x 2 x 7 = 70 to 1.

Consecutive multipliers are unlimited subject to a default maximum win displayed in the Bet Limits panel.

Payouts

Number on Wheel	Number of Segments	Pays
1	23	1 to 1
2	15	2 to 1
5	7	5 to 1
10	4	10 to 1
20	2	20 to 1
40	1	40 to 1
2x	1	Multiplies the payout of the next winning number by 2x
7x	1	Multiplies the payout of the next winning number by 7x

Maximum payout for your all winnings within a game round is limited. For details see the Bet Limit table.

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 95.65% (89.88% - 95.65%).

RTP based on optimal strategy for betting on number 10.

First Person Dragon Tiger

Game Objective

First Person Dragon Tiger is a unique, easy and fast game, where you can play at your own pace. Simply place your bets and click/tap the DEAL button to have the cards dealt for you. If you wish, you can have a number of free hands dealt to see the trends which can help you in predicting the results of future rounds. Click/tap the +1 button and a free hand will be dealt.

The game objective is to guess whether the Dragon or Tiger will draw the higher value card, and therefore win. You can also bet on whether the Dragon and Tiger cards dealt will be of the same value, and therefore a Tie.

Game Rules

The aim of the Dragon Tiger is to predict which of the hands – the Dragon or the Tiger – will win or if it will be a Tie.

- The cards are dealt from a shoe with 8 decks (Jokers are excluded)
- Place your bet on either the Dragon, or Tiger, or Tie, or Suited Tie
- A single card is dealt face-up to the Dragon and to the Tiger
- Card value from the lowest to the highest is as follows: Ace with value 1, being the lowest and followed by 2 and so on, and King the highest (A-2-3-4-5-6-7-8-9-10-J-Q-K)
- If cards for the Dragon and Tiger are equal both in value and suit, it's a Suited Tie, **half of your main bet** (the Dragon/Tiger bet) is returned and wins pay out 50:1
- The highest card wins and pays even money 1:1
- In the case of a Tie, **half of your main bet** (the Dragon/Tiger bet) is returned and wins pay out 11:1

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Dragon	1:1
Tiger	1:1
Tie	11:1
Suited tie	50:1

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal theoretical return-to-player percentage:

- Main bet (Dragon/Tiger) – 96.27%
- Tie – 89.64%
- Suited tie – 86.02%

First Person Lightning Roulette

Game Objectives

First Person Lightning Roulette is an exciting game with electrifying roulette experience. In each game round from one to five "Lightning numbers" are randomly struck by lightning, allowing you to win 50x up to 500x (49:1 – to 499:1).

The objective in **First Person Lightning Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel includes the numbers 1–36 plus a single 0 (zero).

After you have placed your bets, click/tap the SPIN button. After the SPIN button is clicked/tapped, one to five "lucky numbers" will be randomly selected to have random multiplied "lucky payouts" applied on them. The ball will then be spun within the Roulette wheel and eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number. If the winning number is among the randomly selected "lucky numbers" and is covered by your bet on a Straight Up bet, then you will be paid the multiplied "lucky payout".
Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

After you have clicked/tapped the SPIN button, the randomly selected "lucky numbers" with their "lucky payouts" will be highlighted on the betting grid.
Neighbour and Special Bets

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the *voisins du zero* and *tiers du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (Straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (Straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.
Winning Numbers

The WINNING NUMBERS display shows the most recent winning numbers.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	29-499:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player

- The optimal theoretical return-to-player (RTP) for a Straight Up bet is 97.10%.
- The optimal theoretical RTP for all other bets is 97.30%.

First Person Football Studio (Top Card)

Game Objective

First Person Football Studio (Top Card) allows you to play the very easy and fast-paced Top Card game. The game objective is to guess which hand – Home (A) or Away (B) – will draw the higher value card, and therefore win.

The player may also guess whether the cards dealt for Home (A) and Away (B) hands will be of the same value, by placing a bet on Away (B).

Game Rules

The aim of the First Person Football Studio is to predict which of the hands – Home (A) or Away (B) – will win or if they will be of the same value - Draw (X).

- The cards are dealt from a shoe with 8 decks (Jokers are excluded)
- The player places a bet on either Home (A), Away (B) or Draw (X)
- A single card is dealt face-up to Home (A) and to Away (B). The highest card wins and pays even money 1:1
- Card value from the lowest to the highest is as follows: 2, being the lowest and followed by 3 and so on, and Ace the highest (2-3-4-5-6-7-8-9-10-J-Q-K-A)
- If the hands dealt are of the same value, **half of player's main bet** (Home (A) or Away (B)) is returned and, if the player has placed a Draw (X) bet, wins pay out 11:1

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Home (A)	1:1
Away (B)	1:1
Draw (X)	11:1

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal theoretical return-to-player percentage:

- Main bet (Home (A)/Away (B)) – 96.27%
- Draw (X) – 89.64%

First Person Mega Ball

Game Objective

First Person Mega Ball is a unique, entertaining and fast-paced game show, featuring a Mega Ball Bonus round in which you have the chance to win even more with the added multipliers! Buy a packet of cards to play with for the value you have selected and simply complete lines of numbers on your card(s), while the numbered balls are being randomly drawn by the Ball drawing machine. It's all about getting as many lines per card as possible – the more lines you get, the more you win!

Game Rules

First Person Mega Ball is played with 1 – 400 cards and a Ball drawing machine. Each 5x5 cell card contains 24 randomly arranged unique numbers with a free square in the centre. The free square is considered as an already marked square. You win if you get a horizontal, vertical or diagonal line of 5 squares. You can win up to 9 lines per card.

Main Game Round

- Buy a packet of cards you wish to play with for the value you have selected. You can add more card packets after the first packet is bought and change the value of your cards while the betting time is open. Your selected card value will be automatically applied to all your cards.

- Your cards will be visible on the screen regardless of the amount. You can zoom in on an individual card at any time. If you would like to change the numbers on a particular card, simply zoom in on that card and while the betting time is open, click/tap the REFRESH NUMBERS button until you are satisfied with the resulting new numbers.

- Once you have bought your cards, click/tap PLAY button to start the ball drawing. 20 out of 51 numbered balls are drawn from the Ball drawing machine.
- If the number of the drawn ball matches a number in any of your cards, a badge is automatically placed on that number. When a completed line is collected, your winnings per card are also updated

automatically and displayed below the corresponding card.

- As the balls are drawn one by one, your cards will be automatically updated and sorted, with the card closest to winning placed at the top.
- To add to the excitement, you can also see on your screen how much you could win if a special ball should happen to be drawn. Expected ball numbers will be highlighted in gold on your cards.

- The drawn balls are also automatically updated and visible on your screen.

Mega Ball Bonus round

- After all 20 balls are drawn in the main game round, one or two intriguing Mega Ball Bonus rounds occur. At the beginning of the Mega Ball Bonus round, a Mega Ball multiplier in the range from 5x to 100x is generated. An additional ball is drawn from the Ball drawing machine to determine the number of the Mega Ball.
- If the Mega Ball number completes any line in your card(s), your payout on that card is multiplied by the Mega Ball multiplier.
- If a line is not complete, the Mega Ball number will be treated as a regular ball and will not multiply the payout.
- If there is more than one Mega Ball among your winning lines on the same card, your payout will be multiplied only by the highest multiplier.

Game result

After the game round is over, your cards are sorted again and only those cards with winnings are left on the screen. Your total winnings are calculated automatically and displayed on your screen.

Payouts

Number of Lines	Payout
6+ lines	9,999 - 999,999 : 1
5 lines	999 - 99,999 : 1
4 lines	249 - 24,999 : 1
3 lines	49 - 4,999 : 1
2 lines	4 - 499 : 1
1 line	1x (push) - 99 : 1

Maximum payout for all your winnings within a game round is limited. For details see the Bet Limit table.

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 95.40%, based on 1 card.

The RTP range is 94.61% – 95.40%.

First Person Blackjack

Game Objective

The objective of First Person Blackjack is to achieve a higher card count than the virtual dealer, but without exceeding 21. The best hand is Blackjack – when the sum of values of the first two dealt cards is exactly 21.

- Played with 8 decks.
- Cards shuffled before each game.
- Dealer always stands on 17.
- Double Down on any two initial cards.
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- No Double Down after Split.
- Insurance offered when dealer shows an Ace.
- Blackjack pays 3 to 2.
- Insurance pays 2 to 1.
- Push game when hands tie.

Game Rules

The game is played with 8 standard 52-card decks. Card values are as follows:

- Cards from 2 to 10 are worth their face value.
- Face cards (Jacks, Queens and Kings) are each worth 10.
- Aces are worth 1 or 11, whichever is more favorable to the hand. Note that a soft hand includes an Ace worth 11.

Five hands are available. You can place your bets on one or multiple hands. After you have placed your bets, click/tap the DEAL NOW button to start the dealing. Dealing starts from the hand closest to the 'shoe' and continues clockwise, ending with the virtual dealer. One card is dealt face-up to each hand and the virtual dealer. Afterwards, the second card is dealt face-up to each hand and the last card is dealt face-down to the virtual dealer. The value of each initial hand is displayed next to the cards for each hand.

Blackjack

If the value of your initial two-card hand is exactly 21, you have Blackjack!

Insurance

If the virtual dealer's upcard is an Ace, you are given the option to purchase insurance to offset the risk that the virtual dealer has Blackjack – even when you have Blackjack yourself. The amount of insurance equals half of your main bet, and the insurance bet is settled separately from the bet on your hand. The virtual dealer's downcard is then checked for Blackjack. If there is no Blackjack, the round continues. If the virtual dealer has Blackjack, but you don't, the virtual dealer's hand wins. If you both have Blackjack, the game ends in a push and your bet is returned. Note that when the virtual dealer's upcard is a 10 or face card, you will not be given the option to purchase insurance, and the virtual dealer's downcard will not be checked for Blackjack.

Double Down, Hit or Stand

When the virtual dealer does not have Blackjack upon checking the two initial cards, players are given the chance to improve the values of their hands in turn by choosing to have further cards dealt.

If the value of your initial hand is not 21, you can decide to Double Down. In this case, you will double your bet and be dealt only one additional card to add to your hand. Alternatively, you can decide to Hit to be dealt an additional card to add to the value of your hand. You can Hit more than once to receive additional cards before you decide to Stand once you are satisfied with the value of your hand.

Split

If your initial hand is a pair of cards of equal value, you can decide to Split the pair to make two separate hands, each with a separate bet equal to the main bet. After a second card is dealt to both of your hands, you can improve the value of these two hands by deciding to Hit. Again, you can choose to Stand once you are satisfied with the value of your two hands. However, if you Split an initial pair of Aces, you will receive only one additional card per hand with no option to Hit.

Outcome

If the sum of your hand exceeds 21, you bust and lose your bet on that hand.

When decisions have been made for all hands, the virtual dealer's downcard is revealed. The virtual dealer must Hit on a hand of 16 or less and must Stand on a hand of soft 17 or more. (Remember that a 'soft hand' includes an Ace worth 11.)

You win when the value of your final hand is closer to 21 than the virtual dealer's hand or when the dealer busts. If the hand value is the same, the game round ends in a push and your bet is returned.

Blackjack is only possible using the two cards in the initial two-card deal. A hand of 21 resulting from a split pair is not considered a Blackjack. Therefore, Blackjack beats any hand of 21 resulting from a split pair.

Side Bets

This First Person Blackjack game also includes optional side bets – Perfect Pairs and 21+3. Please note that the main bet is required to place side bets. You have the chance to win on any side bet whether you later win or lose on your main bet.

Perfect Pairs

The **Perfect Pairs** side bet gives you a chance to win if your first two cards comprise any pair – for example, two Queens, two Aces or two 3s. There are three types of pairs, each with a different payout:

- **Perfect Pair** – same suit, e.g. two Aces of Spades.
- **Coloured Pair** – different suits of the same colour, e.g. 2 of Diamonds + 2 of Hearts.
- **Mixed Pair** – different suits of a different colour, e.g. 10 of Hearts + 10 of Clubs.

21+3

The **21+3** side bet gives you a chance to win if your first two cards plus the dealer's up-card comprise any of the following winning combinations (similar to those in poker), each with a different payout:

- **Suited Trips** – an identical triplet, e.g. 3 Queens of Hearts.
- **Straight Flush** – in numerical sequence and same suit, e.g. 10, Jack and Queen of Diamonds.
- **Three of a Kind** – same value but different suits, e.g. any 3 non-matching Kings.
- **Straight** – in numerical sequence but different suits, e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- **Flush** – non-sequential cards in the same suit, e.g. 2, 6 and 10 of Clubs.

Payouts

- Blackjack pays 3:2.
- Winning hand pays 1:1.
- Insurance pays 2:1.

Perfect Pairs

Hand	Payout
Perfect Pair	25:1
Coloured Pair	12:1
Mixed Pair	6:1

21+3

Hand	Payout
Suited Trips	100:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	10:1
Flush	5:1

Please note that any malfunction voids the game round and all eventual payouts for the round.

Return to Player

- Blackjack - 99.28%%.
- Perfect Pairs bet – 95.90%.
- 21+3 bet – 96.30%.

First Person Baccarat

Game Objective

The objective in **First Person Baccarat** is to predict whose hand will win by having the value closest to 9.

Game Rules

First Person Baccarat is played with eight standard 52-card decks. Card values are as follows:

- Aces are the lowest cards and are worth 1 point each.
- Cards from 2 to 9 are worth their numerical face values.
- 10s and face cards (jacks, queens and kings) are each worth 0.

Cards are burnt after each shuffle. At the start of a new shoe, one card is drawn face-up from the shoe. The number of cards to be burnt depends on the face value of the first drawn card. In this card burning procedure, 10s and face cards will have a face value of 10 and will result in 10 cards burnt. Cards are burnt by placing them in the burnt card holder.

Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (hearts, spades, clubs or diamonds) is irrelevant.

Prior to each deal, your bet has to be placed on whether the Player or the Banker will win the round by having the hand with a value closest to 9. You also have the option to bet that the round will end in a Tie, which occurs when both the Player and Banker hold hands of equal value.

Two cards are dealt each to the Player and to the Banker.

Two hands are dealt in Baccarat: one hand to the Player and one hand to the Banker.

If the Player and Banker hold hands of equal value, the round ends in a tie. The Tie bet wins, and bets on the Player and Banker push (are returned).

Each hand's value is calculated by dropping the tens digit in a hand otherwise worth 10 or more. For example, a hand consisting of a 7 and a 9 is only worth 6 in Baccarat (because 16-10=6). Similarly, a face card plus a 9 will be worth 9.

If the Player or the Banker receives an initial two-card hand worth 8 or a 9 (a "natural" 8 or 9), no additional cards will be dealt to either hand.
If the Player and Banker receive initial two-card hands worth 0-7, the "Third Card Rule" is consulted to determine if a third card is to be dealt to either hand or both hands. The Player always goes first.

Player's Hand

Player's initial two-card hand	
0-1-2-3-4-5	Player draws a third card.
6-7	Player stands.
8-9 (a "natural")	No third card to either hand.

Banker's Hand

Banker's initial two-card	Value of third card drawn by Player										
	No third card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

D - Draw; S - Stand

If the Player's hand stands on a 6 or 7, then a Banker hand totalling 3, 4 or 5 must draw, while a Banker hand totalling 6 must stand.

Whoever gets the hand closest to a total of 9 wins.

Side Bets

Side Bet	Description
P Pair	Pays if the first two cards dealt to the Player constitute a pair.
B Pair	Pays if the first two cards dealt to the Banker constitute a pair.
Perfect Pair	Pays 25:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to either the Banker or the Player. Pays 200:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to both the Banker and the Player.
Either Pair	Pays if either the Banker or the Player hand is a pair.
Super 6*	Pays 15:1 if Banker wins with a score of 6. Please place main bet (Player/Banker/Tie) first in order to place the side bet.
P Bonus	Pays when the Player wins the round on a natural 8 or 9 or by at least four points.
B Bonus	Pays when the Banker wins the round on a natural 8 or 9 or by at least four points.

*This side bet is applicable to No Commission Baccarat.

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Player	1:1
Banker	0.95:1 (5% commission is charged) *1:1 0.5:1 when Banker wins with 6
Tie	8:1
P Pair	11:1
B Pair	11:1
Perfect Pair	One pair: 25:1 Two pairs: 200:1
Either Pair	5:1
Super 6**	15:1
P Bonus/B Bonus	**Hand Combination Odds** Non-Natural hand wins by 9 points, 30:1 Non-Natural hand wins by 8 points, 10:1 Non-Natural hand wins by 7 points, 6:1 Non-Natural hand wins by 6 points, 4:1 Non-Natural hand wins by 5 points, 2:1 Non-Natural hand wins by 4 points, 1:1 Natural win, 1:1 Natural tie, Push

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

* Payout for Banker bet in No Commission Baccarat

** Applicable to No Commission Baccarat

Return to Player
The optimal Return to Player (RTP) percentage for **First Person Baccarat** is 98.76%, based on Player bet for No Commission Baccarat.

The following table displays the return-to-player percentage on the different optional side bets.

Side Bet	Return to Player
B Pair	89.64%
P Pair	89.64%
Perfect Pair	91.95%
Either Pair	86.29%
Super 6**	86.18%
P Bonus	97.35%
B Bonus	90.63%

** Applicable to No Commission Baccarat

Game Rules

The objective in **First Person Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel includes the numbers 1-36 plus a single 0 (zero).

After you have placed your bets, click/tap the SPIN button to start the spin of the ball within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.

Line Bet - place your chip at the end of two rows on the intersection between the two rows. A line bet **covers all the numbers in both rows, a total of six numbers.**
OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

Neighbour and Special Bets

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split

- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the *voisins du zero* and *tiers du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (Straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

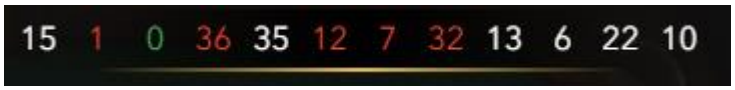
This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (Straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

Winning Numbers

The WINNING NUMBERS display shows the most recent winning numbers.



Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is 97.30%.

First Person American Roulette

Game Rules

The objective in **First Person American Roulette** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in American Roulette includes the numbers 1-36 plus a single 0 (zero) and a double zero (00).

After you have placed your bets, click/tap the SPIN button to start the spin of the ball within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Five Bet** - place your chip on the outer boundary line of the betting grid between 0 and 1 (at the point where the bottom-right corner of the number 0 meets the bottom-left corner of the number one). A Five Bet covers five numbers: 0, 00, 1, 2 and 3.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

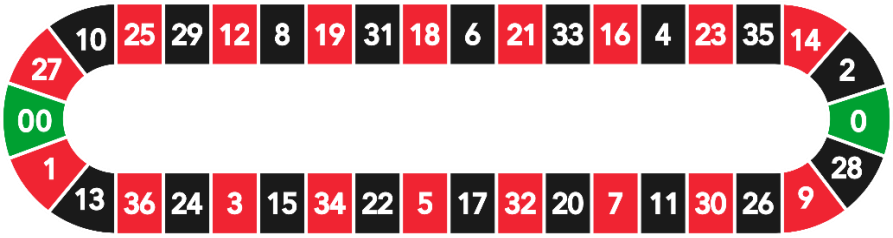
OUTSIDE BETS

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero and double zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero and double zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero and double zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero and double zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to place neighbour bets and other special bets more easily. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.



A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

SPECIAL BETS

Finale en Plein

- Finale en plein 0 – 5-chip bet covers 0+00+10+20+30, each with 1 chip
- Finale en plein 1 – 4-chip bet covers 1+11+21+31, each with 1 chip
- Finale en plein 2 – 4-chip bet covers 2+12+22+32, each with 1 chip
- Finale en plein 3 – 4-chip bet covers 3+13+23+33, each with 1 chip
- Finale en plein 4 – 4-chip bet covers 4+14+24+34, each with 1 chip
- Finale en plein 5 – 4-chip bet covers 5+15+25+35, each with 1 chip
- Finale en plein 6 – 4-chip bet covers 6+16+26+36, each with 1 chip
- Finale en plein 7 – 3-chip bet covers 7+17+27, each with 1 chip
- Finale en plein 8 – 3-chip bet covers 8+18+28, each with 1 chip
- Finale en plein 9 – 3-chip bet covers 9+19+29, each with 1 chip

Finale a Cheval

- Finale a cheval 0/3 – 5-chip bet covers 0+00/3+10/13+20/23+30/33, each with 1 chip
- Finale a cheval 1/4 – 4-chip bet covers 1/4+11/14+21/24+31/34, each with 1 chip
- Finale a cheval 2/5 – 4-chip bet covers 2/5+12/15+22/25+32/35, each with 1 chip
- Finale a cheval 3/6 – 4-chip bet covers 3/6+13/16+23/26+33/36, each with 1 chip
- Finale a cheval 4/7 – 4-chip bet covers 4/7+14/17+24/27+34, each with 1 chip
- Finale a cheval 5/8 – 4-chip bet covers 5/8+15/18+25/28+35, each with 1 chip
- Finale a cheval 6/9 – 4-chip bet covers 6/9+16/19+26/29+36, each with 1 chip
- Finale a cheval 7/10 – 3-chip bet covers 7/10+17/20+27/30, each with 1 chip
- Finale a cheval 8/11 – 3-chip bet covers 8/11+18/21+28/31, each with 1 chip
- Finale a cheval 9/12 – 3-chip bet covers 9/12+19/22+29/32, each with 1 chip

Complete Bets

A Complete Bet places all of the inside bets on a specific number.

For example, a Complete Bet on number 36 will place 18 chips to completely cover it, as follows: 1 chip on Straight-up 36, 2 chips on each of Split bets 33/36 and 35/36, 3 chips on Street bet 34/35/36, 4 chips on 32/33/35/36 Corner bet and 6 chips on Line bet 31/32/33/34/35/36.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Five	6:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player
The optimal theoretical return-to-player percentage is 94.74%.

First Person Craps

Game Objective

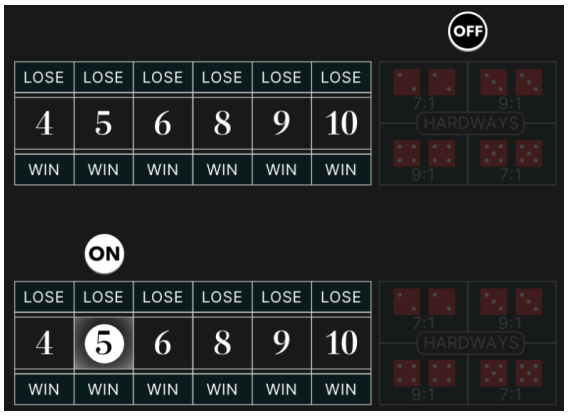
Craps is an entertaining and exciting game of chance played with two regular dice with face values from 1 to 6. The objective of the game is to predict the outcome of the two dice total, based on your selected bets.

Game Rules

There is a wide selection of bets on the Craps table, each type having its own payout and conditions for winning, and with each type of bet requiring different dice totals to be rolled. Some bets are resolved in one roll while others may take several rolls until they are resolved.

The game occurs in two phases: the **Come Out roll** phase and the **Point roll** phase. It is possible to place bets during both phases of the games. For each roll the two dice are thrown by the dice launcher into the wall at the other side of the table. The result is displayed when the two dice have come to a rest on the table.

The puck in the user interface will show if the next roll is a **Come Out** roll (the puck says OFF) or a **Point** roll (the puck says ON). This is useful to know since you can place different bets depending on in which phase you are playing.



Each game round begins with a Come Out roll (OFF) for the fundamental Pass Line or Don't Pass bets. If the sum of the two dice is 7 or 11 – you win on your Pass Line bet. If the sum of the dice is 2 or 3 you win on the Don't Pass bet, and you push on the Don't Pass bet if the sum is 12. Either way the bet is resolved and a new Come Out roll will start.

If any other total is rolled (4, 5, 6, 8, 9 or 10) that total is called the Point. The puck is now changed to ON and placed next to the rolled total on the betting grid or highlight. The game will remain in the Point roll phase until a total of 7 is rolled, or the same point number is rolled once again.

Unlike any other bets that can be placed at any roll phase, bets on the Pass Line or Don't Pass are available only during the Come Out roll phase (puck will show "OFF"). If you joined the game during the Point roll phase, you can participate in the roll by placing bets on Come or Don't Come. These bets are much like the Pass Line and Don't Pass bets, except that you will get a new rolled point number marked by your chips.

Regardless of the game phase, you can always place bets before the next roll of the dice during the betting time.

To play, select which bets you would like to make and place your chips on the betting table accordingly.

Bet Types

All the bets in Craps are grouped into two categories: **Multi-roll** bets and **One Roll** bets, each being an independent bet and having its own payout.

Multi-roll bet

These bets may not be settled on the first roll and will stay on the table until the total of 7 is rolled or the same chosen or established point number is rolled.

J. **Pass Line** – this bet is available only during the Come Out roll phase. You win if the two dice total is a 7 or 11, and you lose if the rolled two dice total is 2, 3, or 12. During the Point roll, you win if the two dice rolled the same point number before a 7.
K. **Don't Pass** – this bet is available only during the Come Out roll phase (puck shows "OFF"). During the Come Out roll, you win if the two dice rolled a 2 or 3, and you push if the rolled sum is 12. If the two dice rolled 7 or 11, you lose. During the Point roll, you win if the two dice rolled a 7 before the same point number is rolled.
L. **Come** – this bet is only available during the Point roll phase (puck shows "ON"). You may place as many Come bets as you wish while in this roll phase. The bets on Come win if 7 or 11 is rolled, and lose if total of 2, 3, or 12 is rolled. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the bottom left corner of the rolled number to mark the point. You win if the same point number is rolled again before a 7.
M. **Don't Come** – this bet is available only during the Point roll phase (puck shows "ON"). You may place as many Don't Come bets as you wish while in this roll phase. The bets on Don't Come win if the total of 2 or 3 is rolled, and you push if the rolled sum is 12. If the two dice rolled 7 or 11, you lose. If any other total is rolled (4, 5, 6, 8, 9 or 10), your chips are moved to the upper left corner of the rolled total to mark the point. You win if a total of 7 is rolled before the same point number is rolled again.
N. **Take Odds** – this bet is available only for Pass Line or Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This is called "Take Odds" because it pays true odds of the established point against a 7. This bet will win together with your Pass Line or Come bet.
O. **Lay Odds** – this bet is available only for Don't Pass or Don't Come bets that has an established point. A circular bet spot will appear next to your bet to show that this bet can be placed. This bet also pays true odds against the established point and will win together with your Don't Pass or Don't Come bet.
P. **Place to Win** – you bet that a total of 4, 5, 6, 8, 9 or 10 will be rolled before a 7. Select the number that you believe will be rolled and place your bet on the corresponding bet spot labelled "WIN". You win if this number is rolled before 7.
Q. **Place to Lose** – you bet that 7 will be rolled before 4, 5, 6, 8, 9 or 10. Select the number you would like to bet against and place your bets on the corresponding bet spot labelled "LOSE". You win if 7 is rolled before this number.
R. **Hardways** – place your bet on any or all pairs of Hardways (2 and 2, 3 and 3, 4 and 4, and 5 and 5). You win if the exact pair is rolled. These bets lose if any combination of 7 is rolled or an easy combination (not a pair) of the total is rolled. For example, a bet on Hardways 4 will win if the dice show 2 and 2, but lose if it shows 3 and 1 – or any combination of 7.

One-roll bet

Each One Roll bet is valid for one roll only and will be resolved after every roll. One roll bets can always be placed, during both Come Out roll and Point roll.

R. **Field** – this bet covers all totals of 2, 3, 4, 9, 10, 11, 12. It pays 1:1, except for the total of 2 and 12 that pays 2:1.
S. **Seven** – this bet covers any rolled combination of 7 (1 and 6, 2 and 5 etc).
T. **Craps** – this bet covers any of the Craps numbers, which are totals of 2, 3 or 12.
U. **Crap 2** – place your bets exactly on the total of 2.
V. **Crap 3** – place your bet exactly on the total of 3.
W. **Crap 12** – place your bet exactly on the total of 12.
X. **Eleven** – place your bet exactly on the total of 11.
Y. **C & E** – this bet covers the combination of any Craps total (2, 3 and 12), and the bet on Eleven (11). If any of the Craps numbers are rolled, you get paid 3:1 but if the 11 is rolled, you get paid 7:1.

Payouts

Your payout depends on the type of placed bet.

BET	PAYOUT
Pass Line / Don't Pass	1:1
Come / Don't Come	1:1
Take Odds Pass Line / Come 4 or 10 5 or 9 6 or 8	 2:1 3:2 6:5
Lay Odds Don't Pass / Don't Come 4 or 10 5 or 9 6 or 8	 1:2 2:3 5:6
Place to Win 4 or 10	9:5
Place to Win 5 or 9	7:5
Place to Win 6 or 8	7:6
Place to Lose 4 or 10	5:11
Place to Lose 5 or 9	5:8
Place to Lose 6 or 8	4:5
Hard 4 or 10	7:1
Hard 6 or 8	9:1
ONE ROLL BETS	
Field 3,4,9,10,11 2 or 12	 1:1 2:1
Seven	4:1
Craps	7:1
Crap 2	30:1
Crap 3	15:1
Crap 12	30:1
Eleven	15:1
C & E 2,3,12 11	 3:1 7:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return to player (RTP) percentage is 99.17% based on the Don’t Pass Line bet if the bet on the Don’t Pass Line bet equals the bet on the Odds bet.

The RTP range is 83.33% - 99.17%.

Ezugi Games

General Rules

Error handling

If there is any error in the game procedure, the game round will be temporarily paused, and the shift manager will be notified. Players will be notified by an on-screen pop-up message, to notify the player that the issue is in the process of investigation. If the manager can immediately resolve the error, the game round will continue as normal. If immediate resolution is not possible, the game round will be cancelled, and initial bets will be refunded to all players who participated in the game round.

Should a system disconnection occur after a bet was placed on the Blackjack table and before the timer has completed, the bet will not be deducted from the balance. If a disconnection occurs after the bet was finalized and already deducted from the balance, yet before the game results are known, the bet will be processed as usual and the game will proceed with default player choices, such as “stand”. The balance is updated according to the game results. If after a disconnection, the player reconnects again during the same Blackjack round, the game will follow the disconnected behavior of a default stand.

Disconnection

The Ezugi Live Dealer services are provided via internet, which inevitably may disconnect at times. This poses potential snags to the game flow and user experience.

In order to minimize the impact caused by unexpected disconnections, when a player loses his connectivity to the game server, a reconnect message will be displayed on the screen.

Until the player reconnects to the game server, the game and chat functionality will behave improperly or be completely inactive.

The following error handling rules apply:

- In the event that a disconnection occurs before bets are placed, i.e. before the 'No More Bets' message on the screen, the bet will not be deducted from the balance and the player will not participate in the game round. Once reconnected, please verify your balance and inform your licensed operator immediately if there are any issues.
- In the event that a disconnection occurs after a game round begins, i.e. after the 'No More Bets' message on the screen, we do not guarantee that your bet was placed. Please verify with your licensed operator to assure the balance is correct. If the bet was placed, the game will proceed as normal and the winnings will be processed according to the game result regardless of the disconnection. Please note the following exceptions:
    - A disconnection message might not be displayed to the player, and all decisions will proceed as the default decision.
    - In the event that a client disconnection occurred while playing the game, regardless of the status of the game, please make sure to review your balance after the reconnection and contact your licensed operator if there is a problem.

Lottery Games

Bet on Numbers

Objective

Forty-nine balls numbered one to 49 are randomly mixed by the lottery machine Tombola. Six of the balls will be drawn one at a time displaying the winning numbers. The aim of the game is to predict the numbers or sums of the balls selected.

Bet Types

We offer 3 types of bets: betting on numbers, colours and sums. Each of these betting types includes 12 options for different bets, displayed as lines beneath each category name.

Each bet type has a different pay-out rate (potential winning) that is specified at the end of the line with the bet name.

Betting Instructions

For your convenience, the lines are divided into 3 groups:

- Betting on numbers
- Betting on colours
- Betting on sums

In each group we provide several lines to select from. In order to place a bet just click on the betting line and select an amount for the bet, then press the 'Place a Bet' button. This bet is applied for one round. When betting on numbers, select a number before placing the bet. To unselect a number, click again on the same number and choose another number.

The player can purchase up to 20 tickets for 1 Draw. For each ticket the player selects the bet amount and desired betting option (line). Afterwards the player needs to click on the 'Place a Bet' button in order to add this ticket to the Current Draw. All the tickets added will be shown in the 'My Tickets' window located on the right side of the screen. Once the timer ends, the Draw will start, and all the Tickets added will participate in this Draw.

As long as the timer didn't end, the player can edit an added ticket or remove it from participating in the Draw. In order to do it, he needs to hover on the 'menu' icon located on the top right corner of a ticket and choose the options 'Edit' or 'Remove' from the Ticket's menu that will be open.

Pay-outs

Your payout depends on the type of placed bet, current pay-outs are as follows:

Bet description	Bet ID	Payout	RTP
Selected ball will be dropped with No. 1,…,49	101	7	85.71%
Selected ball will not be dropped with No. 1,…,49	102	1.05	92.14%
Two selected balls will be dropped with No. 1,…,49	103	70	89.29%
Three selected balls will be dropped with No. 1,…,49	104	750	81.42%
Four selected balls will be dropped with No. 1,…,49	105	4000	28.32%
At least one of two selected balls will be dropped with No. 1,…,49	106	3.8	88.21%
At least one of three selected balls will be dropped with No. 1,…,49	107	2.7	89.14%
First number will be more than 15	108	1.35	93.67%
First number will be more than 25	109	1.9	93.06%
First number will be more than 35	110	3.2	91.42%
First number will be more than 25, second - less	111	3.8	91.16%
First number will be less than 25, second - more	112	3.8	91.16%
More RED colored balls will be dropped	201	2.5	90.76%
More WHITE colored balls will be dropped	202	2.8	90.96%
Color of all dropped balls will be RED	203	51	64.59%
Color of all dropped balls will be WHITE	204	66	63.53%
Color of the FIRST ball dropped shall be RED	205	1.75	89.28%
Color of the FIRST ball dropped shall be WHITE	206	1.85	90.61%
Colors of the FIRST TWO balls dropped shall be RED	207	3.4	88.50%
Colors of the FIRST TWO balls dropped shall be WHITE	208	3.7	88.76%
Color of the FIRST ball dropped shall be RED, SECOND - WHITE	209	3.5	87.47%
Color of the FIRST ball dropped shall be WHITE, SECOND - RED	210	3.5	87.47%
First three balls will be of the same color	211	3.5	87.61%
Last three balls will be of the same color	212	3.5	87.61%
Sum of the dropped balls numbers will be an ODD number	301	1.85	92.51%
Sum of the dropped balls numbers will be an EVEN number	302	1.85	92.49%
Sum of balls dropped will be less than 120	303	4.8	86.74%
Sum of balls dropped will be less than 135	304	2.7	87.00%
Sum of balls dropped will be less than 150	305	1.8	88.93%
Sum of balls dropped will be more than 155	306	2	87.01%
Sum of balls dropped will be more than 170	307	3.2	86.59%
Sum of balls dropped will be more than 185	308	6	86.05%
Sum of RED balls dropped will be more than 100	309	3.4	87.57%
Sum of WHITE balls dropped will be more than 100	310	4	90.14%
Sum of RED balls dropped will be less than 65	311	2.2	87.19%
Sum of WHITE balls dropped will be less than 65	312	2.1	90.45%

Additional Game Features

Progressive Jackpot

This is applicable to 4 balls drawn from the 6 balls that drop per round.

- 5 ZAR bet amount
- 10K seed by the operator to start the jackpot off
- X3000 additional win (which will always be R15K)
- 20% contribution of each R5 bet by the player, ie R1 from each bet is added to the progressive jackpot until it is won

This effectively equates top a R25K seed + 20% contribution from each R5 bet
From 14,000 bets you will get 70,000 ZAR which will contribute additional 14K ZAR to the jackpot, i.e. 20% of R70,000.

Average JP hit is mathematically calculated to produce approximately R25K+R14K = R39K. Mathematically 4/6 should be drawn every 14,000th bet.
Average RTP: 55%

Loyalty Rewards Program

A loyalty customer will earn points based on every cash bet taken within a retail outlet on the Bet On Numbers Game, regardless of the bet winning or losing.

Every customer is issued with a unique code, which they will use to earn and spend loyalty credits (LAC).

For Every R160 Rands spent by the customer, they will be rewarded with 2 loyalty credits (LAC's) which is equivalent to a R2 bet (this is the minimum bet amount that can be played). Points can be accumulated and do not expire. There is no limit set for the amount of points the punter can accumulate. For example, if the punter spends R10 000.00 they will earn 125 loyalty credits (LAC's).

When placing the bet using the loyalty credits, the Ezugi system will capture the stake at 0 cash Rand value, and automatically deduct the credit from the players account, ensuring that they cannot place another loyalty bet until they have earned more credits. In other words, LAC can only be redeemed once!

Should the bet win, only the winning amount will be paid to the customer as the stake is recorded at a 0 Rand value and not the 2 loyalty credits which is not refundable or redeemable for cash.

When generating a tax report, all stake bets processed using loyalty credits is recorded on the system at a 0 Rand value

The Loyalty Application will be available for download on the Apple and Android stores.

Once downloaded, the player will be required to enter his / her full name, e-mail address, birthday and password.

Password length is set to a minimum of 5 characters.

The system will only create an account for someone who is older than 18 (based on the date entered for Birthday).

Ezugi 20

Objective

The aim of the game is to select numbers that will be among the 20 drawn by the lottery machine from 80 balls.

Game Rules and Pay-outs

The player may mark up to eight numbers on the board that has 80 numbers arranged in four rows of twenty. After the 20 numbers are drawn by the lottery machine, winning numbers are paid according to a table that varies based upon the number of numbers marked and the bet amount. For example, four hits for a R2 bet will pay R8, five hits will pay R30 etc.

Betting Instructions

The player can purchase up to 20 tickets for 1 Draw. For each ticket the player selects the bet amount and selects the desired numbers. Afterwards the player needs to click on the 'Place a Bet' button in order to add this ticket to the Current Draw. All the tickets added will be shown in the 'My Tickets' window located on the right side of the screen. Once the timer ends, the Draw will start, and all the Tickets added will participate in this Draw.

As long as the timer didn't end, the player can edit an added ticket or remove it from participating in the Draw. In order to do it, he needs to hover on the 'menu' icon located on the top right corner of a ticket and choose the options 'Edit' or 'Remove' from the Ticket's menu that will be open.

Payouts

Your payout depends on the type of placed bet, current pay-outs are as follows:

Pick 1	Catch	ODDS	RTP
	1	3.5	87.50%

Pick 2	Catch	ODDS	RTP
	2	14	84.18%
	1	0	

Pick 3	Catch	ODDS	RTP
	3	40	55.50%
	2	2	27.75%
	1	0	

Pick 4	Catch	ODDS	RTP
	4	90	27.57%
	3	9	38.92%
	2	1	21.26%
	1	0	

Pick 5	Catch	ODDS	RTP
	5	200	12.90%
	4	20	24.18%
	3	2	16.79%
	2	1	27.05%
	1	0	

Pick 6	Catch	ODDS	RTP
	6	1000	12.90%
	5	100	30.96%
	4	10	28.54%
	3	1	12.98%
	2	0	
	1	0	

Pick 7	Catch	ODDS	RTP
	7	2000	4.88%
	6	200	14.64%
	5	20	17.28%
	4	3	15.66%
	3	2	35.00%
	2	0	
	1	0	

Pick 8	Catch	ODDS	RTP
	8	8000	3.48%
	7	800	12.84%
	6	80	18.93%
	5	8	14.64%
	4	4	32.60%
	3	0	
	2	0	
	1	0	

Golden Balls

Objective

Thirty-nine balls numbered are randomly mixed by the lottery machine Tombola. Three balls will be golden in colour and the other balls will be labelled 1 to 36. Six of the balls will be drawn one at a time displaying the winning numbers. The aim of the game is to predict the numbers or colour of balls selected.

Bet Types

We offer 2 types of bet: betting on numbers or status of golden ball. Bet types includes 12 options for different bets, displayed as lines beneath each category name.

Each bet type has a different payout rate (potential winning) that is specified at the end of the line with the bet name.

Betting Instructions

For your convenience, the lines are divided into 2 groups:

- Betting on numbers
- Betting on colors

In each group we provide several lines to select from. In order to place a bet just click on the betting line and select an amount for the bet, then press the 'Place a Bet' button. This bet is applied for one round. When betting on numbers, select a number before placing the bet. To unselect a number, click again on the same number and choose another number.

The player can purchase up to 20 tickets for 1 Draw. For each ticket the player selects the bet amount and desired betting option (line). Afterwards the player needs to click on the 'Place a Bet' button in order to add this ticket to the Current Draw. All the tickets added will be shown in the 'My Tickets' window located on the right side of the screen. Once the timer ends, the Draw will start, and all the Tickets added will participate in this Draw.

If the timer didn't end, the player can edit an added ticket or remove it from participating in the Draw. In order to do it, he needs to hover on the 'menu' icon located on the top right corner of a ticket and choose the options 'Edit' or 'Remove' from the Ticket's menu that will be open.

Payouts

Your payout depends on the type of placed bet, current pay-outs are as follows:

Bet type ID	Bet name	Pay-out	RTP	With GB SP win
1	Selected ball will be drawn	5,5	84,62%	92,22%
2	2 selected balls will be drawn	41	83,00%	90,6%
3	3 selected balls will be drawn	376	82,28%	89,88%
4	4 selected balls will be drawn	4501	82,08%	89,68%
5	4 Selected ball will NOT be drawn	1,8	89,55%	97,15%
6	1 golden ball will be drawn	2,5	86,66%	94,26%
7	2 golden balls will be drawn	16	86,66%	94,26%
8	3 golden balls will be drawn	401	87,76%	95,36%
9	No golden balls will be drawn	1,4	83,58%	91,18%
10	First drawn ball will be a golden ball	11	84,62%	92,22%
11	First two drawn balls will be golden balls	201	81.38%	88,98%
12	First three drawn balls will be golden balls	6001	65.66%	89,68%

Bonus Bets

Additional payouts are available when the ball that is dropped is a Golden Ball,

- In the event that two golden balls are drawn from the 6 balls, your stake will be returned regardless of the result of the bet, and for each winning bet each player will win their bet amount back (on top of any winnings they might have had in the round)
- In the event that three golden balls drop from the 6 drawn balls you will get 10X your stake back and for each winning bet each player will win their bet amount back (on top of any winnings they might have had in the round)

Roulette Games

Over the Table (OTT) Roulette

The following game rules applies to:

- Casino Marina
- Portomaso
- Oracle Casino
- Ruleta del Sol

Ezugi provides OTT Live Roulette from various licensed Casinos around the world. Punters can place fixed odds bets on the outcome of a live roulette game from a specific casino. The rules are the same as the rules that apply to standard Roulette, however, for ease of reference are set out below:

Objective

The objective in **ROULETTE** is to predict the number on which the ball will land by placing one or more bets that cover that particular number. The wheel in European Roulette includes the numbers 1-36 plus a single 0 (zero).

After betting time has expired, the ball is spun within the Roulette wheel. The ball will eventually come to rest in one of the numbered pockets within the wheel. You win if you have placed a bet that covers that particular number.

Bet Types

You can place many different kinds of bets on the Roulette table. Bets can cover a single number or a certain range of numbers, and each type of bet has its own payout rate.

Bets made on the numbered spaces on the betting area, or on the lines between them, are called Inside Bets, while bets made on the special boxes below and to the side of the main grid of numbers are called Outside Bets.

INSIDE BETS:

- **Straight Up** - place your chip directly on any single number (including zero).
- **Split Bet** - place your chip on the line between any two numbers, either on the vertical or horizontal.
- **Street Bet** - place your chip at the end of any row of numbers. A Street Bet covers three numbers.
- **Corner Bet** - place your chip at the corner (central intersection) where four numbers meet. All four numbers are covered.
- **Line Bet** - place your chip at the end of two rows on the intersection between the two rows. A line bet covers all the numbers in both rows, a total of six numbers.

OUTSIDE BETS:

- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers alongside the box.
- **Red/Black** - place your chip in the Red or Black box to cover the 18 red or 18 black numbers. The zero is not covered by these bets.
- **Even/Odd** - place your chip in one of these boxes to cover the 18 even or 18 odd numbers. The zero is not covered by these bets.
- **1-18/19-36** - place your chip in either of these boxes to cover the first or second set of 18 numbers. The zero is not covered by these bets.

Neighbour Bets

Click/tap the NEIGHBOUR BETS button to view a special oval or racetrack-shaped betting area that allows you to more easily place neighbour bets and other special bets. Re-click/tap the button to close/re-open this feature.

Each bet covers a different set of numbers and offers different payout odds. Bet spots will be highlighted.

Tiers du Cylindre

This bet covers a total of 12 numbers that include 27, 33 and the numbers that lie between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

Orphelins a Cheval

This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the voisins du zero and tiers *du cylindre* bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 6/9 split
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split

Voisins du Zero

This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

Jeu Zero

This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-"or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

Payouts

Your payout depends on the type of placed bet.

INSIDE BETS

BET TYPE	PAYOUT
Straight Up	35:1
Split	17:1
Street	11:1
Corner	8:1
Line	5:1

OUTSIDE BETS

BET TYPE	PAYOUT
Column	2:1
Dozen	2:1
Red/Black	1:1
Even/Odd	1:1
1-18/19-36	1:1

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player percentage is 97.30%.

Roulette Tables

The following game rules applies to:

- Roulette
- Auto Roulette
- Speed Roulette
- Speed Auto Roulette
- VIP Roulette
- Turkish Roulette
- Cumbia Roulette
- Turkish Roulette
- Auto Roulette VIP
- Diamond Roulette
- Prestige Auto Roulette
- Roulette Gold 1 to 20
- Namaste Roulette
- Diamond VIP Roulette
- Fiesta Roulette
- Ruletka Roulette

Objective

European/Single Zero Roulette is one of the oldest, most iconic and attractive gambling games in the world. It is also the easiest to play. It is a game where anybody can try their luck and every time the ball starts spinning, the heart of every player beats faster.

The roulette wheel has 37 separately numbered slots alternately colored red and black. The Zero pocket is green to clearly show that it is not part of any Red/Black, Odd/Even, High/Low, Dozens or Columns bets

The dealer will spin the wheel and release the ball. Once the ball has settled, the dealer will announce the winning number and all bets will be calculated automatically. In Auto-Roulette the ball is spun with a wheel engine automatically and the winning number is displayed on your screen.

The timer will then begin counting down to the start of the next game.

The object of the game is to accurately predict the outcome of where the spinning ball will land inside the turning wheel. By predicting the right number, you earn a pay-out on your bet. The size of the pay-out depends on the nature of the bet placed.

Game flow

To start playing, please wait until the message **"Please place your bets"** appears, then select the value of chip you would like to wager on a given spin and place on the appropriate betting fields on the gaming table.

Your total bet will be displayed in the **"Total bet"** area.

After the Dealer has announced **"No more bets"**, no wager may be placed and any bet so placed can be modified.

At the close of betting, the value of all placed bets is withdrawn from your balance.

When the ball comes to rest in a pocket, the winning number is displayed in the statistics bar and in the middle of the screen. It is also highlighted on the table layout and announced by the Dealer. If any of your bets cover the winning number, you will receive winning returns in accordance with Roulette pay-table. Your win amount will be showed in the **"Last win"** area and in the winning message.

During the next betting time you may:

- Repeat the bets placed in your last game by clicking the **Rebet button**
- **Double** all your bets placed
- **Undo** the last action in placing bets
- **Clear** all your bets on the layout.

Bet Types

There are a number of different possible types of bets to be made in Roulette. These are split into Inside Bets which are bets made onto the numbered section of the table layout, and Outside Bets which are made on the other areas.

Inside Bets:

- **Straight Up Bet -** A bet on an individual number. The simplest roulette bet with the highest payout chance. This bet pays at 35 to 1.
- **Split Bet -** A two-number bet which is placed on the line connecting the two numbers; for example covering 24 and 27. This type of bet pays 17 to 1.
- **Corner Bet -** A bet placed at the corner of four numbers; for example covering 8, 9, 11 and 12. This bet pays 8 to 1.
- **Street Bet -** A 3-number bet, placed at the end of a row of numbers; for example covering 13, 14 and 15. A street bet pays 11 to 1.
- **Six-Line bets -** A six-number bet placed at the junction of two street bets; covering for example 31, 32, 33, 34, 35 and 36. Six-Line bets pay 5 to 1.

Outside Bets:

- **Column Bet** – A 12-number bet placed on the spot marked 2 to 1 at the end of the columns which covers all 12 numbers in the corresponding column. This bet pays 2 to 1.
- **Dozen Bet -** A 12-number bet placed on one of the three boxes marked 1st 12, 2nd 12 or 3rd 12. It covers twelve numbers of the corresponding dozen (1-12, 13-14 or 25-36). This bet pays 2 to 1.
- **Chances: Red/Black, Even/Odd, 1 to 18/19 to 36– got their name because each of it** pays 1 to 1. Any covers the 18 numbers on the board as described in that box. Red/Black bets cover either the 18 red numbers or the 18 black numbers. Even/Odd bets cover the even numbers (2, 4, 6, 8, etc.) or the odd numbers (1, 3, 5, 7 etc.). 1 to 18 / 19 to 36 bets cover the lower 18 numbers or the higher 18 numbers. (Pays 1:1).

The Zero is not covered by any of the Columns, Dozens or Chances

When you place bets, the numbers that would be included in the selected bet type, will be highlighted.

Example: A pay-out of, 35:1 on a Straight-Up Bet means when you bet, for example, 5 chip units on a single number would win 175 chip units plus your original bet of 5, if your number won. Your total payoff will be equal to the sum of your winning 175 chip units, plus your original bet of 5 units.

PAYOUTS

Bet Type	Covers	Payout
Straight up	1 Number	35:1
Split	2 Numbers	17:1
Street	3 Numbers	11:1
Corner	4 Numbers	8:1
Line	6 Numbers	5:1
Column	12 Numbers	2:1
Dozen	12 Numbers	2:1
Red/Black	18 Numbers	1:1
Even/Odd	18 Numbers	1:1
1-18/19-36	18 Numbers	1:1

RTP

The RTP of Roulette is 97.3%.

Baccarat Games

Over the Table (OTT) Baccarat

The following game rules applies to:

- Casino Marina
- Portomaso
- Oracle Casino

Ezugi provides OTT Live Baccarat from various licensed Casinos around the world. Punters can place fixed odds bets on the outcome of a live Baccarat game from a specific casino. The rules are the same as the rules that apply to standard Baccarat, however, for ease of reference are set out below:

Objective

Predict whether the dealer will win, player will win or they will tie.

Game Rules

In the Baccarat game two hands are dealt; one for the banker and another for the player. The player bets which will win, or if they will tie. The winning hand has the closest value to nine. The game is played with eight decks of cards that are shuffled regularly by the dealer. After a shuffle, the first card is burned and revealed to players. A number of additional cards equal to the value of the first card are then also burned (face cards equal 10). Malfunction voids all pays.

Card Values

Ace	1
Face cards and tens	0
All other cards	Value stated on the card

If the cards in a hand total more than ten points, simply subtract ten to obtain the baccarat point value of the hand. (e.g. 8+8=16, but counts as 6. Jack+7=17, but counts as 7.)

A two-card total of nine is the best hand and is called a "Natural". The second-best hand is a "Natural" eight. If both the player and banker are dealt identical hands, the game ends in a tie and bets on both the banker and player are returned.

The dealer will deal two cards for the player's hand and two for the banker's hand. If the value of either hand is eight or nine (a natural) the hand is complete and no further cards are dealt. Otherwise, the player gets dealt another card for a hand sum up to, and including, five. If the player did not draw a third card, then the banker is dealt a third card using the same rules mentioned above.

If the player did draw a third card, then the banker follows these rules: If the player's third card is a 2 or 3, the banker will draw if he has a 0-4 and stays with a 5-7. If the player's third card is a 4 or 5, the banker will draw if he has a 0-5 and stays with a 6 or 7. If the player's third card is a 6 or 7, the banker will draw if he has a 0-6 and stays with a 7. If the player's third card is an 8, then the banker will draw if he has a 0-2 and stays with a 3-7. If the player's third card is a 9,10, face card or Ace, the banker will draw if he has a 0-3 and stays with a 4-7. At the end of the game winnings are paid as follows: Banker: 0.95:1 Player: 1:1 Tie: 8:1

Rules for a player

- If the player has 6 or 7 he does not get the third card. If the player has a score of 5 or less, a third card is dealt.

Rules for banker

- If the player has not been dealt the third card, the dealer calls card if he has a score of 5 or less.
- If the player has been dealt the third card, the value of the player's third card and that of the dealer's hand will stabilize if the dealer gets the third card by following the table below:
- Natural Win pays 1 to 1
- Natural Tie is a Push
- Non-Natural Win by 9 points pays 30 to 1
- Non-Natural Win by 8 points pays 10 to 1
- Non-Natural Win by 6-7 points pays 4 to 1
- Non-Natural Win by 4-5 points pays 2 to 1

All other outcomes result in a loss of the Dragon Bonus bet

Betting Instructions

To place a bet, select a chip value from the slider and then click directly where it says Player, Banker or Tie in the center of the table. Once the timer has finished the countdown, the dealer will begin dealing the cards. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Dragon Bonus Player	97.35%
Player	98.76%
Tie	85.64%
Banker	98.94%
Dragon Bonus Banker	90.63%

Baccarat Tables

The Following Game rules applies to:

- Baccarat Pro Tables 1 to 100
- Golden Baccarat
- Speed Cricket Baccarat
- Fiesta Baccarat
- Baccarat Tables A to Z and or 1 to 100
- Salsa Baccarat 1 to 100
- Baccarat No Commission

Objective

Predict whether the dealer will win, player will win or they will tie.

Game Rules

In the Baccarat game two hands are dealt; one for the banker and another for the player. The player bets which will win, or if they will tie. The winning hand has the closest value to nine. The game is played with eight decks of cards that are shuffled regularly by the dealer. After a shuffle, the first card is burned and revealed to players. A number of additional cards equal to the value of the first card are then also burned (face cards equal 10). Malfunction voids all pays.

Card Values

Ace	1
Face cards and tens	0
All other cards	Value stated on the card

If the cards in a hand total more than ten points, simply subtract ten to obtain the baccarat point value of the hand. (e.g. 8+8=16, but counts as 6. Jack+7=17, but counts as 7.)

A two-card total of nine is the best hand and is called a "Natural". The second-best hand is a "Natural" eight. If both the player and banker are dealt identical hands, the game ends in a tie and bets on both the banker and player are returned.

The dealer will deal two cards for the player's hand and two for the banker's hand. If the value of either hand is eight or nine (a natural) the hand is complete and no further cards are dealt. Otherwise, the player gets dealt another card for a hand sum up to, and including, five. If the player did not draw a third card, then the banker is dealt a third card using the same rules mentioned above.

If the player did draw a third card, then the banker follows these rules: If the player's third card is a 2 or 3, the banker will draw if he has a 0-4 and stays with a 5-7. If the player's third card is a 4 or 5, the banker will draw if he has a 0-5 and stays with a 6 or 7. If the player's third card is a 6 or 7, the banker will draw if he has a 0-6 and stays with a 7. If the player's third card is an 8, then tha banker will draw if he has a 0-2 and stays with a 3-7. If the player's third card is a 9,10, face card or Ace, the banker will draw if he has a 0-3 and stays with a 4-7. At the end of the game winnings are paid as follows: Banker: 0.95:1 Player: 1:1 Tie: 8:1

Rules for a player

- If the player has 6 or 7 he does not get the third card. If the player has a score of 5 or less, a third card is dealt.

Rules for banker

- If the player has not been dealt the third card, the dealer calls card if he has a score of 5 or less.
- If the player has been dealt the third card, the value of the player's third card and that of the dealer's hand will stabilize if the dealer gets the third card by following the table below:
- Natural Win pays 1 to 1
- Natural Tie is a Push
- Non-Natural Win by 9 points pays 30 to 1
- Non-Natural Win by 8 points pays 10 to 1
- Non-Natural Win by 6-7 points pays 4 to 1
- Non-Natural Win by 4-5 points pays 2 to 1

All other outcomes result in a loss of the Dragon Bonus bet

Betting Instructions

To place a bet, select a chip value from the slider and then click directly where it says Player, Banker or Tie in the center of the table. Once the timer has finished the countdown, the dealer will begin dealing the cards. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Dragon Bonus Player	97.35%
Player	98.76%
Tie	85.64%
Banker	98.94%
Dragon Bonus Banker	90.63%

Knock Out Baccarat

Objective

Predict whether the dealer will win, player will win or they will tie.

Game Rules

In the Baccarat game two hands are dealt; one for the banker and another for the player. The player bets which will win, or if they will tie. The winning hand has the closest value to nine. The game is played with eight decks of cards that are shuffled regularly by the dealer. 1 deck is cut after the shuffle and the three first cards of the shoe are burnt.

Card Values

Ace	1
Face cards and tens	0
All other cards	Value stated on the card

If the cards in a hand total more than ten points, simply subtract ten to obtain the baccarat point value of the hand. (e.g. 8+8=16, but counts as 6. Jack+7=17, but counts as 7.)

A two-card total of nine is the best hand and is called a 'Natural'. The second-best hand is a 'Natural' eight. If both the player and banker are dealt identical hands, the game ends in a tie.

The dealer will deal two cards for the player's hand and two for the banker's hand. If the value of either hand is eight or nine (a natural) the hand is complete and no further cards are dealt. Otherwise, the player gets dealt another card for a hand sum of 5 or less. If the player did not draw a third card, then the banker follows the same rules just mentioned above.

If the player did draw a third card, then the banker follows these rules:

Rules for a player

- If the player has 6 or 7 he does not get the third card. If the player has a score of 5 or less, a third card is dealt.

Rules for banker

- If the player has not been dealt the third card, the dealer calls card if he has a score of 5 or less.
- If the player has been dealt the third card, the value of the player's third card and that of the dealer's hand will stabilize if the dealer gets the third card by following the table below:
- If the player's third card is a 2 or 3, the banker will draw if he has a 0-4 and stays with a 5-7.
- If the player's third card is a 4 or 5, the banker will draw if he has a 0-5 and stays with a 6 or 7.
- If the player's third card is a 6 or 7, the banker will draw if he has a 0-6 and stays with a 7.
- If the player's third card is an 8, then tha banker will draw if he has a 0-2 and stays with a 3-7.
- If the player's third card is a 9,10, face card or Ace, the banker will draw if he has a 0-3 and stays with a 4-7.

At the end of the game winnings are paid as follows: Banker: 0.95:1 Player: 1:1 Tie: 8:1

Banker:	0.95:1
Player:	1:1
Tie:	8:1

In the event of a tie, bets on Banker and Player are refunded.

Ante/wager player or banker

- After bets are placed, one card is dealt to the 'Player hand'. Players on 'ANTE' are now asked to PLAY or FOLD. To PLAY an amount of exactly twice the ANTE must be placed on WAGER. The game now continues.
- The score of the 'Player' and 'Banker' are compared; the winner is the highest.
  Winning bets on Ante pay 1-1
  WAGER pays as follows:
  If the losing hand is: 0 - 3, pays 1 to 2
  If the losing hand is: 4 - 5, pays 1 to 1
  If the losing hand is: 6,7 or 8, pays 2 to 1

Natural win player or banker

This bet can be made before any cards are dealt. The bet wins if the hand wins and contains a Natural Result, (first 2 cards total 8 or 9). Pays 4-1

Winning total

Select the winning total for the payout shown. In the event of tie, bets on Winning Total are lost.

If the winning total is 1,2,3 or 4	pays 7.5 - 1
If the winning total is 5 or 6	pays 4 - 1
If the winning total is 7	pays 4.5 - 1
If the winning total is 8	pays 3 - 1
If the winning total is 9	pays 2.5 - 1

Dragon Bonus Baccarat

Objective

Predict whether the dealer will win, player will win or they will tie.

Game Rules

In the Baccarat game two hands are dealt; one for the banker and another for the player. The player bets which will win, or if they will tie. The winning hand has the closest value to nine. The game is played with eight decks of cards that are shuffled regularly by the dealer. After a shuffle, the first card is burned and revealed to players. A number of additional cards equal to the value of the first card are then also burned (face cards equal 10). Malfunction voids all pays.

Card Values

Ace	1
Face cards and tens	0
All other cards	Value stated on the card

If the cards in a hand total more than ten points, simply subtract ten to obtain the baccarat point value of the hand. (e.g. 8+8=16, but counts as 6. Jack+7=17, but counts as 7.)

A two-card total of nine is the best hand and is called a "Natural". The second-best hand is a "Natural" eight. If both the player and banker are dealt identical hands, the game ends in a tie and bets on both the banker and player are returned.

The dealer will deal two cards for the player's hand and two for the banker's hand. If the value of either hand is eight or nine (a natural) the hand is complete and no further cards are dealt. Otherwise, the player gets dealt another card for a hand sum up to, and including, five. If the player did not draw a third card, then the banker is dealt a third card using the same rules mentioned above.

If the player did draw a third card, then the banker follows these rules: If the player's third card is a 2 or 3, the banker will draw if he has a 0-4 and stays with a 5-7. If the player's third card is a 4 or 5, the banker will draw if he has a 0-5 and stays with a 6 or 7. If the player's third card is a 6 or 7, the banker will draw if he has a 0-6 and stays with a 7. If the player's third card is an 8, then tha banker will draw if he has a 0-2 and stays with a 3-7. If the player's third card is a 9,10, face card or Ace, the banker will draw if he has a 0-3 and stays with a 4-7. At the end of the game winnings are paid as follows: Banker: 0.95:1 Player: 1:1 Tie: 8:1

Rules for a player

- If the player has 6 or 7 he does not get the third card. If the player has a score of 5 or less, a third card is dealt.

Rules for banker

- If the player has not been dealt the third card, the dealer calls card if he has a score of 5 or less.
- If the player has been dealt the third card, the value of the player's third card and that of the dealer's hand will stabilize if the dealer gets the third card by following the table below:
- Natural Win pays 1 to 1
- Natural Tie is a Push
- Non-Natural Win by 9 points pays 30 to 1
- Non-Natural Win by 8 points pays 10 to 1
- Non-Natural Win by 6-7 points pays 4 to 1
- Non-Natural Win by 4-5 points pays 2 to 1

All other outcomes result in a loss of the Dragon Bonus bet

Betting Instructions

To place a bet, select a chip value from the slider and then click directly where it says Player, Banker or Tie in the center of the table. Once the timer has finished the countdown, the dealer will begin dealing the cards. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Dragon Bonus Player	97.35%
Player	98.76%
Tie	85.64%
Banker	98.94%
Dragon Bonus Banker	90.63%

Super 6 Baccarat

Objective

Predict whether the dealer will win, player will win or they will tie.

Game Rules

In the Baccarat game two hands are dealt: one for the banker and another for the player. The player bets which will win, or if they will tie. The winning hand has the closest value to nine. The game is played with eight decks of cards that are shuffled regularly by the dealer. 1 deck is cut after the shuffle and the three first cards of the shoe are burnt.

Card Values

Ace	1
Face cards and tens	0
All other cards	Value stated on the card

If the cards in a hand total more than ten points, simply subtract ten to obtain the baccarat point value of the hand. (e.g. 8+8=16, but counts as 6. Jack+7=17, but counts as 7).

A two-card total of nine is the best hand and is called a 'Natural'. The second-best hand is a 'Natural' eight. If both the player and banker are dealt identical hands, the game ends in a tie and bets on both the banker and player are returned.

The dealer will deal two cards for the player's hand and two for the banker's hand. If the value of either hand is eight or nine (a natural) the hand is complete and no further cards are dealt. Otherwise, the player gets dealt another card for a hand sum of 5 or less. If the player did not draw a third card, then the banker follows the same rules just mentioned above.

If the player did draw a third card, then the banker follows these rules:

Rules for Player

- If the player has 6 or 7 he does not get the third card. If the player has a score of 5 or less, a third card is dealt.

Rules for Banker

- If the player has not been dealt the third card, the dealer calls card if he has a score of 5 or less.
- If the player has been dealt the third card, the value of the player's third card and that of the dealer's hand will stabilize if the dealer gets the third card by following the table below:
- If the player's third card is a 2 or 3, the banker will draw if he has a 0-4 and stays with a 5-7.
- If the player's third card is a 4 or 5, the banker will draw if he has a 0-5 and stays with a 6-7.
- If the player's third card is a 6 or 7, the banker will draw if he has a 0-6 and stays with a 7.
- If the player's third card is an 8, then the banker will draw if he has a 0-2 and stays with a 3-7.
- If the player's third card is a 9,10, face card or Ace, the banker will draw if he has a 0-3 and stays with a 4-7.

At the end of the game winnings are paid as follows:

Player	1:1
Banker	1:1
Banker wins with 6	0.5:1
Tie	8:1

In the event of a tie, bets on Banker and Player are refunded.

Side Bets

The Super 6 Side bet is independent of the main bet and not a requirement; it can be placed independently of any main bet or as an addition to the main bet. The Super 6 side bet allows you to bet on the chance that the Banker will win with a card value of 6. Winning the Super 6 side bet pays 12:1 + bet amount. All other outcomes result in a loss of the Super 6 bet.

Betting Instructions

To place a bet, select a chip value from the slider and then click directly where it says Player, Banker, Tie or Super 6 in the center of the table. Once the timer has finished the countdown, the dealer will begin dealing the cards. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Player	98.76%
Tie	85.64%
Banker	98.94%
Banker wins with 6	64.63%
Super 6	70.02%

Dragon Tiger

Objective

Predict whether the dealer Dragon will win, player Tiger will win or they will tie.

Game Rules

In the Dragon Tiger game two hands are dealt; one for the Dragon and another for the Tiger. The player bets which will win, or if they will tie. The winning hand is the hand with the highest ranking card. If the Dragon and Tiger hands have the same ranking, the round of play is a Tie. There are no ranking of suits in the game of Dragon Tiger. The game is played with eight decks of cards that are pre-shuffled by the pitboss. One deck is cut after the shuffle and the three first cards of the shoe are burnt.

Card Values

The ranking of cards is, from lowest to highest: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen and King when Ace is "1" and King is "13".

The dealer will deal one card for the Dragon's hand and one for the Tiger's hand.

At the end of the game winnings are paid as follows:

Dragon	1:1
Tiger	1:1
Tie	11:1

In the event of a tie, bets on Dragon and Tiger will lose 50% of the wagered amount.

Betting Instructions

To place a bet, select a chip value from the slider and then click directly where it says Dragon, Tiger or Tie in the center of the table. Once the timer has finished the countdown, the dealer will begin dealing the cards. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Dragon	96.27%
Tie	89.64%
Tiger	96.27%

Blackjack Games

Blackjack Tables

The following game rules applies to:

- Mambo Blackjack
- Diamond Blackjack
- Blackjack Gold Tables 1 to 20
- VIP Blackjack
- Turkish Blackjack Tables 1 to 20
- VIP Blackjack with Surrender
- Blackjack Platinum
- Rumba Blackjack Tables 1 to 20
- Blackjack Tables 1 to 100 and or A to Z
- Diamond VIP Blackjack
- Italian Blackjack

Objective

The aim of the game is to beat the dealer. A hand that has a value of closer to 21 than the dealer's hand is a winner. You can also win if the dealer's hand goes over 21 (bust). Be careful though because if your hand goes above 21 you will lose automatically.

Playing Instructions

Once the game has loaded you need to choose your seat at the table by clicking on any available seat with a “Free Seat” sign. Seats are numbered from one to seven in the lobby and the number of the seat chosen is displayed in the game history.

To place a bet, select your chip value from the slider and then click directly on the table in front of your seat. You have a limited amount of time from the start of the game to place a bet.

If a game is already in progress you will need to wait for it to complete before you can play.

When the game begins all players will be dealt two cards face up, the dealer will get two cards as well, although one will be face down.

Game Rules

Card Values

The cards all assume their face value with the exception of any court or picture cards (Jacks, Queens and Kings) which all value 10, and Aces which value either 1 or 11 depending on which will give the player the best hand. If the first two cards dealt to you total 21 (e.g. an Ace and a 10) you have blackjack. A blackjack pays 3 to 2 on the player's original stake; unless the dealer and player both have a blackjack, in which case, the result will push. Other wins pay at 1 to 1. Note that a BJ, (initial two cards are an Ace and a 10 value cards)), beats a 21 sum hand which was not a result of the first two cards.

Each player takes turns to act on his or her hand, starting from the player at the right. When it is your turn to act you will be presented with a number of options:

- Stand - Take no further action and remain with the value of the cards in your hand.
- Hit - Take another card to try to improve the value of your hand. This option can be used multiple times.
- Double Down - Double the amount you have bet on your hand and receive one more card and no more.
- Split - If your first two cards are of the same value, you can perform a “split” by doubling your bet and receive two more cards. This effectively gives you two hands to play.

Note: If you split Aces you are only dealt one more card to each hand and cannot hit for extra cards. A 21 hit after splitting is not a blackjack as the cards are not the first two dealt, and therefore only pays 1 to 1. You are not able to split hands more than once.

If the dealer's up facing card is an ace, the Players are offered and following:

- Insurance bet- This bet is half the player's stake. In the event that the dealer has a blackjack this bet will pay at 2 to 1. If the dealer does not have blackjack the bet is lost and the hands play as normal.
- Surrender- When applicable, the player receives half the bet value back without playing any further.
- Not to place insurance bet- Continue the game as usual.

A slow network connection or slow device performance may hinder the player from selecting a choice on time. When no choice is selected, the default selection is a “stand” (and “No” for insurance).

Once the players have all performed, the dealer will turn over her card that is faced down. If the value of her hand is below 17, the dealer must deal another card. The Dealer will continue taking cards until the value of her cards is at least 17. When the dealer's card value is between 17 and 21, no more cards are drawn. All players with a hand closer to 21 than the dealer's, win the round. If the player's hand is the same value as the dealer's, the hand is a push or a tie, and the player keeps his stake. If the dealer gets busted, all players get paid unless they were busted themselves.

In the event that all players get busted, the dealer will not deal cards to the dealer's hand and will open dealer's face down card, in this case all players lose the round.

This version of blackjack is played with eight decks of cards, cut in the middle. The dealer shuffles the cards at the end of the round in which the dealer hits the red card that cut the deck (at approximately half way through).

The game follows the rules below:

Applicable Blackjack Rules Offering	
Number of decks used	Eight
Dealer hit or stand on soft 17 (Ace,6)	Stand
Can player double after split	Yes
Player can double on	Any two Cards
Player can split	One Hand
Player can split aces	Yes
Player can hit split aces	No
Entire player bet lost vs Dealer BJ	Yes
Late surrender allowed	No
Blackjack pays	3 to 2

Side Bets

This Blackjack game includes two optional side bets – Perfect Pairs and 21+3. Side bets can only be placed in addition to a main Blackjack bet. The side bet winnings are independent of the outcome of the regular Blackjack game.

Perfect Pairs win when the first two cards dealt to a player produce a pair. There are three possible pair types:

- Perfect Pair- A pair of the same rank and the same suit. e.g. two Aces of Spades.
- Colored Pair- A pair of the same rank and color but a different suit; e.g. 2 of Diamonds + 2 of Hearts.
- Mixed Pair- A pair of the same rank with different suits; e.g. 10 of Hearts + 10 of Clubs.

Each pair receives a different payout amount.

The **21+3** bet gives you the chance to win if your first two cards plus the dealer's up-facing card comprise any of the following winning combinations (similar to those in poker):

- Suited Trips: An identical threesome; e.g. 3 Queens of Hearts.
- Straight Flush: A threesome in numerical sequence and same suit; e.g. 10, Jack and Queen of Diamonds.

- Three of a Kind: A threesome with the same value but with different suits; e.g. any 3 Kings that do not match.
- Straight – A threesome in numerical sequence but different suits; e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- Flush – A threesome with the same suit; e.g. 2, 6 and 10 of Clubs.

Each combination receives a different payout amount.

Ante - In some games you must place a stake in order to receive your hand.

Payouts

	Blackjack	**3:2**
Basic Blackjack	Player wins	1:1
	Insurance	2:1
	Perfect Pair	25:1
Perfect Pair Side Bet	Colored Pair	12:1
	Mixed Pair	6:1
	Suited Trips	100:1
	Straight Flush	40:1
21+3 Side Bets	Three of a Kind	25:1
	Straight	10:1
	Flush	5:1

Rtp

Blackjack	99.5%
Perfect Pairs	95.9%
21+3	93.71%

Unlimited Blackjack

The following game rules applies to:

- Mambo Unlimited Blackjack
- Unlimited Blackjack
- Fiesta Blackjack Unlimited
- Unlimited Turkish Blackjack

Objective

The aim of the game is to beat the dealer. A hand that has a value closer to 21 than the dealer's hand is a winner. You can also win if the dealer's hand goes over 21 (bust). Be careful though because if your hand goes above 21 you will lose automatically.

Playing Instructions

To place a bet, select your chip value from the slider and then click directly on the table in front of your seat. You have a limited amount of time from the start of a game to place a bet.

If a game is already in progress you will need to wait for it to complete before you can play.

When the game begins all players will be dealt two Common-cards face up. These cards will be used by all participating players as the initial cards of their hands. The dealer will get two cards as well, although one will be face down. The cards in the Dealer's hand will be common cards for all players.

Game Rules

Card Values - The cards all assume their face value with the exception of any court or picture cards (Jacks, Queens and Kings) which all value 10, and Aces which value either 1 or 11 depending on which will give the player the best hand. If the first two cards dealt to you total 21 (e.g. an Ace and a 10) you have Blackjack. A Blackjack pays 3 to 2 on the player's original stake; unless the dealer and player both have a Blackjack, in which case, the result will push. Other wins pay at 1 to 1. Note that a Blackjack, where the initial two cards are an Ace and a card with a value of ten, beats a sum of 21 that was accumulated through Hits, Double or after Split.

All Players act during the limited amount of time on the Player's Common Blackjack-Hand simultaneously and make their decisions independently. For example, if the first two player's cards are King and 6 (thus a total of 16) one player might choose to double, another player might choose to stand and yet another player might hit. The dealer keeps on drawing player cards, just as long as all players have played their hands.The possible decisions are as follows below:

- Stand - Take no further action and remain with your hand's value. When all players choose Stand, the dealer will stop dealing cards to the Player's Common Blackjack-Hand.
- Hit - Take another card to try to improve the value of your hand. This option can be used multiple times. Community cards then are dealt 1 by 1 which are used by each player depending on their own decision.
- Double Down - Double the amount you have bet on your hand and receive one more card and no more. A player is not permitted to Double Down if the first two cards dealt to the player is a Blackjack. Double Down after a Split is allowed.
- Split - If the two first cards drawn to the Player are the pairs 2-2, 3-3, 6-6, 7-7, 8-8 or A-A then the Dealer will split the cards and give the Players the option to play with one or two hands. The relevant message will be shown. If you decide to play with both hands then your original bet will be doubled.

Note: If a pair of Aces is split, only one card can be dealt to each hand. Reaching 21 after splitting is not Blackjack as the cards are not the first two dealt, and therefore only pays 1 to 1.

If the Dealer's face up card is an Ace, the Players are offered the following:

- Insurance bet - This bet is half the player's stake. In the event that the dealer has a Blackjack this bet will pay at 2 to 1. If the dealer does not have Blackjack the bet is lost and the hands play as normal.
- Not to place Insurance bet - Continue the game as usual.

A slow network connection or slow device performance may hinder the player from selecting a choice on time. When no choice is selected, the default selection is a 'Stand', 'No' for insurance and 'Playing one hand' for Split.

Once the players have all performed, the dealer will turn over the card that is faced down. If the value of the hand is below 16, the dealer must deal another card. The dealer will continue taking cards until the value of dealer‘s cards is at least 17. When the dealer’s card value is between 17 and 21, no more cards are drawn. All players with a hand closer to 21 than the dealer’s, win the round. If the player's hand is the same value as the dealer's, the hand is a push or a tie, and the player keeps his stake. If the dealer gets busted, all players get paid unless they were busted themselves.

In the event that all players get busted, the dealer won’t deal cards to the dealer’s hand and will open dealer’s face down card. In this case all players lose the round.

This version of Blackjack is played with eight decks of cards, cut in the middle. The dealer shuffles the cards at the end of the round in which the dealer hits the red card that cut the deck (at approximately half way through).

The game follows the rules below:

Applicable Blackjack Rules Offering

Rule	**Value**
Number of decks used	Eight
Dealer hit or stand on soft 17 (Ace,6)	Stand
Can player double after split	Yes
Player can double on	Any two Cards
Player can hit split aces	No
Entire player bet lost vs Dealer BJ	Yes
Late surrender allowed	No
Blackjack pays	3 to 2

Blackjack Side Bets

This Blackjack game includes two optional side bets – Perfect Pairs and 21+3 and sometimes an Ante. Side bets can only be placed in addition to a main Blackjack bet. The side bet winnings are independent of the outcome of the regular Blackjack game.

Perfect Pairs

Perfect Pairs win when the first two cards dealt to a player produce a pair. There are three possible pair types:

Perfect Pair: A pair of the same rank and the same suit. e.g. two Aces of Spades.

Colored Pair: A pair of the same rank and color but a different suit; e.g. 2 of Diamonds + 2 of Hearts.

Mixed Pair: A pair of the same rank with different suit and color; e.g. 10 of Hearts + 10 of Clubs.

Each pair receives a different payout amount.

21+3

The 21+3 bet gives you the chance to win if your first two cards plus the dealer's up-facing card comprise any of the following winning combinations (similar to those in poker):

Suited Trips: An identical threesome; e.g. 3 Queens of Hearts.

Straight Flush: A threesome in numerical sequence and same suit; e.g. 10, Jack and Queen of Diamonds.

Three of a Kind: A threesome with the same value but with different suits; e.g. any 3 Kings that do not all match in suits.

Straight: A threesome in numerical sequence but different suits; e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.

Flush: A threesome with the same suit; e.g. 2, 6 and 10 of Clubs.

Each combination receives a different payout amount.

Ante

In some games you must place a stake in order to receive your hand.

Payouts

GAME	HAND	PAYOUT
Basic Blackjack	Blackjack	3:2
	Player wins	1:1
	Insurance	2:1
Perfect Pair Side Bets	Perfect Pair	25:1
	Colored Pair	12:1
	Mixed Pair	6:1
21+3 Side Bets	Suited Trips	100:1
	Straight Flush	40:1
	Three of a Kind	25:1
	Straight	10:1
	Flush	5:1

RTP

GAME	RTP
Blackjack	99.56%
Perfect Pair	95.9%
21+3	93.71%

Poker Games

Casino Holdem

Objective

The objective of Casino Hold'em is to get a better 5-card hand than the dealer's using the player's 2 dealt cards and five community cards.

Game Rules

The game is played with a single 52-card deck (excluding Jokers), and the deck is changed anew for each game, then shuffled.

Any number of players can participate in a single game simultaneously, each taking no more than one seat.

Betting Instructions

Players must place an initial bet, the Ante, to participate in the round.

Place a bet by selecting a chip value from the slider and clicking on the bet option on the table before the timer runs out. You cannot join a game in progress.

The Rebet button will rebet the last bet placed. After clicking on the button, it will be replaced by the Double button.

The Double button doubles the rebet, so long as this new value is both within the allowed limits and the player's playable balance. If doubling all bets exceeds the player’s playable credit, only the first few bets will be doubled until the playable credit limit is reached.

The Undo button located under the Rebet will cancel the last action.

The Clear button will remove all of the bets placed.

Adding excitement to the game, the player can also place a bonus bet, which pays out when two aces or better are dealt out in the first dealing round (out of 2 player cards and 3 community cards).

Playing Instructions

The dealer deals the first round of cards: two cards facing up to the player, two cards facing down for the dealer, and three community cards that are used by all participating players to make up their respective hands.

Based on these, choose whether you would like to CALL, by placing a Call Bet that is equal to double your Ante, or FOLD – thereby ending the round and losing your Ante.

If you choose to continue, the dealer deals two more cards – the Turn and the River.

Finally, the dealer reveals his/her hidden cards and the hands are compared. The best hand wins, based on five of the seven cards.

Bonus Bet

The player can also place a bonus bet, which pays out when two aces or better are dealt made up of only the players two hole cards and the first three community card (only these five cards make up the hand for the bonus bet).

The bonus bet can only be placed after making an initial ante bet. The bonus bet is always active in the round regardless of the player's decision to Call or Fold.

Ranking Hands

Individual cards are ranked down from Ace, which has the highest value, through face cards (King, Queen, then Jack), and finally from 10 down to 2.

For completing a Straight, the Ace may represent either a 1 or the next card above a King.

The weakest hand in Hold'em is the High Card – a poker hand made of any five cards not meeting any of the below mentioned requirements.

Essentially, no card combination has any relation to the other: there are neither pairs nor triples of same-rank cards, and no 5-card combinations of sequential or suit-related cards. The decisive factor is the highest card in a player's hand.

A Pair is a hand that includes two cards of the same rank.

Two Pairs is a hand that includes two sets of cards, each of the same rank (two 2s plus 2 Jacks, for example).

Three of a Kind is a hand that includes three cards of the same rank.

A Straight includes five cards in sequential order but not of the same suit.

A Flush is comprised of five cards, all of the same suit (an Ace, a 3, a 6, a 10 and a Queen – all of Spades, for example).

A Full House includes three cards of the same rank and two more cards of another rank (three 4s and two Queens, for example).

Four of a Kind includes four cards of the same rank.

A Straight Flush is a Straight in which the sequence of cards are all of the same suit.

And a Royal Flush is a Straight Flush running from 10, through all face cards to the Ace.

Game Outcomes

The dealer must have a pair of 4s or higher to qualify.

You win if the dealer's hand qualifies (contains anything equal to or better than a pair of 4s) and is lower than yours. The Ante bet is paid out according to the payout table and the Call bet pays 1:1.

You lose if the dealer's hand qualifies and is higher than yours. You lose both your Ante bet and your Call bet.

Where the player and the dealer have identically ranking hands, that with the highest involved cards wins.

For two full houses, for example, the highest threesome wins. If equal, the highest pair wins, and if they too are identical, the highest kicker wins.

A Push is a draw – where you and the dealer have exactly the same hand. In this case, the player gets back his/her Ante and Call bet.

Where the Dealer does not have a qualifying hand (at least a pair of 4s), you will get back your call bet plus a share of the Ante, based on the payout table.

Payouts

Ante Bet

Hand	**Payout**
Royal Flush	100:1
Straight Flush	20:1
4 of a Kind	10:1
Full House	3:1
Flush	2:1
Straight	1:1
3 of a Kind	1:1
2 Pairs	1:1
1 Pair	1:1
High Card	1:1

Bonus Bet

Royal Flush	100:1
Straight flush	50:1
4 of a kind	40:1
Full House	30:1
Flush	20:1
Straight	7:1
3 of a kind	7:1
2 Pairs	7:1
Pair of Aces	7:1

Call Bet payout is 1:1

Malfunction voids all pays and play.

Return To Player

The optimal theoretical percentage return to the player: Ante bet is 97.84% and Bonus bet - 93.74%.

Playing on Racetrack

Racetrack represents the numbers as they appear on the Roulette wheel, rather than the Roulette table. Wheel Sectors and Neighbor bets can be played on by using a Roulette **Racetrack**

Wheel Sectors are the first and most important group of bets that the majority of players use. These types of bets are placed by using Roulette **Racetrack**.

A Single Zero Roulette wheel is split into 4 main sections that correspond to areas on the table. The traditional namesof these sections are in French - **Voisins du Zero** with a subsection **Jeu 0**, the **Tiers Du Cylindre** section, and **Orphelins**.

- **Voisins du Zero** is a 9-chip bet that covers Zero plus seven numbers on the right and nine numbers on left. This is the biggest sector on the wheel. It consists of 2 chips on Street 0/2/3, 2 chips on Corner 25/26/28/29 and one chip on each of Splits: 4/7, 12/15, 18/21, 19/22 and 32/35.
- **Jeu 0** is a 4-chip bet that includes one chip on 26 in Straight-Up and one chip on each of Splits: 0/3, 12/15 and 32/35.
- **Tiers du Cylindre** a 6-chips bet which covers the numbers on the wheel from thirty-three to twenty-seven inclusive. One-chip will be placed on each of Splits: 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
- **Orphelins** is a 5-chip bet covering two slices of the wheel outside of Tiers and Voisins. This combination includes one chip on 1 in Straight-Up and one chip on each of Splits: 6/9, 14/17, 17/20 and 31/34.

Neighbor

A **Neighbor Bet** covers a particular number and other numbers that are located in close proximity to this number on the Roulette wheel. By click/tap on the circular "-" or "+" button, you can adjust the amount of neighbors that will be placed automatically while betting on the particular number.

For example, "0 number and two Neighbors" is a 5-chip bet with 1 Straight-Up on 3, 26, 0, 32 and 15.

Roulette Valid Spin Rule

A winning number is valid only when the spin was deemed valid

A valid spin is defined thus: **the Roulette ball must be spun by the Dealer in the direction opposite to the rotation of the wheel and must complete at least four revolutions around the track of the wheel before dropping to constitute a valid spin.**

If the spin is defined as not valid, this situation is called as “No Spin”.

Situations where a “No Spin” will be declared in the following cases:

- The ball made less than 4 complete revolutions;
- The ball was spun in the same direction as the wheel;
- The ball or wheel were spun in the wrong direction;
- The wheel stopped rotating during the spin;
- The ball drops, does not go into a pocket, but just revolves on the wheel for more than 3 wheel cylinder revolutions;
- The ball came out of the wheel (ball-out);
- Any foreign object enters the wheel.

In case of a “No Spin”, the Dealer will re-spin the ball.

Your bet will remain on the table until a valid spin is made.

Dice Games

Sic Bo

Objective

Sic Bo is an exciting game of chance played with three regular dice with face value 1 to 6. The objective of Sic Bo is to predict the outcome of the shake of the three dice.
You can bet the outcome of one dice, two dice, three dice, the total and more

Game flow

To start playing, please wait until the message **"Please place your bets"** appears, then select the value of chip you would like to wager on a given round and place on the appropriate betting fields on the gaming table.

Your total bet will be displayed in the **"Total bet"** area.

After the Dealer has announced **"No more bets"**, no wager may be placed and any bet so placed cannot be modified.

At the close of betting, the value of all placed bets is withdrawn from your balance.

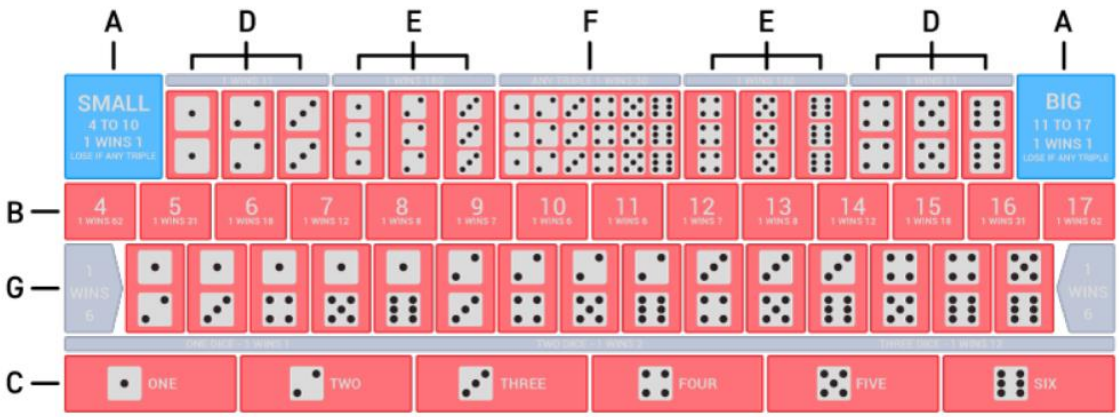
When the dices come to a rest, the winning numbers are displayed in the middle of the screen and in the 'Last Rounds' bar. Winning dice numbers are also announced by the dealer and the winning areas of the betting grid are highlighted. If any of your bets cover the winning number, you will receive winning returns in accordance with SicBo payouts. Your win amount will be showed in the middle of the screen and can also be checked in the History page.

During the next betting time you may:

- Repeat the bets placed in your last game by clicking the **Rebet button**
- **Undo** the last action in placing bets

Bet Types

You can place many kinds of bets on the Sic Bo table, and each type of bet has its own payout.



A - Small/Big – place your bet on the total of the three dice being Small (4-10) or Big (11-17). Wins pay 1:1 but these bets lose to any Triple.
B - Total – place your bet on any of the 14 betting areas labelled 4-17. Total is the total of the three dice and excludes 3 and 18. You win if the total of the three dice adds up to the Total number on which you place your bet. Payouts vary depending on the winning total.

C - Single – place your bet on any of the six betting areas labelled ONE, TWO, THREE, FOUR, FIVE and SIX which represent the six face values of a dice.

- If 1 of 3 dice shows the number you bet on, you get paid 1:1
- If 2 of 3 dice show the number you bet on, you get paid 2:1
- If all 3 dice show the number you bet on, you get paid 12:1

D - Double – place your bet on any of the six Double-labelled betting areas. To win, 2 of 3 dice must show the same number. Wins pay 11:1. Please note that regardless of whether 2 or 3 dice show the same number, the payout remains the same.

E - Triple – place your bet on any of the six Triple-labelled betting areas. To win, all 3 dice must match the number chosen, and you get paid 150:1.

F - Any Triple – place your bet on this box to cover all six different Triple bets at once. To win, all three dice must show the same number, and you get paid 30:1.

G - Combination – place your bet on any or all 15 possible 2 dice combinations. Wins pay 5:1.

Payouts

Bet	**Payout**
Small/Big	1:1
Double	11:1
Triple	180:1
Any Triple	30:1
Total 4 or 17	62:1
Total 5 or 16	31:1
Total 6 or 15	18:1
Total 7 or 14	12:1
Total 8 or 13	8:1
Total 9 or 12	7:1
Total 10 or 11	6:1
Combination	5:1
Singles	
Single	1:1
Double	2:1
Triple	12:1

RTP

The optimal theoretical return-to-player (RTP) percentage is 97.22% based on Small/Big bets.

RTP range is from 83.33% to 97.22%.

Bollywood Themed Games

Andar Bahar

Objective

Predict whether the Joker card will be drawn on Andar or Bahar side.

Game Rules

In Andar Bahar, the objective of the game is for players to predict which side a “Joker” card will appear; either Andar or Bahar.

To begin a game round the Dealer deals the first card which is commonly known as the “Joker Card”. After which the dealer will begin dealing a single card to each side: A card will be first drawn on Andar and then Bahar and Andar again and so forth until a card with the same value (or face) regardless of the suite will be drawn on one of the sides. The player needs to simply predict on which side (Andar or Bahar) a card sharing the same value (or face) as the Joker card will be drawn first. Once this matching card is drawn on either side the round ends.

Players that bet on the winning side will win the bet based on the payout table below (betting on the other side will result in losing the bet). The game is played with one deck of cards that are shuffled before each round by the dealer. The deck is cut after the shuffle and the dealer reveals then the Joker card.

Payout table

Andar	X1.9
Bahar	X2

Side Bets

Placing a bet on the side bet does not require placing a bet on Andar or Bahar main bet (but can be done in addition to the main bet).

The side bet allows the player to predict the number of cards that will be dealt after the Joker card until a card sharing the same value (or face) as the Joker card will be drawn in either Andar or Bahar.

For example if a player believes the Joker card will be dealt in the first five cards then he can place a side bet on 1-5 (1 to 5) on odds of 3:1 (three to one). If the card sharing the same value (or face) as the Joker card is drawn within the first 5 cards the player will win 3 times their bet amount.

Side bets are paid as follows:

1-5 (1 to 5)	X3.5
6-10 (6 to 10)	X4.5
11-15 (11 to 15)	X5.5
16-25 (16 to 25)	X4.5
26-30 (26 to 30)	X15
31-35 (31 to 35)	X25
36-40 (36 to 40)	X50
41 or more	X120

Betting Instructions

The Joker card is dealt and then betting round starts. To place a bet, select a chip value from the slider and then click directly where it says Andar or Bahar. Once the timer has finished the countdown, the dealer will begin dealing the cards (Andar first). If there is a game in progress you will need to wait until it has completed before placing a bet.

Error Handling

If there is any error in the game procedure, the game round will be temporarily paused and the shift manager will be notified. Players will be notified by an on-screen pop-up message, to notify the player that the issue is in the process of investigation. If the manager can immediately resolve the error, the game round will continue as normal. If immediate resolution is not possible, the game round will be cancelled and initial bets will be refunded to all players who participated in the game round.

Disconnection

The Ezugi Live Dealer services are provided via internet, which inevitably may disconnect at times. This poses potential snags to the game flow and user experience.

In order to minimize the impact caused by unexpected disconnections, when a player loses his connectivity to the game server, a reconnect message will be displayed on the screen.

Until the player reconnects to the game server, the game and chat functionality will behave improperly or be completely inactive.

Should a system disconnection occur after a bet was placed on the **Andar Bahar** table and before the timer has completed, the bet will not be deducted from the balance. If a disconnection occurs after the bet was finalized and already deducted from the balance, yet before the game results are known, the bet will be processed as usual and the balance will update according to the game results.

The following error handling rules apply:

- In the event that a disconnection occurs before bets are placed, i.e. before the 'No More Bets' message on the screen, the bet will not be deducted from the balance and the player will not participate in the game round. Once reconnected, please verify your balance and inform your Licensed operator immediately if there are any issues.
- In the event that a disconnection occurs after a game round begins, i.e. after the 'No More Bets' message on the screen, we do not guarantee that your bet was placed. Please verify with your Licensed operator to assure the balance is correct. If the bet was placed, the game will proceed as normal and the winnings will be processed according to the game result regardless of the disconnection. Please note the following exceptions:
    - If playing on multiple seats games, there is a possibility that only some bets process while others don’t.
    - A disconnection message might not be displayed to the player, and all decisions will proceed as the default decision.
    - In the event that a client disconnection occurred while playing the game, regardless of the status of the game, please make sure to review your balance after the reconnection and contact your Licensed operator if there is a problem.

Over the Table (OTT) Andar Bahar

Ezugi provides OTT Andar Bahar from various licensed Casinos around the world. Punters can place fixed odds bets on the outcome of a live Andar Bahar game from a specific casino.

Objective

Predict whether the Joker card will be drawn on Andar or Bahar side.

Game Rules

In Andar Bahar, the objective of the game is for players to predict which side a "Joker" card will appear; either Andar or Bahar.

To begin a game round the Dealer deals the first card which is commonly known as the "Joker Card". After which the dealer will begin dealing a single card to each side: A card will be first drawn on Bahar and then Andar and Bahar again and so forth until a card with the same value (or face) regardless of the suite will be drawn on one of the sides. The player needs to simply predict on which side (Andar or Bahar) a card sharing the same value (or face) as the Joker card will be drawn first. Once this matching card is drawn on either side the round ends.

The player will have two options to place bets on Andar or Bahar:
During the first bet timer – after the dealer reveals the Joker card
During the second bet timer – after the dealer deals the first card for Andar and the first card for Bahar.

Players that bet on the winning side will win the bet based on the payout table below (betting on the other side will result in losing the bet). The game is played with one deck of cards that are shuffled before each round by the dealer. The deck is cut after the shuffle and the dealer reveals then the Joker card.

If the 1st card for Bahar is the joker card then all the Andar bets losses and all wining bets will be paid to 25% of the bet, and if the 1st card for Andar is the joker then all the Bahar bets losses and Andar bets will be paid even money.

Once the 1st cards for both Andar and Bahar are drawn and if not winning hand dealer will announce:

"2nd bet open" and now players can play only on 2nd bet with table limits, if 1st card of 2nd Bet (meaning if the second card dealt on Bahar) is the joker then all Andar bet losses and 2nd Bahar bet will be paid 25% and 1st bet will be paid even money.

If not the above the game will carry on till the joker card is out in any of the slots (Andar /Bahar) and whichever side joker shows up that will be the result so all other bets losses and winning bets will be paid even money.

Payout table (for both first and second bet):

	Wins in first card dealt	Wins in second card dealt	Wins on third card dealt or after
Andar first bet	1:1	1:1	1:1
Andar second bet		1:1	1:1
Bahar first bet	0.25:1	1:1	1:1
Bahar second bet		0.25:1	1:1

Side Bets

Placing a bet on the side bet does not require placing a bet on Andar or Bahar main bet (but can be done in addition to the main bet). The side bet can be placed only during the first bet timer and cannot be placed during the second bet timer.

The side bet allows the player to predict the number of cards that will be dealt after the Joker card until a card sharing the same value (or face) as the Joker card will be drawn in either Andar or Bahar.

For example if a player believes the Joker card will be dealt in the first five cards then he can place a side bet on 1-5 (1 to 5) on odds of 3:1 (three to one). If the card sharing the same value (or face) as the Joker card is drawn within the first 5 cards the player will win 3 times their bet amount.

Side bets are paid as follows:

1-5 (1 to 5)	X3.5
6-10 (6 to 10)	X4.5
11-15 (11 to 15)	X5.5
16-25 (16 to 25)	X4.5
26-30 (26 to 30)	X15
31-35 (31 to 35)	X25
36-40 (36 to 40)	X50
41 or more	X120

Betting Instructions

The Joker card is dealt and then betting round starts. To place a bet, select a chip value from the slider and then click directly where it says Andar or Bahar. Once the timer has finished the countdown, the dealer will begin dealing the cards: Bahar first and then Andar. Once one card is dealt for Bahar and one card is dealt for Andar then there is a new betting timer for the second bet – to bet again on Andar or Bahar. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Main bet	94.85**%**
Side bet	95.57%

Teen Patti

Objective

The objective of Teen Patti is to get a better 3-card Poker hand than the dealer's using the player's 3 dealt cards against dealer's 3 dealt cards.

Game Rules

The game is played with a single 52-card deck (excluding Jokers), cards are shuffled after each game round.

Any number of players can participate in a single game simultaneously, each taking no more than one seat.

Betting Instructions

Players must place an initial bet, the 'Ante', to participate in the round.

Place a bet by selecting a chip value from the available chips and clicking on the bet option on the table before the timer runs out. You cannot join a game in progress.

The Rebet button will rebet the last bet placed. After clicking on the button, it will be replaced by the Double button.

The Double button doubles the rebet, so long as this new value is both within the allowed limits and the player's playable balance. If doubling all bets exceeds the player's playable credit, only the first few bets will be doubled until the playable credit limit is reached.

The Undo button located under the Rebet will cancel the last action.

The Clear button will remove all of the bets placed.

Adding excitement to the game, the player can also place a bet on one of the Side bets: 'Pair or better' or '3+3 Bonus' or in both, which pays out when a pair or better are dealt out in the 3 players cards (for Pair or better) or Three of a kind or better are dealt out in the 6 cards: 3 players cards and 3 dealer cards. More details about the side bets can be found below.

Playing Instructions

You will receive three cards. The dealer's three cards will be dealt face down.

If you feel confident in your hand, click 'Play' to place a Play bet equivalent to your Ante bet.

Otherwise click 'Fold'– thereby ending the round and losing your Ante.

If decision time has expired and you have not yet made a decision to 'Play' or 'Fold' then your hand will be automatically folded and you will lose your Ante bet placed on this round.

Game Outcomes

Result	ANTE	PLAY
Dealer does not qualify and you win	1:1	Push
Dealer qualifies and you win	1:1	1:1
Dealer qualifies and you lose	Lose	Lose
Dealer qualifies and it's a tie	Push	Push
Player folds	Lose	-

If you place an 'Ante' and 'Play' bets and get a Straight Flush, Three of a kind or Straight on your initial three cards, you win the Ant Bonus according to the Payout table even if the dealer wins the round.

The dealer must have a Queen high or better to qualify.

You win if the dealer's hand qualifies and is lower than yours. The 'Ante' bet pays 1:1 and the 'Play' bet pays 1:1.

You lose if the dealer's hand qualifies and is higher than yours. You lose both your 'Ante' bet and your 'Play' bet.

A Push is a draw – where you and the dealer have exactly the same hand. In this case, the player gets back his/her Ante and Call bet.

Where the Dealer does not have a qualifying hand (at least Queen high), you will get back your call bet and you will win the 'Ante' bet 1:1.

Side Bets

The player can also place a bet on one of the following side bets:

Pair or better – player's objective is to make a pair or better out of his hand. Pays out when a Pair or better are made up of the three player cards. The Payout is according to the hand rank according to the Payout table section below.

3+3 Bonus – player's objective is to make the best five-card poker hand by combining the player's three cards with the dealer's three cards. Pays out when 'Three of a kind' or better are made up out of the six cards dealt in the table. The Payout is according to the hand rank according to the Payout table section below.

Both side bets can only be placed after making an initial ante bet. The side bet is always active in the round regardless of the player's decision to Play or Fold.

Hand Rankings
Winning hands for Teen Patti:

Mini Royal is a suited Ace, King and Queen.
Straight Flush is a hand that contains three cards in sequence, all of the same suit. For example: ten, nine and eight of clubs.
Three of a kind is a hand that contains three cards of the same rank.
Straight is a hand that contains three cards of sequential rank in at least two different suits. E.g. two, three and Four on at least two different suits. Two straights are ranked by comparing the highest card of each.
Flush is a hand where all three cards are of the same suit, but not in a sequence. E.g. three cards that are all clubs.
Pair is a hand that contains two cards of one rank plus one card that is not on this rank. E.g. two Kings and an eight. If two hands have the same pair then the kickers are compared to determine the winner.
High Card is a poker hand of any three cards not meeting any of the above requirements. No Hand is made and the hand rank is according to the highest card.

Individual cards are ranked down from Ace, which has the highest value, through face cards (King, Queen, then Jack), and finally from 10 down to 2.

For completing a Straight, the Ace may represent either a 1 or the next card above a King.

The weakest hand in Poker is the High Card – a poker hand made of any three cards not meeting any of the above mentioned requirements.

The decisive factor is the highest card in a player's hand.

Winning cards for 3+3 Bonus (5 cards are needed to build the hand):

Royal Flash is a straight Flush involving the Ace, King, Queen, Jack and 10 all in the same suit.

Straight Flush is a hand that contains five cards in sequence, all of the same suit but without the Ace.

Four of a kind is a hand that contains all four cards of one rank and any other card. E.g. four Queens and a five.

Full house is a hand that contains three matching cards of one rank and two matching cards of another rank e.g. three Jacks and two eights.

Flush is a hand where all five cards are of the same suit, but not in a sequence. E.g. five cards that are all hearts.

Straight is a hand that contains five cards in a sequential rank in at least two different suits. E.g. ten, nine, eight, seven, six in two or more different suits.

Three of a kind is a hand that contains three cards of the same rank and other two cards that are not in the same rank as each other.

Payouts

Bet	**Payout**
Ante	1:1
Play	1:1
Ante Bonus	
Royal flush	5:1
Straight flush	5:1
Three of a kind	4:1
Straight	1:1
Pair or better	
Royal flush	200:1
Straight flush	40:1
Three of a kind	30:1
Straight	6:1
Flush	3:1
One pair	1:1
3+3 Bonus	
Royal flush	1000:1
Straight flush	200:1
Four of a kind	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a kind	5:1

Malfunction voids all pays and play.

Return To Player

The optimal theoretical percentage return to the player:

Ante bet is 96.63%

Pair or better bet is 95.51%

3+3 Bonus bet is 91.44%

Bet on Teen Patti

Objective

The objective of 20-20 Teen Patti (or Bet on Teen Patti) is to bet who will have a better hand if Player A or Player B using each player's 3 dealt cards.

Game Rules

The game is played with a single 52-card deck (excluding Jokers), cards are shuffled after each game round.

Any number of players can participate in a single game simultaneously.

Betting Instructions

Players must place a main bet on 'Player A' or 'Player B', to participate in the round.

Place a bet by selecting a chip value from the available chips and clicking on the bet option on the table before the timer runs out. You cannot join a game in progress.

The Rebet button will rebet the last bet placed. After clicking on the button, it will be replaced by the Double button.

The Double button doubles the rebet, so long as this new value is both within the allowed limits and the player's playable balance. If doubling all bets exceeds the player's playable credit, only the first few bets will be doubled until the playable credit limit is reached.

The Undo button located under the Rebet will cancel the last action.

The Clear button will remove all of the bets placed.

Adding excitement to the game, the player can also place a bet on one of the Side bets: 'Pair Plus' (for Player A or for Player B) or '3+3 Bonus', either on all three of them. The side bets pay out when a Pair or better hand is dealt out in the 3 cards of Player A\Player B (for Pair Plus) and when a Three of a kind or better hand is dealt out in the combined 6 cards from Player A and Player B. More details about the side bets can be found below.

Playing Instructions

To place a bet, select a chip value from the slider and then click directly where it says Player A, Player B in the center of the table. Once the timer has finished the countdown, the dealer will begin dealing the cards. If there is a game in progress you will need to wait until it has completed before placing a bet.

Game Outcomes

Result	PLAY
Player A wins	1:0.98
Player B wins	1:0.98
Tie	Push

In the event of a tie, bets on Player A and Player B are refunded.

Side Bets

The player can also place a bet on one of the following side bets:

Pair or better (on Player A or on Player B) – the objective is to make a pair or better out of Player A\Player B hand. Pays out when a Pair or better are made up of the three player cards. The Payout is according to the hand rank according to the Payout table section below.

3+3 Bonus – the objective is to make the best five-card poker hand by combining each player's three cards. Pays out when 'Three of a kind' or better are made up out of the six cards dealt in the table. The Payout is according to the hand rank according to the Payout table section below.

Both side bets can only be placed after making an initial main bet. The side bet outcome is independent than the main bet outcome which means you can win the side bet even if you lost your main bet on the same round.

Hand Rankings

Winning hands for Bet on Teen Patti:

Mini Royal is a suited Ace, King and Queen.

Straight Flush is a hand that contains three cards in sequence, all of the same suit. For example: ten, nine and eight of clubs.

Three of a kind is a hand that contains three cards of the same rank.

Straight is a hand that contains three cards of sequential rank in at least two different suits. E.g. two, three and Four on at least two different suits. Two straights are ranked by comparing the highest card of each.

Flush is a hand where all three cards are of the same suit, but not in a sequence. E.g. three cards that are all clubs.

Pair is a hand that contains two cards of one rank plus one card that is not on this rank. E.g. two Kings and an eight. If two hands have the same pair then the kickers are compared to determine the winner.

High Card is a poker hand of any three cards not meeting any of the above requirements. No Hand is made and the hand rank is according to the highest card.

Individual cards are ranked down from Ace, which has the highest value, through face cards (King, Queen, then Jack), and finally from 10 down to 2.

For completing a Straight, the Ace may represent either a 1 or the next card above a King.

The weakest hand in Poker is the High Card – a poker hand made of any three cards not meeting any of the above mentioned requirements.

The decisive factor is the highest card in a player's hand.

Winning cards for 3+3 Bonus (5 cards are needed to build the hand):

Royal Flash is a straight Flush involving the Ace, King, Queen, Jack and 10 all in the same suit.

Straight Flush is a hand that contains five cards in sequence, all of the same suit but without the Ace.

Four of a kind is a hand that contains all four cards of one rank and any other card. E.g. four Queens and a five.

Full house is a hand that contains three matching cards of one rank and two matching cards of another rank e.g. three Jacks and two eights.

Flush is a hand where all five cards are of the same suit, but not in a sequence. E.g. five cards that are all hearts.

Straight is a hand that contains five cards in a sequential rank in at least two different suits. E.g. ten, nine, eight, seven, six in two or more different suits.

Three of a kind is a hand that contains three cards of the same rank and other two cards that are not in the same rank as each other.

Payouts

Bet	**Payout**
Player A	1:0.98
Player B	1:0.98
Tie	Push
Pair or better	
Royal flush	200:1
Straight flush	40:1
Three of a kind	30:1
Straight	6:1
Flush	3:1
One pair	1:1
3+3 Bonus	
Royal flush	1000:1
Straight flush	200:1
Four of a kind	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a kind	5:1

Malfunction voids all pays and play.

Return To Player

The optimal theoretical percentage return to the player:

- Main bet is 99.00%
- Pair or better bet is 95.51%
- 3+3 Bonus bet is 91.44%

Lucky 7

Objective

Predict whether the next card dealt will be above 7 (7 Up) or below 7 (7 Down) or 7.

Game Rules

In Lucky 7, the objective of the game is for players to predict if the next card dealt will be above 7 (7 Up) or below 7 (7 Down) or 7.

To begin a game round after 'Place your bets' timer, the Dealer deals the card for this round, only one card is dealt per round. Once the card is drawn this is the result state and the round ends.

Players that bet on the winning side will win the bet based on the payout table below (betting on the other side will result in losing the bet). The game is played with eight deck of cards that are shuffled and placed in a shoe, once the cutting card comes out of the shoe shuffling procedure will start.

Payout table

7 Up	1:1
7	11:1
7 Down	1:1

In case the winning card is 7 then bets on 7 Up or 7 Down will lose 50% of bet amount

Side Bets

Placing a bet on the side bet does not require placing a bet on Lucky 7 main bet (but can be done in addition to the main bet). The side bet can be placed independently without the need of placing a main bet.

This game includes two sides:

Red or Black - this bet allows the player to predict if the card dealt in the round will be Red or Black.

Odd or Even - this bet allows the player to predict if the card dealt in the round will be Odd or Even.

Side bets are paid as follows:

Red	0.98:1
Black	0.98:1
Odd	0.8:1
Even	1.1:1

Low A, 2, 3, 4, 5, 6	7	**High** 8, 9, 10, J, Q, K
Even 2, 4, 6, 8, 10, Q		**Odd** A, 3, 5, 7, 9, J , K

Betting Instructions

To place a bet, select a chip value from the slider and then click directly where it says 7 Up (blue), 7 Down (red) or 7 (green) or on one of the side bets in the Side bets area: Red or Black, Odd or Even. Once the timer has finished the countdown, the dealer will burn three cards and then deal the card for the round. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Main bet	92.31%
Red\Black	95.0%
Odd	96.92%
Even	92.31%

32 Card

Objective

Predict which player will win: Player 8, Player 9, Player 10 or Player 11.

Game Rules

‘32 Cards’ game is played with a deck of 32 cards with values from 6 to 13 (King), see below all the cards that participate in the game. The objective of the game is to predict which player/hand will have the highest cards total: Player 8, Player 9, Player 10 or Player 11.

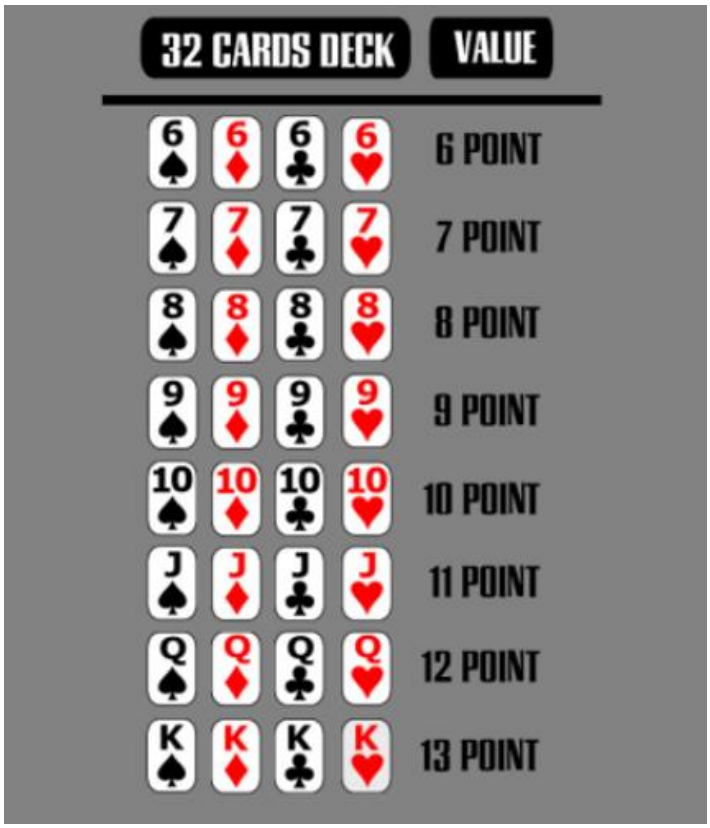
There are four players on the table that you can bet on , each player has default prefix points:

Player 8	**Player 9**	**Player 10**	**Player 11**
8 points	9 points	10 points	11 points

To begin a game round during ‘Place your bets’ timer you can bet on the winning player , after ‘No more bets’ the Dealer will deal one card to each player, the total of each player is the sum of it’s default prefix points and their own opened card’s point, for example: if Player 8 receives a card with ‘6’ value then it’s total is 14.
After one card is opened to the four players, in case only one player has the highest score then this player is the winner of the round. In case two or more players are tied in the winning hand then one more card will be drawn only to the players that are tied – this is relevant only if the tie is the highest total, in case the tie is not the highest hand then this tie will be ignored (no more cards drawn for the tied players and the winning hand will be the higher hand).
Dealing more cards to the tied winning hands will continue again and again until we will have only one hand with the highest total, the round cannot be concluded with a tie. Once there is a winner this is the result state and the round ends.

Users that bet on the winning side will win the bet based on the payout table below (betting on the players will result in losing the bet). The game is played with one deck of 32 cards that are shuffled before every round.

Cards participating in the game:



Payout table

Player 8	12:1
Player 9	5.5:1
Player 10	3:1
Player 11	2:1

Betting Instructions

To place a bet, select a chip value from the slider and then click directly on the relevant player box: Player 8 or Player 9 or Player 10 or Player 11. Once the timer has finished the countdown, the dealer will deal a card for each player\box. If there is a winner (summing the total of player's prefix and the value of the card dealt) then it will be announced by the dealer. In case there is a tie on the players with the highest totals then a new card will be dealt on each of the tied hands until there will be only one winner. If there is a game in progress you will need to wait until it has completed before placing a bet.

RTP

Player 8	93.99%
Player 9	90.08%
Player 10	87.91%
Player 11	92.97%

If playing on multiple seats games, there is a possibility that only some bets process while others don't.

A disconnection message might not be displayed to the player, and all decisions will proceed as the default decision.

In the event that a client disconnection occurred while playing the game, regardless of the status of the game, please make sure to review your balance after the reconnection and contact your Licensed operator if there is a problem.