

Games Rules Index

| | |
|-----------------------------------|----|
| Evolution Games | 8 |
| Game Shows..... | 8 |
| Gonzo's Treasure Map..... | 8 |
| Crazy Time..... | 12 |
| Money Wheel (Dream Catcher) | 16 |
| Deal Or No Deal(LS) | 18 |
| Dragon Tiger Live..... | 24 |
| Football Studio (Top Card) | 26 |
| Mega Ball | 27 |
| Cash or Crash | 29 |
| Crazy Coin Flip..... | 33 |
| Monopoly Big Baller | 39 |
| Football Studio Dice..... | 44 |
| Funky Time..... | 45 |
| Extra Chilli Epic Spins | 50 |
| Monopoly Live..... | 52 |
| Crazy Pachinko | 54 |
| Lightning Dragon Tiger..... | 59 |
| Balloon Race..... | 61 |
| Lightning Storm | 66 |
| Stock Market..... | 70 |
| Crazy Balls | 73 |
| Dice Games..... | 77 |
| Craps 77 | |
| Super Sic Bo | 81 |
| Lightning Dice..... | 83 |
| Speed Super Sic Bo | 85 |
| Lightning Sic Bo | 89 |
| Roulette Games..... | 93 |
| Roulette Tables | 93 |
| • Roulette..... | 93 |
| • Auto Roulette VIP | 93 |
| • Auto Roulette | 93 |
| • Salon Prive Roulette..... | 93 |
| • Speed Roulette | 93 |

| | |
|---|-----|
| • Immersive Roulette..... | 93 |
| • Speed Auto Roulette..... | 93 |
| • VIP Roulette..... | 93 |
| Lightning Roulette..... | 97 |
| XXXTreme Lightning Roulette..... | 100 |
| Dual Play Live Roulette..... | 103 |
| • Grand Casino..... | 103 |
| • Hippodrome Grand Casino..... | 103 |
| • Hippodrome..... | 103 |
| • Casino Malta..... | 103 |
| American Roulette..... | 106 |
| • American Roulette..... | 106 |
| • Dual Play American Roulette..... | 106 |
| Double Ball Roulette..... | 109 |
| Roulette French..... | 113 |
| • French Roulette..... | 113 |
| • Auto Roulette La Partage..... | 113 |
| • French Roulette Gold..... | 113 |
| Instant Roulette..... | 118 |
| Gold Vault Roulette..... | 122 |
| Red Door Roulette..... | 126 |
| Football Studio Roulette..... | 131 |
| Red Door Roulette 3 Flapper..... | 135 |
| Poker Games..... | 142 |
| Casino Hold'em..... | 142 |
| 2 Hand Casino Hold'em..... | 148 |
| Texas Hold'em Bonus..... | 152 |
| Ultimate Texas Hold'em..... | 158 |
| Three Card Poker..... | 162 |
| Caribbean Stud Poker..... | 167 |
| Teen Patti..... | 173 |
| Dead or Alive: Saloon..... | 178 |
| Video Poker..... | 180 |
| Blackjack Games..... | 188 |
| Blackjack Tables..... | 188 |
| • Blackjack Classic A to Z and or 1 to 100..... | 188 |

| | |
|--|-----|
| • Classic Speed Blackjack A to Z and or 1 to 100 | 188 |
| • Blackjack Tables A to Z and or 1 to 100..... | 188 |
| • Salon Prive Blackjack Tables A to Z and or 1 to 100..... | 188 |
| • Infinite Blackjack..... | 188 |
| • Blackjack Silver Tables A to Z and or 1 to 100..... | 188 |
| • Blackjack Party..... | 188 |
| • Blackjack Diamond VIP..... | 188 |
| • Speed Blackjack Tables A to Z and or 1 to 100..... | 188 |
| • Blackjack Premium VIP..... | 188 |
| • Blackjack VIP Tables A to Z and or 1 to 100..... | 188 |
| • Evo Speed Blackjack Tables A to Z and or 1 to 100 | 188 |
| • Blackjack VIP Alpha | 188 |
| • Blackjack VIP Beta..... | 188 |
| • Blackjack VIP Gamma | 188 |
| • Blackjack Platinum VIP | 188 |
| • Blackjack Grand VIP..... | 188 |
| • Blackjack Fortune VIP..... | 188 |
| • Speed VIP Blackjack Tables A to Z and or 1 to 100..... | 188 |
| Free Bet Blackjack | 193 |
| Power Blackjack..... | 198 |
| Lightning Blackjack | 203 |
| Classic Free Bet Blackjack..... | 206 |
| Blackjack Early Cash Out Feature | 211 |
| • Blackjack..... | 211 |
| • Speed Blackjack | 211 |
| • Blackjack VIP..... | 211 |
| • Speed VIP Blackjack..... | 211 |
| • Blackjack Classic..... | 211 |
| • Classic Speed Blackjack | 211 |
| • Blackjack Silver..... | 211 |
| • Salon Privé Blackjack..... | 211 |
| Infinite Fun Fun 21 Blackjack..... | 216 |
| Baccarat Games..... | 220 |
| Baccarat Tables (Incl. Red Envelope)..... | 220 |
| • Baccarat Tables A to Z and or 1 to 100..... | 221 |
| • Baccarat Control Squeeze..... | 221 |

- Speed Baccarat Tables A to Z and or 1 to 100 221
- Salon Prive Baccarat Tables A to Z and or 1 to 100..... 221
- Baccarat Squeeze 221
- Baccarat No Commission 224
- No Commission Speed Baccarat Tables A to Z and or 1 to 100 224
- No Commission Baccarat..... 224
- Lightning Baccarat 228
- Fan Tan 232
- Golden Wealth Baccarat..... 235
- Bac Bo 239
- Peek Baccarat..... 240
- Prosperity Tree Baccarat..... 244
- XXXtreme Lightning Baccarat..... 247
- Super Andar Bahar 251
- Lottery Games 252
- Lightning Ball..... 252
- First Person Games 254
- First Person Dream Catcher (Money Wheel) 254
- First Person Dragon Tiger..... 256
- First Person Lightning Roulette 256
- First Person Football Studio (Top Card) 260
- First Person Mega Ball 262
- First Person Blackjack 263
- First Person Lightning Blackjack 267
- First Person Baccarat 269
- First Person Golden Wealth Baccarat..... 273
- First Person Lightning Baccarat 277
- First Person Roulette 281
- First Person American Roulette..... 284
- First Person Craps..... 288
- First Person Deal or No Deal 292
- First Person Baccarat Red Envelope 294
- First Person XXXtreme Lightning Roulette 298
- First Person Prosperity Tree Baccarat..... 301
- First Person XXXtreme Lightning Baccarat..... 305
- First Person Video Poker..... 310

| | |
|-------------------------------------|------------|
| First Person Super Sic Bo | 319 |
| First Person HiLo..... | 322 |
| Ezugi Games | 324 |
| General Rules..... | 324 |
| Lottery Games..... | 325 |
| Bet on Numbers | 325 |
| Ezugi 20..... | 328 |
| Golden Balls | 329 |
| Roulette Games..... | 331 |
| Over the Table (OTT) Roulette | 331 |
| • Casino Marina..... | 331 |
| • Oracle Casino..... | 331 |
| • Portomaso | 331 |
| • Ruleta del Sol..... | 331 |
| Roulette Tables | 335 |
| • Roulette..... | 335 |
| • Auto Roulette VIP | 335 |
| • Auto Roulette | 335 |
| • Diamond Roulette..... | 335 |
| • Speed Roulette | 335 |
| • Prestige Auto Roulette..... | 335 |
| • Speed Auto Roulette | 335 |
| • Roulette Gold 1 to 20..... | 335 |
| • VIP Roulette..... | 335 |
| • Namaste Roulette..... | 335 |
| • Turkish Roulette..... | 335 |
| • Diamond VIP Roulette..... | 335 |
| • Cumbia Roulette | 335 |
| • Fiesta Roulette..... | 335 |
| • Turkish Roulette..... | 335 |
| • Ruletka Roulette | 335 |
| Ultimate Roulette..... | 338 |
| Baccarat Games..... | 340 |
| Over the Table (OTT) Baccarat | 340 |
| • Casino Marina..... | 340 |
| • Oracle Casino..... | 340 |

- Portomaso 340
- Baccarat Tables 342
 - Baccarat Tables A to Z and or 1 to 100..... 342
 - Fortune Baccarat..... 342
 - Golden Baccarat..... 342
 - Salsa Baccarat 1 to 100..... 342
 - Speed Cricket Baccarat..... 342
 - Baccarat No Commission..... 342
 - Fiesta Baccarat..... 342
 - Diamond VIP Blackjack 1 to 100 342
 - Fortune Baccart 342
 - Fortune VIP Baccarat..... 342
- Knock Out Baccarat 344
- Dragon Bonus Baccarat..... 346
- Super 6 Baccarat..... 347
- Dragon Tiger..... 349
- Cricket War 351
- Blackjack Games 352
 - Blackjack Tables..... 352
 - Salon Prive Blackjack..... 352
 - Blackjack Platinum 352
 - Diamond Blackjack..... 352
 - Rumba Blackjack Tables 1 to 20..... 352
 - Blackjack Gold Tables 1 to 20 352
 - Blackjack Tables 1 to 100 and or A to Z..... 352
 - VIP Blackjack..... 352
 - Diamond VIP Blackjack..... 352
 - Turkish Blackjack Tables 1 to 20 352
 - Italian Blackjack 352
 - VIP Blackjack with Surrender..... 352
 - Unlimited Blackjack 357
 - Mambo Unlimited Blackjack..... 358
 - Unlimited Turkish Blackjack..... 358
 - Unlimited Blackjack..... 358
 - Fiesta Blackjack Unlimited..... 358
 - Video Blackjack..... 363

| | |
|--|-----|
| Poker Games | 367 |
| Casino Holdem | 367 |
| Dice Games..... | 371 |
| Sic Bo 371 | |
| Ultimate SicBo..... | 374 |
| Bollywood Themed Games..... | 375 |
| Andar Bahar | 375 |
| Over the Table (OTT) Andar Bahar | 379 |
| Teen Patti..... | 381 |
| Bet on Teen Patti..... | 385 |
| Lucky 7389 | |
| 32 Card..... | 391 |

Evolution Games

Game Shows

Gonzo's Treasure Map

Game Objective

Gonzo's Treasure Map is an exciting game full of unexpected prizes. Join Gonzo, the Spanish explorer, in searching for the lost treasures of El Dorado!

The objective of the game is to guess where, on the map of 70 stones, you will find the hidden treasures.

Game Rules

The game consists of three phases:

1. Treasure Hunt
2. Prize Drop
3. Bonus Round

Treasure Hunt

In this initial phase, place your chips on one or more tiles of the paper map — wherever you feel there might be a treasure!

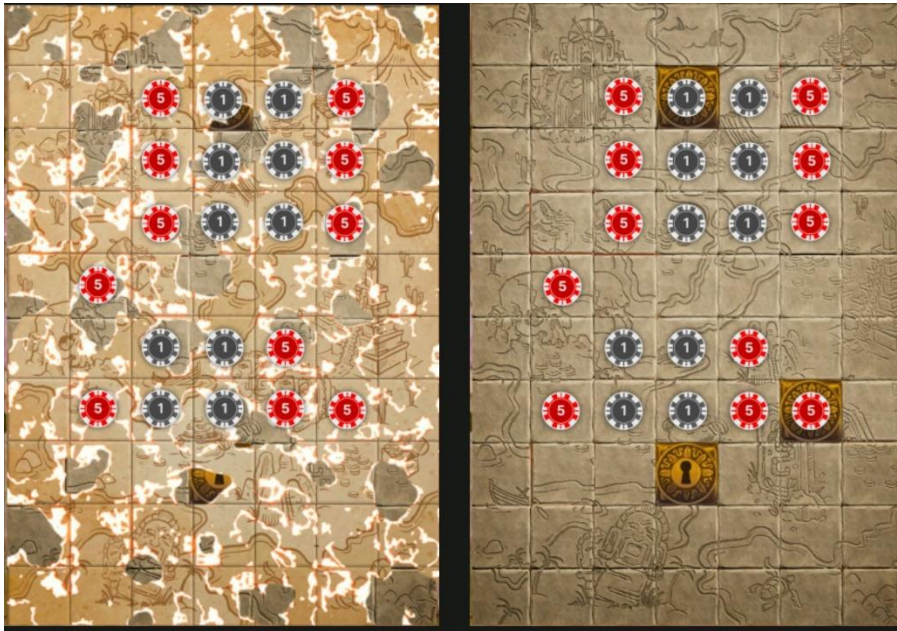


Each of the 70 tiles on the map is a bet spot, and you can bet on as many tiles as you want.

Your total bet will be the number of chips x the value on each chip. For example: six 1 chips + six 5 chips will make a total bet of 36.

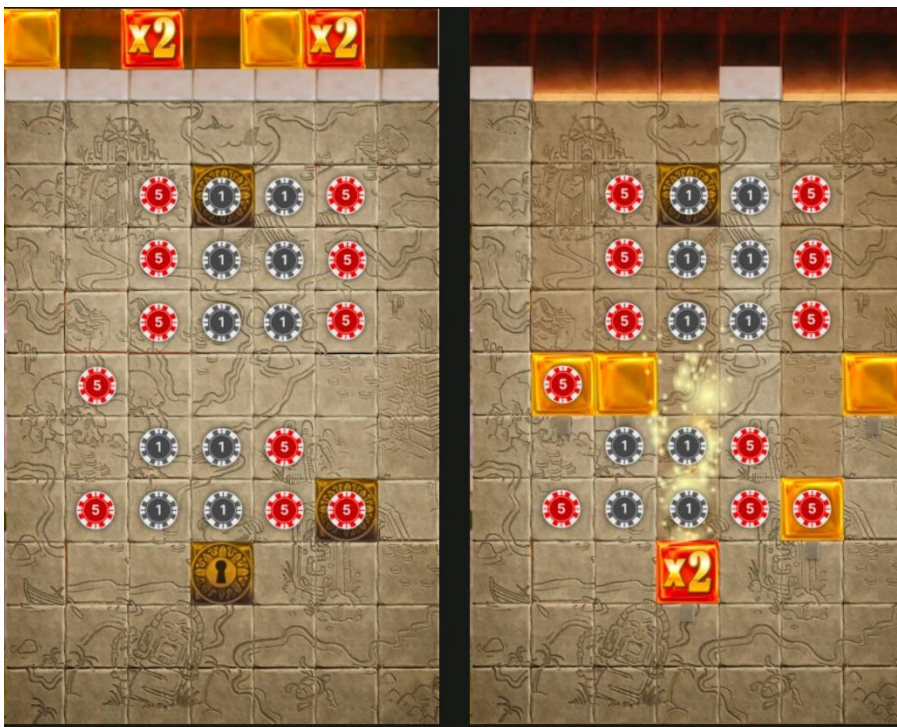
Once betting time is over, the hidden treasure map is revealed, showing you the location of all three Gonzo

Keys. If you find a Key under one of your chips, you are one step closer to a bonus treasure!



Prize Drop

Gonzo then turns the key to start the Prize Drop: **five** blocks are dropped from the top position to unlock treasures; they may be gold blocks, multiplier blocks, or a mix of both. If a block lands on one of your chips, you get a reward!



The prize varies according to which block lands on your bet spot:



A **gold block** grants you a regular prize of 10x your bet.



A **multiplier block** grants you a prize of 20x your bet.



If a gold or multiplier block falls on a selected bet spot with one of the **Gonzo Keys**, you receive access to the Bonus Round, where the rewards are even bigger.

You gain multipliers of 10x or 20x your bet if you find a normal treasure.



At the end of the Prize Drop phase, **only** the chips placed on a Gonzo Key that had a block land on them will be added to its prize pool and advance to the Bonus Round phase.

Bonus Round

The Bonus Round, triggered by the Gonzo Keys, is where you will find bigger treasures!

The value of your next treasure is decided on the bonus wall, where every number is a multiplier. A new block falls down the wall, and where it lands determines by how much your treasure will be multiplied.

You also have the chance to win even more: if the block lands on the bonus stone "x2", every multiplier on the wall is *multiplied* by two.

Example 1: You had a 1 chip placed on a Gonzo Key during the Prize Drop, and this bet value advanced to the Bonus Round. Now, if a new block lands on a stone with a "50" multiplier, the round is over, and your final prize is 50 (1 x 50).

Example 2: You had a 1 chip placed on a Gonzo Key during the Prize Drop, and this bet value advanced to the Bonus Round. If the block now lands on the bonus stone "x2", all multipliers on the wall are *doubled*. Another block is then dropped, and where it lands is the value by which your prize will be multiplied — so if it lands on a stone with a "100" multiplier, your final prize will be 100 (100 x 1).



Payouts

| Bet | Payout |
|---------------|---------------|
| All bet spots | 9 – 499,999:1 |

The maximum payout for all your winnings within a game round is limited to 5,000,000. 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 is 95.26% (95.10% - 95.26%).

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 position mini game will start, displayed on a TV screen above the main game wheel. Each round the Top position 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 position, 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 Position 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 Position
- For Bonus bet spots – the multiplier won in the particular Bonus game will be multiplied by the multiplier from the Top Position

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 Position, 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 Position. 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 position, 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 multiplier 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 position, 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 | |
| Cash Hunt | 2 | |
| Coin Flip | 4 | Up to R 5 000 000 |
| 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% |

| Bet | RTP |
|------------|------------|
| 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: $(5 \text{ to } 1) \times 2 \times 7 = (10 \text{ to } 1) \times 7 = 70 \text{ to } 1$). 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(LS)

Game Objective

Deal or No Deal is a unique game that blends fast-paced reels action with the thrill of a live game show, drawing inspiration from the well-known Deal or No Deal TV show.

The game's objective is to qualify for the live Deal or No Deal Bonus round and predict whether the amount of money in the last one of 16 briefcases will be higher than the banker's offer.

Game Rules

The game features three phases:

- Qualification
- Top Up
- Deal or No Deal Bonus round Qualification for Game Show

The game begins with the Qualification phase, played using a three-reel, three-row machine with five fixed winlines, one scatter symbol and nine paying symbols.

The goal is to land three scatter symbols in one spin to qualify for the Deal or No Deal Bonus round. Scatter symbols may contain additional multipliers (up to 10x) that boost your total winnings.

Once you have successfully qualified, all scatter multipliers are added together, creating a global multiplier which multiplies the amount in each briefcase in the Deal or No Deal Bonus round.

You may still get payouts for winning combinations, which are paid out according to the pay table.

View the pay table and winline information anytime by clicking/tapping the information icon or in How To Play.

The Qualification phase has three spin modes:

- Normal Spin (set by default)
- XXXtreme Spin
- Super XXXtreme Spin

To spin the Qualification reel, select your bet amount and click/tap SPIN.



- The bet selected in Normal Spin mode becomes your base bet and is used to calculate your winnings.
- Activating any of the two XXXtreme spin modes will help you qualify faster by guaranteeing one or two of three scatter symbols each spin at the cost of an increased spin bet amount.
- Activating XXXtreme spin mode costs 15 times your base bet for one guaranteed scatter symbol and increases the chance of getting scatter multipliers by two times.
- Activating Super XXXtreme spins costs 75 times your base bet for two guaranteed scatter symbols and increases the chance of getting scatter multipliers by three times.
- Payouts will be calculated using the base bet.



Top Up

Once you have qualified for the Deal or No Deal Bonus round and are waiting for it to begin, you have the chance to spin a Top Up wheel.



The Top Up phase features a 15-segment money wheel. Choose your bet, spin the wheel and top up the amount of money in the briefcase of your choice by 5x–50x of your bet!

You can spin the wheel an unlimited number of times until the end of the Top Up phase. You can also change the briefcase to top up before each spin.

By increasing your Top Up bet amount, you will also increase the value of multipliers on the money wheel.

If you join the Top Up phase a specific time before the Deal or No Deal Bonus round is about to begin, a pop-up message will appear on the screen.

Click/tap BONUS to join the Deal or No Deal Bonus round or TOP UP to stay in the Top Up phase and wait for the next bonus round.

If no decision is made, you will be transferred to the Deal or No Deal Bonus round automatically.

Deal or No Deal Bonus Round

During the Deal or No Deal Bonus round 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.



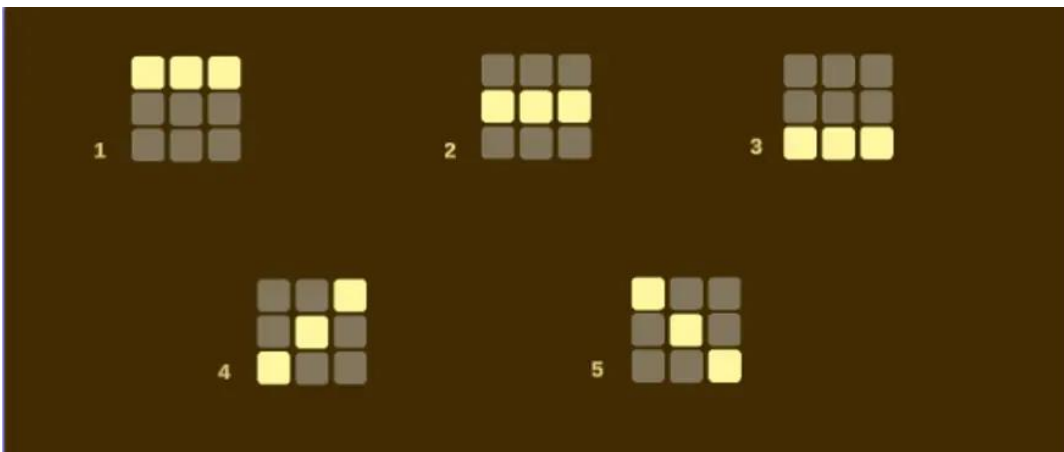
During the last opening, one of the two last briefcases is opened.

- 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.










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

Payouts

Qualification phase winlines are paid out immediately, unless the player qualifies. Qualification reel winlines
The qualification reel has five fixed winlines



- Winlines pay if the symbols on them match the pattern in succession from the leftmost reel to the rightmost reel.
- There can be one or more winlines in the same spin. Simultaneous wins on different winlines are added together.
- Wild symbols can complete any winline. If multiple Wild symbols complete a winline, their multipliers are summed up, and the payout is multiplied by the combined total.

| Symbol | Payout |
|---|----------|
|  | x3 5.0x |
|  | x3 30.0x |
|  | x3 75.0x |
|  | x3 5.0x |
|  | x3 3.0x |
|  | x3 2.0x |
|  | x3 1.5x |
|  | x3 1.0x |
|  | x3 0.5x |

Players can win up to 75x their bet per spin with the option to top up their bet by 5x to 50x in the Top Up phase of the game.

The game has a theoretical payout cap defined and player's Top Up bets are checked against it before each Top Up spin. If this Payout cap is reached, certain bet values might not be available.

Return to Player

The optimal theoretical return-to-player percentage is 95.95%.

| Bet | RTP |
|---------------------|------------|
| Normal Spin | 96.04% |
| XXXtreme Spin | 96.09% |
| Super XXXtreme Spin | 96.07% |
| Top Up | 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 |

| Pay-table Level | Payout Before Shield is Broken | Payout After Shield is Broken |
|------------------------|---------------------------------------|--------------------------------------|
| 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%.

Crazy Coin Flip

Crazy Coin Flip is a unique fusion of reels with and live gaming experience, blending the best of both into one exciting game.

Crazy Coin Flip features three game phases – Qualification, Top Up and Coin Flip Bonus round. To enjoy the Coin Flip Bonus round, players must qualify by spinning the Qualification reels and collecting three scatter symbols.

Additionally, players have an option to boost their multipliers in Top Up before heading to the Coin Flip Bonus round for the chance to collect the big win.

Qualification

When you join the game, it begins with qualification which is played using a five-reel, three-row RNG wheel with 10 fixed win lines, one scatter symbol and seven paying symbols.



The goal is to land three scatter symbols in one spin to qualify for the Coin Flip Bonus round. The scatter symbols may be with or without multipliers. Once you have successfully qualified, all scatter multipliers are added together and used in the Coin Flip Bonus round to calculate the final multipliers. Scatter symbol multiplier values range up to 10x.



You may still get payouts for winning combinations which are paid out according to the pay table.

View the pay table and win line info at any time by simply clicking/tapping the information icon or in Help.

The Qualification reel round has three spin modes:

- Normal spin (set by default)
- XXXtreme spin
- Super XXXtreme spin
- The bet selected in Normal mode becomes your base bet and will be used for calculating your winnings.
- Activating any of the two XXXtreme spin modes will help you to qualify faster by guaranteeing one or two scatter symbols each spin at the cost of an increased spin bet amount.
- Activating XXXtreme spin mode costs five times your base bet for one guaranteed scatter symbol and increases the chance of getting scatter multipliers.
- Activating Super XXXtreme spins costs 50 times the base bet for two guaranteed scatter symbols and increases the chance of getting multipliers even more.
- Your payouts will be calculated using the base bet.

Top Up

After you have qualified for the Coin Flip Bonus round and wait for it to begin, spin the Top Up for an extra cost to boost your multipliers.

The Top Up phase features a three-reel, three-row RNG display, with red and blue coin symbols having various multiplier values. To get the extra multipliers, collect three same-coloured coin symbols in the middle row.



To spin the Top Up reel, the minimum Top Up bet amount equals the bet you qualified with (base bet) and the values displayed on the coin symbols are the initial multipliers. The initial multipliers on each coin symbol range from 1x up to 50x.

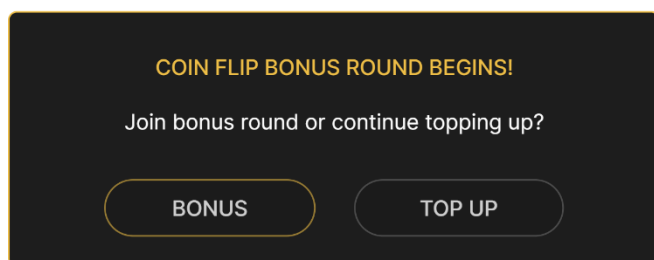
By choosing to increase your Top Up bet amount, you will also increase the value of multipliers on the coin symbols.

If you collect three same-coloured coin symbols in the middle row, the values of the acquired multipliers are then summed together and added to the total Top Up multiplier for the corresponding coin colour.



Once the time runs out the player is transferred to the Coin Flip Bonus round.

If you join the Top Up phase a certain time before the Coin Flip Bonus round is about to begin, a pop-up message will appear on the screen.



Click/tap BONUS to join the Coin Flip Bonus or TOP UP to stay in Top Up and wait for the next bonus round.

If no decision is made, you will be transferred to the Coin Flip Bonus round automatically.

Coin Flip Bonus round

Once the Coin Flip Bonus round starts, sit back and enjoy a show led by a game host. The Coin Flip multiplier for each coin side will be randomly generated to contribute to your total winnings. Coin Flip multiplier values range from 5x up to 100x. These multipliers will be common for all players.

Coin Flip multiplier for each coin side will be randomly generated to contribute to your total winnings. These multipliers will be common for all players.



After receiving the Coin Flip multipliers, all multipliers (Scatter multiplier, Top Up multipliers and Coin Flip multipliers), will be calculated together and displayed as final multipliers separately on the blue and red side of the coin.

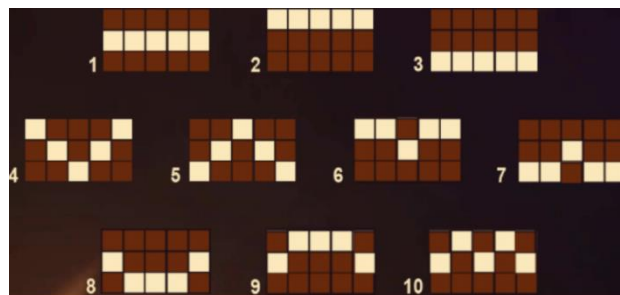
The game host then pulls a Coin Flip machine lever to flip the coin. After the coin lands, whichever coin side is facing up is considered the Coin Flip Bonus round result and each player will be paid out according to the multiplier on the winning coin side.

Payouts

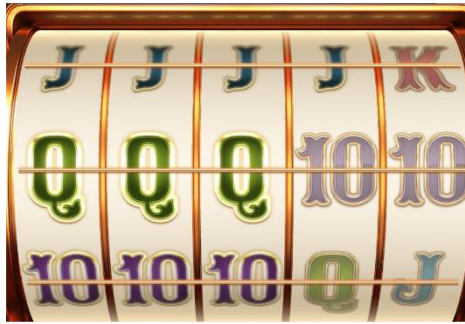
Qualification win lines are paid out immediately, unless the player qualifies. If a player qualifies and gets one or more win lines in the same spin, then the pay-out for the win lines is processed after the Coin Flip Bonus round.

Qualification win lines








The Qualification has 10 fixed win lines.



- Win lines pay if symbols on them match the pattern in succession from the leftmost reel to the rightmost reel.
- Only the highest win per win line is paid.
- There can be one or more-win lines in the same spin. Simultaneous wins on different win lines are added together.



The amount that will be paid out using your base bet is based on the type and count of collected symbols and will be displayed on your screen immediately after the spin.

| Symbol | Payout |
|---|---|
|  | <ul style="list-style-type: none"> • x3 = 5x • x4 = 15x • x5 = 50x |
|  | <ul style="list-style-type: none"> • x3 = 2x • x4 = 6x • x5 = 12x |
|  | <ul style="list-style-type: none"> • x3 = 0.6x • x4 = 1.5x • x5 = 3.5x |
|  | <ul style="list-style-type: none"> • x3 = 0.5x • x4 = 1.3x • x5 = 3x |
|  | <ul style="list-style-type: none"> • x3 = 0.4x • x4 = 1x • x5 = 2.5x |
|  | <ul style="list-style-type: none"> • x3 = 0.3x • x4 = 0.7x • x5 = 2x |
|  | <ul style="list-style-type: none"> • x3 = 0.2x • x4 = 0.5x • x5 = 1.5x |

Coin Flip bonus round payout

The Coin Flip Bonus round payout is calculated based on your base bet and final multiplier on the winning side of the coin.

Your final multiplier is calculated in the following way:

1. Your total Scatter multiplier gets multiplied with Coin Flip multiplier (examples: $8 \times 15x = 120x$, $8 \times 25x = 200x$).
2. Then the total Top Up multipliers get added (examples: $120x + 4x = 124x$, $200x + 12x = 212x$).
3. Now you see the final multiplier on the blue and red coin sides.

When the Coin Flip Bonus round result is determined, the final multiplier on the winning coin side will be multiplied by your base bet amount.

Any winnings from the Qualification reel round are then added to the Coin Flip Bonus round payout.

The game has a theoretical payout cap defined and player's Top Up bets are checked against before each Top Up spin. If this Payout cap is reached, certain bet values might not be available.

MAX PAYOUT 5,000,000

Return to Player

The optimal theoretical return-to-player (RTP) is 96.05%.

Monopoly Big Baller

Monopoly Big Baller is a unique and entertaining gameshow that combines Mega Ball with one of the world's most well-known board games. Place your bet on Chance or Free Space cards, watch which numbered balls are randomly drawn by the ball drawing machine and complete lines to win.

Bet on '3 ROLLS' and '5 ROLLS' to play the Bonus Game that will take you to a virtual 3D Monopoly board, where Mr. Monopoly will walk around the board and collect multiplier prizes for you.

The MONOPOLY name and logo, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. ©1935, 2022 Hasbro. All rights reserved.

Main Game

Place your bet on 1–4 Chance/Free Space cards. When you place your bet, the 5x5 cell card that you bet on is populated with randomly generated numbers ranging 1–60. You can switch each card between being a Chance card and being a Free Space card.

- Free Space card — The centre cell is a “free space”, and this acts as a drawn number. This means that there are increased odds of making a line.



- Chance card — There are no free spaces, however the centre cell is guaranteed to have a multiplier. This means that there are increased odds of a higher payout, but a lower chance of making a line.



Once the betting time is over, Mr. Monopoly will pull a lever to place random daubs (free spaces) and multipliers on the cards you bet on. A daub acts as a drawn number, but a multiplier has a chance to increase your winnings.

Multipliers are engaged when a ball or several balls are drawn that correspond with the number with the multiplier on the card.

There are three types of Chance multipliers that can be generated:

- Standard (10x or 20x) — if you get a number with a standard multiplier and that number becomes part of a winning line for that card, your winnings for that line are multiplied by that amount. If your winning line contains several standard multipliers, they are added up before multiplication. For example, if you place R5 on a card and that card has a winning line with a standard multiplier 10x and a second standard multiplier 20x, the calculation will be $R5 \times (10x + 20x) = R150$.
- Line (20x or 50x) — if you get all the numbers and make a winning line that has a line multiplier, your winnings for that line are multiplied by that amount. If that line also contains numbers with Standard multipliers, they are added up with the Line multiplier before multiplication. For example, if you place R5 on a card and that card has a winning line with a Line multiplier 50x and a Standard multiplier 10x,

- calculation will be $R5 \times (50x + 10x) = R 300$.

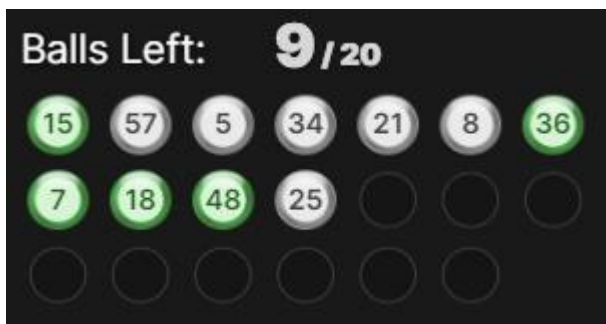


- Global (2x or 3x) — if you get a number with a global multiplier, your winnings for all lines on that card (including any Line or Standard multipliers) are multiplied by this amount. The number with the global multiplier does not need to be part of the winning line. For example, if you place R5 on a card and that card has a global multiplier 2x the number for which gets drawn, and the winning line has a Standard multiplier 10x and a Line multiplier 50x, the calculation will be $R5 \times (10x + 50x) \times 2 = R600$. The maximum number of global multipliers per card is 2.



After that, 20 out of 60 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 daub is automatically placed on that number.

The game displays the drawn balls and their numbers for the current round and how many balls are left to be drawn. Green balls are balls that are on 1 or more of your cards and grey balls are balls that do not match any number on any of your cards.



If you complete a line on a card, the bet on that card wins.

Bonus Game

To participate in the Bonus Game, place a bet on '3 ROLLS' or '5 ROLLS'. If all numbers for either betting spot are drawn (3 unique numbers for '3 ROLLS' and 4 unique numbers for '5 ROLLS'), you win that bet and the Bonus Game will start right after all 20 numbers are drawn. After betting time is over, random daubs (free spaces) may also land on '3 ROLLS' and '5 ROLLS' numbers, however multipliers cannot. You can place bets and participate in the Bonus Game, regardless of whether you place any bets on the Main Game.

The Bonus Game is played with two dice. If you won your bet on '3 ROLLS', the dice will be rolled 3 times. Mr. Monopoly will walk around the 3D Monopoly board and collect your cash and multiplier prizes. If you win on '5 ROLLS', the dice will be rolled 5 times. If you win on both Bonus betting spots, they will be played one after the other as two separate Bonus Games.

The Monopoly board has the same layout as a regular Monopoly game: Properties, Utilities, Free Parking, Railways, Taxes, Jail/Go to Jail, Chance/Community Chest and GO.

Properties, Utilities, Railways and Free Parking have basic prizes.

The Bonus Game starts with randomly building houses and hotels on some properties which will increase their multipliers (ranging from 1x to 500x).

When the dice are rolled, Mr. Monopoly will walk the corresponding number of spaces on the Monopoly board. Your total Bonus Game winnings will be displayed and added to your Bonus win.

If Mr. Monopoly stops on Chance or Community Chest, you can win either a random cash prize or receive a fee.

If Mr. Monopoly stops on 'Go to Jail', he will move to the Jail space. To get out and continue moving up the board, doubles need to be rolled (the same number on both dice). Going to Jail and finishing the Bonus Game while in Jail does not affect your previous Bonus winnings.

If a double is rolled during regular Bonus Game play, you get an additional dice roll.

Income tax will reduce your Bonus winnings by 10% and Supertax will reduce your winnings by 20%. Taxes and fees will only be deducted if your Bonus winnings allow it.

When Mr. Monopoly passes 'GO', all the prizes thereafter on the board will be doubled.

When no more rolls are left, the Bonus Game is over. All your Bonus winnings, combined with any winnings from the Bingo Game, are then paid.

Payouts

| Betting Spot | Payout |
|-----------------|------------------|
| Free Space card | 2–39:1 per line |
| Chance card | 2–199:1 per line |
| 3 ROLLS | Bonus Game |
| 5 ROLLS | Bonus Game |

The base pay out per winning card without any multipliers is 3x. If two or more lines win without multipliers, then their payouts are summed (for example, if your card wins with two lines without any multipliers, your multiplier for that card is 6x). However, if your winning card has a Standard or Line multiplier, this multiplier replaces the base multiplier (for example, if your card wins with a line that has a 10x multiplier, your multiplier for that card is 10x).

Maximum payout for all your winnings within a game round is limited to R5,000,000. The game round continues even if your maximum payout limit is reached. The maximum payout limit is applied only at the end of the game round.

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 96.10%.

Football Studio Dice

Game Objective

The objective of **Football Studio Dice** is to guess which side will win by having the highest two-dice total. You can bet on Home (A), Away (B) and Draw (X).

Game Rules

The game is hosted by a game presenter and played with four dice.
Each dice is in an individual shaker: two for the Home (A) side and two for the Away (B) side.
The top two shakers are the "First half", and the bottom two shakers are the "Second half".
Both the First and the Second half shakers have one die for the Home (A) side and one for the Away (B) side.

All dice shakers are turned on at the same time, in the last seconds of betting time.
After the bets have been placed and the betting time is over, both First half dice come to rest simultaneously. A few seconds later, both Second half dice come to rest as well.

The result is visible on the screen, and whichever side rolled the highest two dice total wins!

Payouts

Your payout depends on the type of bet placed.

| Bet | Pays |
|------------|---|
| HOME (A)* | 1:1 |
| AWAY (B)* | 1:1 |
| DRAW (X)** | 79:1 — Draw result is total 12 7:1 — Draw result is total 2-11 |

*80% of your Home (A)/Away (B) bet is returned if Draw (X) wins

**A payout of 7-79:1 plus the return of your bet equals a payout of 8-80x

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:

Home (A)/Away (B) — 97.75%

Draw (X) — 95.68%

Funky Time

Game Rules

Game Objective

Funky Time is an exciting game show and variation of the popular money wheel game of chance. It is played using a large 64-segment vertical wheel, spun by the game presenter. In addition, multipliers are randomly assigned to various wheel segments on every spin. The objective of the game is to predict which segment the wheel will stop at when the wheel comes to rest after each spin. Funky Time also features amazing Bonus games which grant you multipliers! Simply place your bet on the Bar, Stayin' Alive, Disco, and VIP Disco Bonus game bet spots and prepare to feel the groove! It's time to get FUNKY!

Main Game

Place your bet on a segment you believe the wheel will stop at. You can choose the regular bet spots (the Number 1, which appears repeatedly around the wheel, or any of the 12 letters in the words PLAY, FUNK and TIME) or any of the Bonus game bet spots (Bar, Stayin' Alive, Disco, and VIP Disco).



When the betting time is over, the game presenter spins the wheel and, simultaneously with the spin, multipliers are generated and applied to random segments of the wheel. When the Funky 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 one of the segments you have placed your bet on, you win.

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

For regular bet spots — the payout of the particular bet spot will be multiplied by the multiplier from the wheel segment (for example, if a 20x multiplier lands on the Number 1 wheel segment, which has a default payout of 1:1, the payout will now be 20:1).

For Bonus game bet spots — the multiplier from the wheel segment will be applied for a funk-tastic Bonus game experience.

All players can watch the exciting Bonus games but only players who have placed their bet on the corresponding Bonus game bet spot can participate and win in these Bonus games.

Bonus Games

If the wheel stops on a Bonus segment, the Bonus game is played. Depending on the Bonus segment the wheel has stopped at, players can participate in the Bar, Stayin' Alive, Disco or VIP Disco Bonus games.

Bar

In this Bonus game, you travel to a bar and must pick one of the three different beverage glasses on the counter. If no decision is made during the decision time or any interruption occurs, a glass is picked randomly for you.

MAKE YOUR DECISION

When the decision time is up, initial multipliers with random values appear in each glass as the bartender pours drinks. Initial multiplier values range from 2x to 20x.

After that, one of the three glasses receives a garnish with an extra multiplier that multiplies the initial multiplier for that glass. The extra multiplier value ranges from 2x to 5x. For example, if the initial multiplier in the glass is 5x, and the garnish multiplier is 5x, the total multiplier value in that glass is now 25x.

If there was a multiplier on the Bar wheel segment, it multiplies the multiplier values in all three glasses before the game ends. Cheers!

Stayin' Alive

This exciting Bonus game features a ball drawing machine with 90 balls and a multiplier pay table on which players can progress upwards. The higher you go, the bigger your winnings!

The multiplier pay table levels consist of a list of multipliers, from the lowest values at the bottom to the highest values at the top. The values of the multiplier levels are as follows:

| Level | Multiplier |
|--------------|-------------------|
| 20 | 1000x |
| 19 | 800x |
| 18 | 700x |
| 17 | 600x |

| | |
|----|------|
| 16 | 500x |
| 15 | 300x |
| 14 | 250x |
| 13 | 200x |
| 12 | 150x |
| 11 | 100x |
| 10 | 70x |
| 9 | 60x |
| 8 | 50x |
| 7 | 40x |
| 6 | 30x |
| 5 | 25x |
| 4 | 20x |
| 3 | 15x |
| 2 | 10x |
| 1 | 50x |

If a multiplier was applied to this segment during the spin, each level of the multiplier pay table is multiplied by the value of the collected multiplier. This bonus game is capped at a 10,000x multiplier. If any multiplier level exceeds 10,000x after applying a wheel multiplier, the value is replaced with a 10,000x multiplier.

All players begin on the lowest multiplier pay table level — 5x and are granted four lives on their lives counter.

There are three types of balls in this game:

- STOP ball (black) — all players lose a life from their lives counter and stay on the same multiplier level as before.
- 1-step ball — if you have chosen this colour, you advance on the multiplier pay table by one level.
- 2-step ball — if you have chosen this colour, you advance on the multiplier pay table by two levels.

Before the machine starts drawing balls, you must choose one of the three teams, each illustrated with a separate colour. Each team colour represents a ball colour in the machine. If no decision is made during the decision time or any interruption occurs, a random decision is made for you.

After the choice is made, the game presenter pulls a lever to begin the drawing process. If the machine draws a ball in the colour of your team, you advance one or two positions up the multiplier levels depending on the ball type. However, if a black ball is drawn, you remain in the same spot as before and one life from your life counter is deducted.

The bonus game ends when there are no lives left on the lives counter. The winnings are paid out according to the multiplier level that your team's colour of choice has reached on the pay table.

Disco & VIP Disco

These Bonus games make you on an exciting dance adventure filled with an amazing winnings. Join Mr Funky on the dance floor and watch him collect a new multiplier for you with every move. While the Bonus game mechanics are the same for both Bonus games, Disco takes place on a 37-square dance floor while VIP Disco takes place on a larger 63-square dance floor.

Disco bonus game dance floor



VIP Disco bonus game dance floor



Disco & VIP Disco begin with Mr Funky in the middle of the dance floor, and the game presenter at the DJ booth. The game presenter initiates a mini wheel spin with eight sectors showing four directions (up, down, left, and right), and whichever direction the wheel stops on is the move Mr Funky will take. The game continues until Mr Funky falls off the dance floor.

The dance floor consists of two types of squares with multipliers:

- Regular multipliers add to your total. For example, when you collect a 2 and a 10 Regular multiplier, your total in the game becomes 12x. Initial Regular multiplier square values range from +1 to +100 in Disco and +1 to +500 in VIP Disco bonus rounds.
- Floor multipliers double five random Regular multiplier squares in value. For example, a 2x multiplier would be doubled to 4x, a 5x multiplier would be doubled to 10x, and so on.

When Mr. Funky steps on a square and collects a Floor or a Regular multiplier, the square becomes empty for two consecutive moves. Then it resets to the same type and value of multiplier as when Mr Funky started dancing. Stepping on an empty square has no effect in the bonus game.

If a Bonus game segment multiplier was applied to this segment during the spin, each regular multiplier is multiplied by it before Mr Funky starts to dance. This bonus game is capped at a 10,000x multiplier. If players accumulate the maximum multiplier, the game ends.

Payouts

| Bet Spot | Payout |
|--|--------------------|
| 1 | 1 – 50:1 |
| Letter (P, L, A, Y, F, U, N, K, T, I, M, or E) | 25 – 1250:1 |
| Bar bonus | |
| Stayin' Alive bonus | |
| Disco bonus | Up to R5, 000, 000 |
| VIP Disco bonus | |

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) is 95.99% based on the Number 1 bet. See below RTP for each bet separately without the max payout cap applied.

| Bet | RTP |
|---------------------|------------|
| 1 | 95.99% |
| Letter | 95.49% |
| Bar bonus | 95.98% |
| Stayin' Alive bonus | 95.49% |
| Disco bonus | 95.51% |
| VIP Disco bonus | 95.38% |

Players may achieve a 'win' in excess of the maximum payout, but this will result in their actual win being capped. As a result of the cap, players betting the maximum will have the following RTPs: Letter bet 94.96%, Bar bet 95.40%, Stayin' Alive bet 94.85%, Disco bet 95.20%, and VIP Disco bet 94.81%.

Extra Chilli Epic Spins

Game Objective

Extra Chilli Epic Spins™ is a unique blend of the Extra Chilli game with a LIVE gaming experience, where you can play with your friends in the same rounds and share the excitement!

Staying true to its predecessor, Extra Chilli Epic Spins™ comes with six reels and reaction wins in real time, all featuring Big Time Gaming's exclusive Megaways™ mechanic.

The game consists of six main vertical reels and a secondary, horizontal reel at the bottom. The secondary reel may contain WILD symbols that substitute any symbol, boosting your chances of making winning combinations! Additionally, you may get extra multipliers, as well as trigger up to 16 Free Spins and the Gamble Wheel.

Game Rules

The game features three different environments:

- Base Game
- Free Spins
- Gamble Wheel

Base Game

The game begins by featuring six vertical reels (with a variable number of symbols), plus one horizontal reel at the bottom. The horizontal reel adds one extra symbol to each of reels 2, 3, 4, and 5, creating 2–7 symbols in total per reel.

Each round of the Base Game consists of five consecutive spins.

Start by choosing the amount of your Bet per spin and clicking/tapping the "Play" button to join. If the round has already started, your bet will be played in the next round.

The round starts with the first spin. The vertical reels spin from top to bottom, and the horizontal reel is populated with symbols from right to left. During the spin, a Crate is smashed, which may reveal:

- nothing, or
- random multipliers that increase your prize between 1x and 5x, or
- the letters H, O, or T, (to form the word "Hot", all three letters must appear).

If you get a Piñata instead of a Crate, you may get even higher multipliers ranging from 10x to 20x, or the full word "Hot" at once!

Any multipliers you get from the Crate or Piñata are accumulated at every spin and applied to the current spin and the following ones.

After the Crate is smashed, the reels come to a stop and display the result. A winning combination happens when there are matching symbols in consecutive reels, starting from the leftmost reel (reel 1).

All winning symbols are part of a reaction and replaced by symbols coming from the top in the primary reels, and from the right in the secondary reel. Multiple chain reactions are possible, and all winning combinations are added together to give you an even bigger win.

When there are no more matching symbols in the reaction chain, the second spin begins, and all consecutive spins happen the same way.

Each round of the Base Game ends when all five spins have been completed.

If you get the word "Hot", it triggers the Free Spins feature!

Free Spins

Triggered by the word "Hot", the Free Spins phase begins once the Base Game is finished, and it consists of eight Free Spins (which come with no extra cost).

Each of the Free Spins plays in the same manner as the Base Game, and every smashed Crate and Piñata may bring you:

- nothing, or
- additional multipliers, or

- one more trigger of eight more Free Spins.

Winning combinations also happen the same way, and multipliers accumulated in the Base Game are still applied to the next Free Spins in this round. All additional multipliers revealed by Crates also accumulate. Your payouts in this phase are also calculated using your Bet per spin. After completing the eight spins (or 16 spins, if a re-trigger occurs), the Gamble Wheel starts.

Gamble Wheel

You play two Gamble Wheels after the Free Spins.

In the first Gamble Wheel, you must choose one colour on the wheel: red or purple. The game host spins the wheel and, if your chosen colour wins when the wheel stops, you have two more Free Spins.

Once all the Free Spins of the first Gamble Wheel are complete, you go to the second Gamble Wheel, where you must choose between four colours: red, purple, green, and blue. The game host spins the second wheel and, if your chosen colour wins when the wheel stops, you have two more Free Spins.

The colour you selected in the first Gamble Wheel is your default choice for the second, but you can choose another yourself. If you have not selected a colour before the decision time expires, a colour is randomly selected for you.

The gameplay and the wins at the Gamble Wheel happen the same way as in the Free Spins, except now it is no longer possible to obtain the letters or the word "Hot" from Crates or Piñatas and, therefore, no more Free Spins can be triggered. You still have the multipliers won during the Base Game and the Free Spins phases, and they accumulate as the Crates reveal additional multipliers.

Once all the Free Spins of the second Gamble Wheel are complete, the round is over. Your total winnings from the start of the round are displayed and credited to your account, and a new round of the Base Game begins.

Payouts

A win is made of matching symbols in consecutive reels, regardless of their position on the reel, from left to right starting from the leftmost reel. You need at least three matching symbols to form a winning combination — except for the Purple Chilli symbols, of which you need only two for a winning combo.

Your payout depends on the matching symbols. Highest win paid per winning combination. All winning combinations are added together. All payouts are multiplied by each individual Bet per spin. Only winnings are credited, and bets are not returned.

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 96.74%.

Monopoly Live

Game Objective

Monopoly is a Dream Catcher Edition of one of the world's most well-known board games. The objective of the game is to predict the segment the wheel is going to stop at after the spin.

The game also features a Bonus game that will take you to a virtual 3D MONOPOLY board, where Mr Monopoly walks around the board and collects prizes for you. The walk is determined by a pair of dice. You qualify for the Bonus game by placing bets on '2 ROLLS' and '4 ROLLS'. If you have not placed either of these bets, you will still see the Bonus game, but you cannot win any prizes in it.

The MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board, cards, and the playing pieces are trademarks of Hasbro for its property trading game and game equipment and are used with permission. © 1935, 2022 Hasbro. All Rights Reserved. Licensed by Hasbro.

Game Rules

Main Game

Simply place your bet on a segment you believe the wheel will stop at: 1, 2, 5, 10, '2 ROLLS' or '4 ROLLS'. The game host then spins the wheel. When it comes to a stop, the winning segment is indicated by the flapper at the top of the wheel. If the wheel stops with the flapper in between two segments, the winning segment will be the segment that the flapper was passing, considering the wheel direction.

All bets 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 bet placed on the winning segment is returned together with your winnings.

The 'CHANCE' segments

- If the wheel stops on a 'CHANCE' segment, you will be given a card with a cash prize or a multiplier bonus.
- If you have won a cash prize, your bet is returned on top of your winnings.
- If you have won a multiplier bonus, all your bets remain in place. The game host will spin the wheel again, and the multiplier won will multiply the winnings. If you get a multiplier once more, your multipliers will be multiplied. For example, if you bet 100 on segment 5 and you get a Chance card with an 8x multiplier you will win $100 \times 5 \times 8$ which is equal to 4000. If the next spin is a Bonus game, you will only win if you placed a bet on '2 ROLLS' or '4 ROLLS'.

Bonus Game

- To participate in the Bonus game, place a bet on '2 ROLLS' or '4 ROLLS'. If the wheel stops at either '2 ROLLS' or '4 ROLLS', the Bonus game starts.
- The Bonus game is played with two dice. If the wheel lands on '2 ROLLS', the pair of dice will be rolled twice. Mr Monopoly will walk around the 3D MONOPOLY board and collect your cash and multiplier prizes. If the wheel lands on '4 ROLLS', the dice will be rolled four times.
- The Monopoly board has the same layout as a regular Monopoly game: Properties, Utilities, Free Parking, Railways, Taxes, Jail/Go to Jail, Chance/Community Chest and GO.
- When you enter the Bonus game, Properties, Utilities, Railways and Free Parking have basic prizes.
- Once the Bonus game begins, houses and hotels will be built on some properties which will increase the prize.
- After the dice are rolled, the virtual Mr Monopoly walks the distance as shown by the dice on the

Monopoly board. Your total Bonus game winnings will be displayed and added to your Bonus win. If Mr Monopoly stops on 'Go to Jail' space and moves to the Jail space, then doubles (two same numbers on the dice) must be rolled to get out. All your previous Bonus winnings remain.

- If a double is rolled, you get an additional free dice roll, except when doubles are used to get out of Jail.
- If Chance or Community Chest is your stop on the board, you can win either a random cash prize or receive a fee.
- During the Bonus game taxes and fees will only be deducted if your Bonus winnings allow it.
- When you pass 'GO' all the prizes thereafter on the board will be doubled.
- On the board, Income tax will reduce your Bonus winnings by 10% and Supertax will reduce your winnings by 20%.
- When no more rolls are left, the Bonus game is over, and all your Bonus winnings are paid, together with your initial bet. You return to the main game.

Payouts

| Segment on Wheel | Number of Segments | Pays |
|------------------|--------------------|------------------------------|
| 1 | 22 | 1 to 1 |
| 2 | 15 | 2 to 1 |
| 5 | 7 | 5 to 1 |
| 10 | 4 | 10 to 1 |
| CHANCE | 2 | Random cash prize/multiplier |
| 2 ROLLS | 3 | Bonus game |
| 4 ROLLS | 1 | |

Maximum payout for your winnings within a game round is limited to R5 000,000 or 20,000x times your bet. The Bonus round continues even if your maximum payout limit is reached. The maximum payout limit is applied only at the end of the game round.

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 96.23%.

| Bet | RTP |
|---------|--------|
| 1 | 92.88% |
| 2 | 96.23% |
| 5 | 91.30% |
| 10 | 96.02% |
| 2 ROLLS | 93.90% |
| 4 ROLLS | 93.67% |

Crazy Pachinko

Game Objective

Crazy Pachinko is a thrilling game that mixes the excitement of the reels and the fun of a live game show. The objective of the game is to qualify for the live game show phase. Players spin the Qualification reels to collect three scatter symbols, accumulate multipliers, and qualify for the Pachinko Bonus round! Players also have the option to boost their multipliers during the Top Up phase before the Pachinko Bonus round starts, for the chance to collect even bigger wins.

Game Rules

The game features three phases:

- Qualification
- Top Up
- Pachinko Bonus round

Qualification

The game begins with the Qualification phase, played using a five-reel, three-row reel with 10 fixed winlines, one scatter symbol and seven paying symbols (J, Q, K, A, Cherry, Bell, Wild).

The goal is to land three scatter symbols in one spin to qualify for the Pachinko Bonus round. The scatter symbols may bring multipliers or not. If a scatter is on the top row, the next spin nudges it down to the middle row; if a scatter is on the middle row, the next spin nudges it down to the bottom row; and if a scatter is on the bottom row, it disappears on the next spin.

After the player has successfully qualified, all Scatter multipliers are added and used in the Pachinko Bonus round to calculate the final multipliers. Scatter symbol multiplier values range up to 10x.

Players may still get payouts for winning combinations, which are paid out according to the pay table.

View the pay table and winline information at any time by simply clicking/tapping the information icon or in Help.



The Qualification reel has three spin modes:

- Normal spin (set by default)
- XXXtreme Spin
- Feature Buy

To spin the Qualification reels, players select the bet amount and click/tap SPIN



- The bet selected in Normal mode becomes the player's base bet and is used to calculate their winnings.

- Activating the XXXtreme Spin mode helps the player qualify faster, by guaranteeing one scatter symbol each spin at the cost of an increased spin bet amount.
- Activating the XXXtreme Spin mode costs 15 times the player's base bet for one guaranteed scatter symbol, and it increases the chance of getting Scatter multipliers.
- Activating Feature Buy costs 75 times the base bet for three guaranteed scatter symbols and qualification for the Pachinko Bonus game. Feature Buy may grant random multipliers as well.
- Payouts are calculated using the base bet.

XXXtreme spins



Base bet

Feature buy



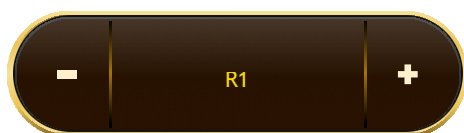
Base bet

Top Up

After qualifying for the Pachinko Bonus round, and while waiting for it to begin, players have the option to spin the Top Up reels for an extra cost to boost their multipliers.

The Top Up phase features a 16-reel reels, where each of the 16 squares is a reel that spins on its own, plus 16 sectors at the bottom with virtual values based on the player's selected bet — the higher the bet, the higher the multiplier options are; values range from 2x to 100x.

To spin the Top Up reels, the minimum Top Up bet amount equals the bet the player qualified with (the base bet).



BY choosing to increase the Top Up bet amount, the player also increases the value of multipliers. Multipliers move to a sector below the reel and may stack randomly under the vertical reel. Once the Top Up time runs out, the player is transferred to the Pachinko Bonus round.

If the player joins the Top Up phase a certain time before the Pachinko Bonus round is about to begin, a pop-up message appears on the screen.

Bonus Round Begins!

Join bonus round or continue topping up?

BONUS

TOP UP

Click/tap BONUS to join the Pachinko Bonus or TOP UP to stay in Top Up and wait for the next bonus round. If no decision is made, the player is automatically transferred to the Pachinko Bonus round.

Pachinko Bonus round

Once the Pachinko Bonus round starts, players can sit back and enjoy the live show led by a game host. 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 between zones 4 and 12.

During the Pachinko Bonus round, Pachinko multipliers are generated for all players equally. Pachinko multiplier values range from 10x up to 200x and are common to all players.

After receiving the Pachinko multipliers, all multipliers (Scatter, Top Up, and Pachinko) are calculated together: $(\text{Pachinko multipliers} \times \text{Scatter multipliers}) \times \text{Top Up multipliers} = \text{Final multipliers}$.

The Final multipliers are displayed separately on every Pachinko zone.

The game host then drops the puck from the giant Pachinko wall on a randomised dropping zone. The multiplier in the landing zone of the puck will be applied to your bet, determining the final amount of your prize.

If, however, the puck lands on the DOUBLE zone, that means there will be a Double Event: the puck will be re-dropped, and all prizes on the multiplier wall are now worth much more!

The Pachinko multipliers are doubled and the final multipliers are then re-calculated: $(\text{doubled Pachinko multipliers} \times \text{Scatter multipliers}) \times \text{Top Up multipliers} = \text{Final multipliers}$.

The Double Event can only occur once during the Pachinko Bonus round.

The bonus game ends when the puck lands in a zone with a multiplier

Payouts

Qualification reel winlines are paid out immediately, unless the player qualifies. If a player qualifies and gets one or more winlines in the same spin, then the payout for the winlines is processed after the Pachinko Bonus round.

Qualification reel winlines

The Qualification reels has 10 fixed winlines.

- Winlines pay if there are at least three symbols in an uninterrupted sequence matching one of the patterns, starting from the first leftmost reel to the rightmost reel.
- Only the highest symbol combination on a winline is paid out, even if there is more than one type of combination on a given winline.
- There can be one or more winlines in the same spin. Simultaneous wins on different winlines are added together.

• The player's initial bet is not returned on top of their winnings.
The amount paid out using the base bet is based on the type and count of collected symbols and is displayed on the screen immediately after the spin.

Symbol Payout



- x3 5x
- x4 10x
- x5 20x



- x3 5x
- x4 10x
- x5 20x



- x3 2x
- x4 6x
- x5 12x



- x3 0.6x
- x4 1.5x



- x3 0.5x
- x4 1.3x
- x5 2.5x



- x3 0.4x
- x4 1x
- x5 2x



- x3 0.3x
- x4 0.7x
- x5 1.5x

Pachinko Bonus game payout

The Pachinko Bonus round payout is calculated based on the base bet and the final multiplier received during the Bonus game.

The final multiplier is calculated in the following way:

Scatter multiplier obtained x Pachinko Bonus game multiplier.

Example: The player has a Scatter multiplier of 8x, and a Pachinko Bonus game multiplier of 15x. That means $8 \times 15 = 120$.

Now the player has a multiplier of 120x.

Then, the total Top Up multipliers are added.

Example: The player has a multiplier of 120x now, plus a Top Up multiplier of 4x. That means $120 + 4 = 124$.

Now the player has a multiplier of 124x.

Finally, the current multiplier is multiplied by the value of the base bet.

Example: The player has a multiplier 124x, and a base bet of R 2. That means $124 \times 2 = 248$.

The final payout is, then, R 248.

The game has a theoretical payout cap defined and player's Top Up bets are checked against that cap before each Top Up spin. If the Payout cap is reached, certain bet values might not be available.

MAX PAYOUT R5 000,000

Return to Player

The optimal theoretical Return to Player RTP is 96.05% based on the XXXtreme Spin.

RTP for all bets:

| Bet | RTP |
|---------------|--------|
| Normal Spin | 96.04% |
| XXXtreme Spin | 96.05% |
| Feature Buy | 96.04% |
| Top Up | 95.01% |

Lightning Dragon Tiger

Game Objective

Lightning Dragon Tiger is a super-fast and simple two-card game with Lightning multipliers. The game's aim is to predict which of the two cards dealt will be higher in value — the Dragon or the Tiger. Players may also bet whether the Dragon and Tiger cards dealt will be of the same value and, therefore, a Tie. A Lightning suit with a multiplier is randomly chosen in each round, giving a chance to multiply payouts on a winning hand.

Game Rules

The game is played with eight standard 52-card decks (excluding Jokers). The card values are as follows:

- Ace counts as 1, being the lowest, followed by 2 and so on
- King is the highest (so, A-2-3-4-5-6-7-8-9-10-J-Q-K).

Betting Phase

Place a bet on Dragon, Tiger, Tie, or Suited Tie.

A 20% fee will be added to each player's total bet, and is displayed in the user interface. For example, if you place a bet of 5, a 20% fee, which is 1, will be added, resulting in a total bet of 6.

20%

Lightning Round

After the betting time is closed, the Lightning Round occurs. In each Lightning Round, a Lightning suit (Clubs, Hearts, Spades or Diamonds) is randomly chosen. All cards of this suit are then assigned a random Lightning multiplier (2x, 3x, 5x, or 8x). The card of the Lightning suit and its multiplier is displayed in the user interface.

Main Game

After the Lightning Round, the dealer will deal one card to the Dragon and one card to the Tiger. During dealing, the card of the Lightning suit is highlighted in the user interface if a matching card has been dealt to make the player aware that there is a chance for multiplier winnings.

Game Outcome

If the player has placed a bet on a winning hand, the payout is according to the payout table. If the player's winning hand includes one matching card of a Lightning suit, the winnings will be multiplied accordingly. If there are two matching cards of the Lightning suit in a result of a Tie or Suited Tie, the winning are multiplied again.

The highest card wins. If Dragon and Tiger cards match in value, it's a Tie, and half your main bet (Dragon/Tiger) is returned. If Dragon and Tiger cards match in value and suit, it's a Suited Tie, and half your main bet is returned. The fee for the pushed Dragon/Tiger bets will not be returned.

Your initial bet will be added on top of your winnings. If the winning hand does not contain the revealed card of the Lightning suit, then the regular payout is applied. See the "Payouts" section for detailed payout information.

Payouts

Your payout depends on the type of bet placed.

| BET | PAYS |
|------------|-----------|
| DRAGON * | 1-8:1 |
| TIGER * | 1-8:1 |
| TIE | 6.5-416:1 |
| SUITED TIE | 20-1280:1 |

* Half of your main bet is returned in the case of a Tie or a Suited Tie.

The maximum payout is R5,000,000 plus the initial bet on the winning hand.

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) is 96.97% based on the Dragon/Tiger.

RTP for all bets:

| BET | RETURN TO PLAYER |
|------------|------------------|
| DRAGON | 96.97% |
| TIGER | 96.97% |
| TIE | 91.26% |
| SUITED TIE | 82.93% |

Balloon Race

Game Objective

Balloon Race is a colourful reel and live game show combination that brings you into a hot air balloon adventure high above the clouds.

The objective of this three-phase game is to qualify for the live game show in which the first balloon to reach the top is the winner.

First, you must spin the Qualification reels to gather either three scatter symbols, three Expanding Wilds, or a mix of both. This qualifies you for the Balloon Race Bonus round!

Before the race starts, you also have the option to boost your multipliers in the Top Up phase. Then it's into the Balloon Race Bonus round for the chance to collect even bigger wins.

Colour the skies with multiplied wins — because in Balloon Race, all three game phases offer the chance to accumulate multipliers and soar to new heights!

Game Rules

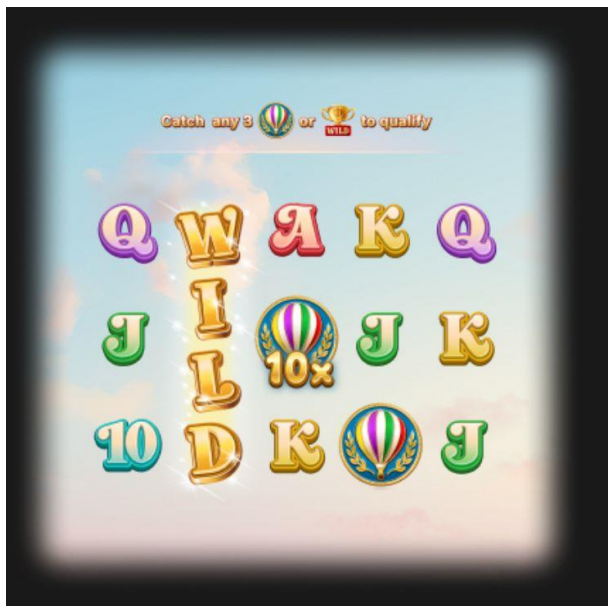
The game features three phases:

- Qualification
- Top Up
- Balloon Race Bonus round.

Qualification

The game begins with the Qualification phase, played using a five-reel, three-row machine with 10 fixed winlines, one scatter symbol, one Expanding Wild and eight paying symbols (10, J, Q, K, A, Bronze Ribbon, Silver Ribbon).

The goal here is to land a set of any three symbols — either scatter symbols or Expanding Wilds. The Expanding Wild symbol can substitute for any other symbol across the entire reel except for the scatter. Scatter symbols may contain additional multipliers that boost your total winnings. Expanding Wilds increase your odds of hitting a combination. For example, a valid combination for qualifying could be two scatter symbols and one Expanding Wild symbol.



After successfully qualifying, any multipliers (up to 10x) you gathered are added and used in the Balloon Race Bonus round to calculate the final multipliers.

You may still get payouts for winning combinations, which are paid out according to the Pay table.

View the Pay table and winline info at any time by simply clicking/tapping the information icon or in How To Play.



The Qualification reels has a choice of three spin modes:

- Normal spin (set by default)
- XXXtreme spin
- Super XXXtreme spin.

To spin the Qualification reels, select the bet amount and click/tap SPIN.



- The bet selected in Normal spin mode becomes your base bet and will be used to calculate your winnings.
- Activating either of the XXXtreme spin modes will help you qualify faster by guaranteeing 1–2 scatter or Expanding Wild symbols in each spin at the cost of an increased spin bet amount.



- Activating XXXtreme spin mode costs five times your base bet for one guaranteed scatter or Expanding Wild symbol and increases the chance of getting better multipliers.
- Activating Super XXXtreme spin mode costs 50 times the base bet for two guaranteed scatter or Expanding Wild symbols and increases the chance of getting even better multipliers.
- Payouts will be calculated using the base bet.

Top Up

After qualifying for the Balloon Race Bonus round and while waiting for it to begin, you have the option to

participate in the Top Up phase. By clicking on the “SPIN” button, it releases 3–6 balloons (maximum two of each colour), and each balloon contains a possible Top Up value. As the balloons ascend, they can either pop or reach the top, where the respective bonus value of the balloon is added to the corresponding finish target. These values will be added to the Bonus game's total bonus value.

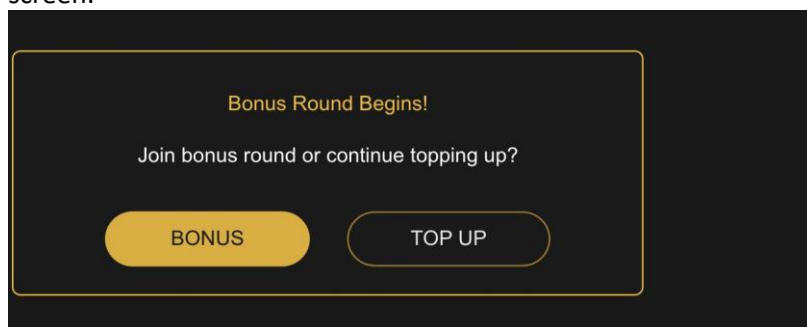


To spin and release the Top Up balloons, the minimum Top Up bet amount equals the base bet you qualified with.

By choosing to increase the Top Up bet amount, you also increase the value of multipliers.

Once the Top Up time runs out, you are transferred to the Balloon Race Bonus round.

If you qualify for the Top Up phase 15 seconds before the Balloon Race Bonus round is about to begin (timer may vary 2–5 seconds due to animations in the Qualification phase), this pop-up message will appear on the screen.



Click/tap BONUS to join the Balloon Race Bonus round or TOP UP to stay in Top Up and wait for the next Bonus round.

If no decision is made, you are automatically transferred to the Balloon Race Bonus round.

Balloon Race Bonus round

Now sit back and enjoy the live show led by our game host. The Balloon Race Bonus round will take you above the clouds and into an exciting hot air balloon race towards bonuses. The Bonus game features a ball drawing machine and 80 balls in Yellow, Purple, Green or Red and different multipliers awaiting the hot air balloons at the finish line. As the race begins, the coloured balls are drawn randomly. When a ball is drawn, the balloon of the matching colour ascends one step upwards. This process repeats, with the ball drawing machine continuously drawing the different coloured balls, and the balloons then ascending in response to the drawn colours.

The aim for the balloons is to be the first to fly 5 positions up to the finish line. When one balloon reaches the top after 5 repetitions, the race is finished. The colour of the winning balloon determines the payout for all players.

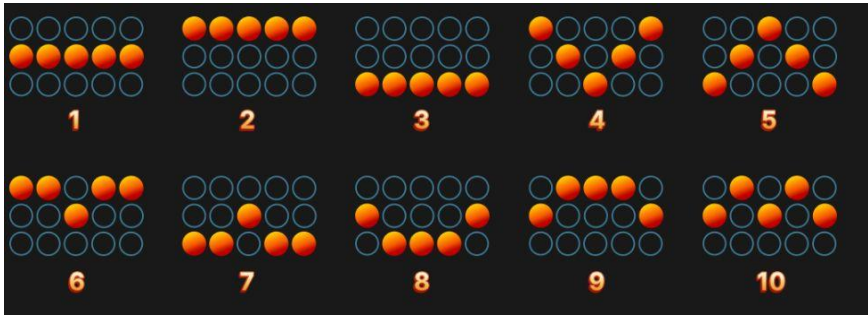
Once the first hot air balloon has reached the finish line, all multipliers (scatter, Top Up, and Bonus round) are calculated together (scatter multipliers * Bonus round multipliers) + Top Up multipliers = Final Multipliers.

Payouts

Qualification reel winlines are paid out immediately, unless you qualify. If you qualify and get one or more winlines in the same spin, then the payout for the winlines is processed after the Balloon Race Bonus round.






Qualification reel winlines



The Qualification reels has 10 fixed winlines.



- Winlines pay if there are at least three symbols in an uninterrupted sequence matching one of the patterns, starting from the first leftmost reel to the rightmost reel.
- Only the highest symbol combination on a winline is paid out, even if there is more than one type of combination on a given winline.
- There can be one or more winlines in the same spin. Simultaneous wins on different winlines are added together.
- Your initial bet is not returned on top of your winnings.

The amount paid out using the base bet is based on the type and count of collected symbols and is displayed on the screen immediately after the spin.

| Symbol | Payout |
|---|---|
|  | <ul style="list-style-type: none"> • x3 = 0.1x • x4 = 0.3x • x5 = 1x |
|  | <ul style="list-style-type: none"> • x3 = 0.2x • x4 = 0.5x • x5 = 1.3x |
|  | <ul style="list-style-type: none"> • x3 = 0.3x • x4 = 0.8x • x5 = 1.5x |
|  | <ul style="list-style-type: none"> • x3 = 0.4x • x4 = 1x • x5 = 2x |
|  | <ul style="list-style-type: none"> • x3 = 0.5x • x4 = 1.5x • x5 = 3x |

| Symbol | Payout |
|---|--|
|  | <ul style="list-style-type: none"> • x3 = 1.5x • x4 = 5x • x5 = 10x |
|  | <ul style="list-style-type: none"> • x3 = 4x • x4 = 7.5x • x5 = 15x |

Balloon Race Bonus round payout

The Balloon Race Bonus round payout is calculated based on the base bet and the final multiplier received during the Bonus game.

The final multiplier for the winning colour is calculated in the following way:

1. Your total scatter multiplier gets multiplied with Balloon Race multiplier (examples: $8x * 10x = 80x$; $8x * 50x = 400x$; $8x * 15x = 120x$; $8x * 75x = 600x$).
2. Then the total Top Up multiplier gets added (examples: $80x + 21x = 101x$; $400x + 12x = 412x$; $120x + 14x = 134x$; $600x + 14x = 614x$).
3. Now you see the final multiplier at the finish line of all four hot air balloons.
4. When the Balloon Race is finished and the winning hot air balloon has reached the finish line, the winning final multiplier will be multiplied by your base bet amount (example: $412 * 2.00€ = 824€$).
5. All winnings from the Qualification reels are then added to the Balloon Race round payout (example: $824€ + 5€ = 829€$).

The game has a theoretical payout cap defined and player's Top Up bets are checked against it before each Top Up spin. If this Payout cap is reached, certain bet values might not be available.

MAX PAYOUT R5 000,000

Return to Player

The optimal theoretical return-to-player (RTP) percentage is 96.09%.

| Bet | RTP |
|---------------------|--------|
| Normal Spin | 96.09% |
| XXXtreme Spin | 96.00% |
| Super XXXtreme Spin | 96.03% |
| Top Up | 96.05% |

Lightning Storm

Game Objective

Lightning Storm is a massive game show with electrifying multipliers and energizing fun featuring a money wheel, captivating Bonus games, and more. It is played using a giant 39-segment vertical wheel spun by the game host.

Guess which segment the wheel will stop at when it comes to rest after each spin. During the spin, 20 Bonus symbols are distributed on the wheel, covering all numbered bet spots 1-20, each Bonus symbol leading to one of the five thrilling Bonus games. Get ready for electrifying adventures in the Hot Spot, Monster Mash, Battery Charger, Fireball and Lightning Storm Bonus games. Feel the power of lightning!

Game Rules

Betting Phase

Place a bet on one or multiple bet spots corresponding to where you think the money wheel will stop. Explore your betting options:

- Numbered bet spots 1-20
- Leaf bet spot (covers 19 segments of the wheel)
- All Odd (covers 10 odd numbers)
- All Even (covers 10 even numbers)
- Storm Chaser (automatically places a bet on each bet spot with a Lightning Storm Bonus symbol).
- X Chaser (automatically places a bet on each bet spot that received a multiplier during the initial spin)



Please note that you need a sufficient balance to place the Storm Chaser and X Chaser bets:

| Bet | Cost |
|--------------|----------------------|
| Storm Chaser | x2.7 your bet amount |
| X Chaser | x7.8 your bet amount |

When the betting time is over, the game host will spin the wheel, and the fun begins!

Lightning Round

During the spin of the wheel, 20 Bonus game symbols will be generated and assigned to all numbered wheel segments. You can place a bet on the Storm Chaser bet spot to ensure that the bet spots that have received a

Lightning Storm Bonus symbol will be automatically covered with a bet. If the bet spot with a Lightning Storm Bonus symbol already had a bet, both bets are summed. The segments that have received a Bonus symbol may also be assigned a random multiplier, meaning that the round multiplier acquired in the Bonus game will be multiplied accordingly.

You can bet on the X Chaser bet spot to ensure that the numbered bet spots that have received a multiplier during the initial spin will be automatically covered with a bet.

Wheel Spin Result

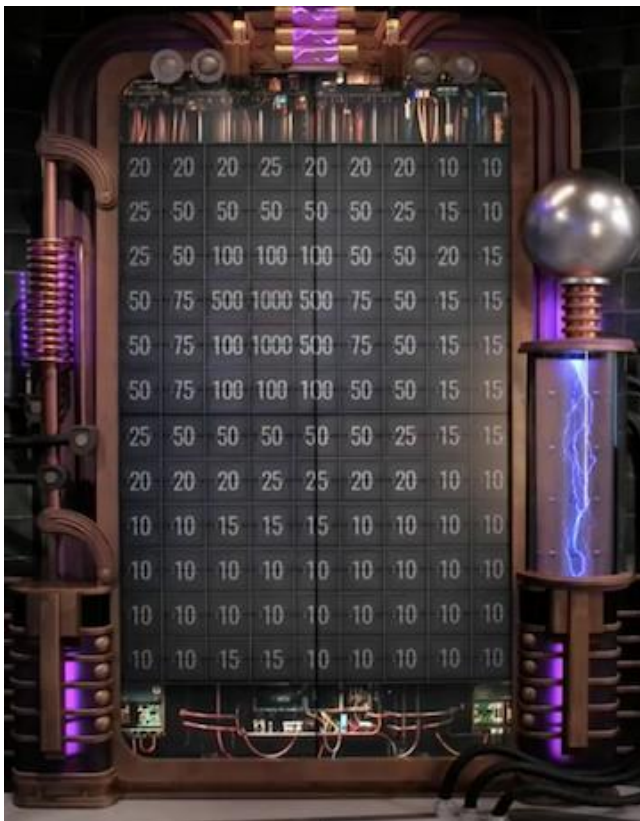
When the money wheel stops, the flapper shows which segment on the wheel has won.

If you have placed a bet on that segment, your bet is multiplied accordingly.

If the wheel stops on a Leaf segment, you get instant payouts according to the “Payouts” section. If the wheel stops on a numbered segment with a Bonus symbol, you proceed to one of the five corresponding Bonus games. All players can observe a Bonus game, but only players who have placed a bet on it can participate and win.

Hot Spot

Hot Spot features a giant multiplier wall with multipliers grouped by value, forming a “Hot Spot” with the highest multipliers next to each other.



If this Bonus game segment received a multiplier during the initial spin, all multipliers on the wall are multiplied by the awarded multiplier before the Bonus game round begins.

The multipliers will then get hidden and shuffled. You must choose a tile on the wall that you think will have your desired multiplier.

Then, the multipliers are revealed, and a 3 3 double area starts travelling around the wall. Once it stops, it will

double all the multipliers in the selected area. If the double area covers your previously chosen spot, your awarded multiplier value is doubled, potentially allowing you to reach this Bonus game's maximum multiplier of 10,000x.

Monster Mash

Welcome to the lab, where you need to craft a monster which will be as strong as the total multiplier. Monster Mash features three horizontal reels, each representing a body part of the monster — head, torso, and legs. Each body part has a random multiplier assigned to it. There are two types of multipliers Regular, which are additive 1, 2, 3, 4, 5, 6, 8, 10, 20, 50 and Global, which are multiplicative (x4, x5, x6). The game host pulls the lever, and the reels start spinning. They will land on a combination of body parts with assigned multipliers and assemble your monster with a total multiplier.

For example:

- 10 legs, x10 torso and x5 head will result in 500x $10 \times 10 \times 5 = 500$.
- 10 legs, 10 torso and 5 head will result in 25x $10 + 10 + 5 = 25$.

If the Monster Mash Bonus game segment received a multiplier during the initial wheel spin, the Regular multipliers are multiplied by it before the lever is pulled. The maximum Bonus multiplier is capped at 10,000x.

Battery Charger

Charge your own mega multiplier up to 10,000x in Battery Charger. In this Bonus game, the game host rotates the gears to activate the conveyor belt with ten batteries. Nine batteries have Regular multipliers attached to each of them, and one battery has a Global multiplier that doubles all values of batteries remaining on the conveyor belt.

The batteries start falling one by one onto a battery charger, while a mini wheel spin result determines the outcome of each battery drop. If the wheel stops on red, the battery gets overcharged and explodes, making way for the next battery on the conveyor belt. If it stops on green with a Regular multiplier, you win the multiplier attached to the battery currently in the charger. If the wheel stops on green with a Global multiplier, all the batteries that remain on the conveyor belt get doubled. The Bonus game ends with the mini wheel landing on green with a Regular multiplier or you running out of batteries (in which case, the last battery's multiplier is applied automatically).

Fireball

A ball is launched into an enclosure with multiplier pockets on the floor. The grid contains 149 pockets with Regular and Double multipliers. If the ball falls on a Regular multiplier, this will be the total round multiplier. If it lands on a Double multiplier, all Regular multipliers on the grid double in value and the ball is launched again. If this Bonus game segment received a multiplier during the initial spin, all Regular multipliers on the grid are multiplied by the awarded multiplier before the Bonus game round begins. The maximum Bonus multiplier is capped at 10,000x.

Lightning Storm

Now it's time for you to head onto the roof to harvest the power of lightning to your advantage. Lightning Storm features a gigantic billboard with a grid of eight Regular (additive) and three Global (multiplicative) multipliers. If this Bonus game segment received a multiplier during the initial spin, all regular multipliers on the wall are multiplied by the awarded multiplier before the Bonus game round begins.

Choose which one of the three lightning strikes will create the biggest multiplier and make your guess. Lightning strikes the wall and moves around the grid, stopping on numerous multipliers, and the total multiplier of the

lightning strike is calculated. The maximum Bonus multiplier is capped at 20,000x.

The lightning strikes three times in Lightning Storm, and you receive the multiplier created in the lightning strike you chose at the beginning of the Bonus game.

Payouts

Bet Spot

Payout



11

Numbered bet spots 1 20

Storm Chaser

Up to R5,000,000

XChaser

Maximum payout for all your winnings within a game round is limited. For details, see the Bet Limits 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 is 97.44% based on the Leaf bet. See below the RTP for each bet separately without the max payout cap applied.

Bet

RTP



97.44%

Numbered bet spots 1 20

95.13%

Storm Chaser

95.12%

XChaser

95.13%

Players may achieve a 'win' in excess of the maximum payout, but this will result in their actual win being capped. As a result of the cap, players betting the maximum will have the following RTPs: Numbered bets 1 20 93.65%, Storm Chaser bet 93.03%, X Chaser bet 93.06%.

Stock Market

Game Objective

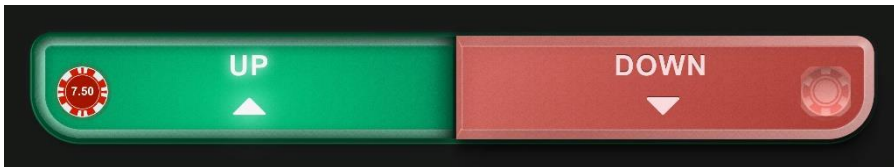
Stock Market is an exciting and fast-paced prediction game that fuses the world of finance with Live and First Person gaming.

Playing the role of a stock market trader, join other players and try to predict whether a Trading Session (game round) will end above or below the starting stock value.

The value change is visualised as a chart that rises and drops within the Up and Down areas.

Game Rules

The game features two phases — the betting phase and the Trading Session. Place your bet on either Up or Down. Betting on both sides simultaneously is not possible; however, you can switch sides during betting time as many times as you want. Once your bet is accepted, it is added to your Portfolio.



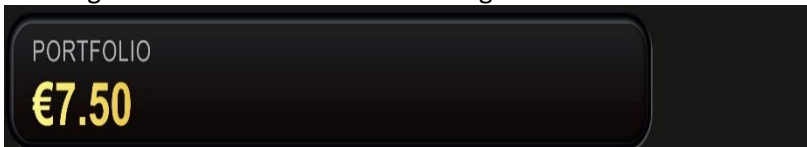
Trading Session

When the betting phase is over, the Trading Session will commence, and the stock value chart will start to generate. Before reaching a result, the chart will go through several interim values that will also be reflected in your Portfolio. This adds anticipation and thrill to the game but does not affect the result. All chart values are measured in percentages and calculated using RNG (Random Number Generator).



The outcome of the game is determined by the stock value at the point when the chart line touches the right boundary of the chart. The value can fluctuate between -100% and +100%; however, it will never land on 0% (i.e., it will always be either a positive or negative percentage). The resulting stock value affects the size of your Portfolio by increasing or decreasing it.

Lastly, a 1% commission (represented as "FEE" on the game's interface) is deducted from the resulting Portfolio, creating the final outcome of the Trading Session. Commission is deducted at the end of each round.



Your Portfolio will always be rounded up or down to the nearest smallest unit of currency (e.g., eurocents for

EUR, cents for USD, pennies for GBP, and no decimals for JPY) by generating a random number and comparing it with the portion of the Portfolio to be rounded off in order to determine the rounding direction.

See a more detailed explanation in the Rounding chapter.

Betting phase before the next Trading Session

Regardless of whether your previous session resulted in a win or loss, any remaining balance in your Portfolio will be automatically re-wagered on the same bet spot for the next session.

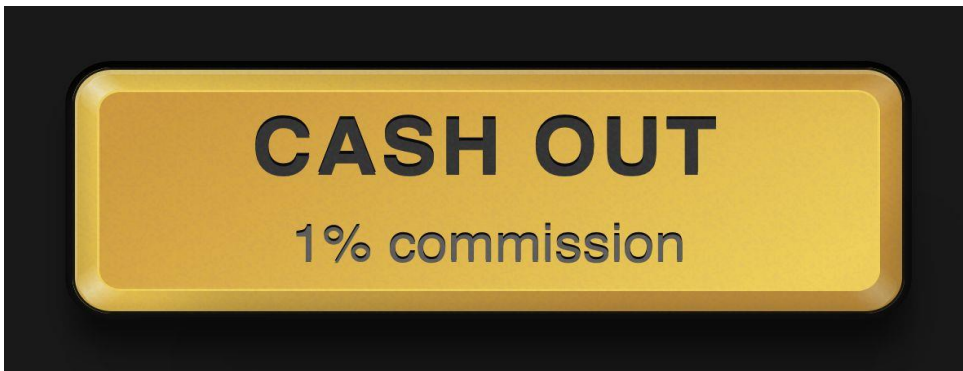
During the betting phase you can:

- Keep your bet on the same bet spot
- Switch your bet to the opposite bet spot
- Top-up the bet by adding more chips to it
- Cash out your Portfolio.

To switch your bet to the opposite bet spot, click/tap on it once. If you click/tap on your newly selected bet spot another time, you will add more chips to it.

Cash Out

To stop trading and withdraw your Portfolio, click/tap on the 'Cash Out' button. This action will transfer the existing amount from your in-game Portfolio to your balance. The 'Cash Out' button can only be used during the betting phase. Unless you choose to cash out, your Portfolio will stay wagered in the game until it is depleted.



Please note that if your bet is rejected, the game is refreshed, or a technical disconnection occurs, an automated Cash Out will be performed.

Please also note that if your Portfolio grows to exceed the maximum bet limit, the exceeding amount will be automatically cashed out.

Payouts

Every 1% of stock value change in the correctly guessed direction increases your portfolio by 1%. And vice versa, every 1% of stock value change in the incorrectly guessed direction decreases your portfolio by 1%.

Therefore, your payout could be:

| BET | PAYS |
|------------|----------------|
| Up | 0.01-2 (x bet) |
| Down | 0.01-2 (x bet) |

Please note that a 1% commission will be deducted from your payout.

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

Return to Player

The optimal theoretical return to player (RTP) percentage is 99.00% for any bet.

Crazy Balls

Game Objective

Crazy Balls (Screwball) is an incredible live game show that brings the excitement of Crazy Time's unique "Bonus" games with big multipliers to a popular bingo-style game.

Place your bets on different cards, get amazing multipliers, then watch the ball-drawing machine select 20 random balls.

The game's objective is simple — to match the drawn balls with the numbers on your cards and complete lines to win. But be prepared for the wild excitement of our four awesome Bonus games — Coin Flip, Cash Hunt, Pachinko and Crazy Time!

Game Rules

Betting phase

Place your bet on one to four regular cards or on any of the Bonus game cards. Next, the 5x5 cell regular card/s you bet on randomly generate numbers ranging from one to 60. Similarly, any Bonus game cards you bet on are filled with three to five randomly generated numbers: you get three numbers on a Coin Flip card, four numbers on a Cash Hunt and Pachinko card, and five numbers on a Crazy Time card. You can switch each regular card between being a Free Space card and being a Multi card.

- Free Space card: The centre cell is a 'free space', which acts as a drawn number and increases the odds of making a line.
- Multi card: The centre cell is guaranteed to have a multiplier, meaning increased odds of a higher payout, but a lower chance of making a line.

Main game

After betting time is over, the game host will press a button that will place random daubs (Free Spaces) and multipliers on the cards you bet on. A daub acts as a drawn number, but a multiplier has a chance to increase your winnings. All cards can receive Free Spaces and Multi card multipliers.

Multipliers are activated when one or more balls corresponding to the number with the multiplier on the card are drawn.

Three types of Multi card multipliers can be generated:

- Standard (10x or 20x) — if a winning line includes a number with a Standard multiplier on the card, your winnings are multiplied by that amount. Multiple Standard multipliers in a winning line are added together before applying the multiplication.
For example, if you place R 5 on a card with a winning line and a standard multiplier of 10x and a second standard multiplier of 20x, the calculation will be $R 5 \times (10x + 20x) = R 150$.
- Line (20x or 50x) — if a winning line includes all numbers and a Line multiplier, your winnings are multiplied by that amount. Standard multipliers in the winning line are added to the Line multiplier before multiplication.
For example, if you place R 5 on a card with a winning line, a Line multiplier of 50x and a Standard multiplier of 10x, the calculation will be $R 5 \times (50x + 10x) = R 300$.
- Global (2x or 3x) — if you get a number with a Global multiplier, your winnings for all lines on that card (including any Line or Standard multipliers) are multiplied by this amount. The winning line does not need to contain the Global multiplier, and each card can have up to two Global multipliers.

For example, if you place R 5 on a card that has a number with a Global multiplier of 2x (and that number gets drawn), the winning line has a Standard multiplier of 10x and a Line multiplier of 50x, the calculation will be $R 5 \times (10x + 50x) \times 2 = R 600$.

When all daubs and multipliers are in place, the ball-drawing machine draws 20 out of 60 numbered balls. If the

number of the drawn ball matches a number on any of your cards, that number is automatically covered with a daub.

If you complete a line on a card, the bet on that card wins.

Bonus Games

Place a bet on Coin Flip, Cash Hunt, Pachinko or Crazy Time cards for a chance to enter the captivating Bonus games! If you get all the numbers on a Bonus game card, you win that bet, and the Bonus game will begin once the ball-drawing machine completes drawing all 20 numbered balls for that game round. You can place bets and participate in the Bonus games regardless of whether you place any bets on regular cards.

If you bet on several Bonus game cards and get all the numbers for all cards, you can participate in several Bonus games per game round.

Additionally, Bonus game cards may receive Free Spaces and Bonus multipliers that will multiply all the existing Bonus card multipliers (if the card has received a multiplier). The maximum amount of possible extra Free Spaces for Bonus cards is up to one for Coin Flip, two for Cash Hunt and Pachinko, and three for Crazy Time. The extra multipliers can range from 2x to 50x for each Bonus card.

For example, if the Cash Hunt Bonus card won a 100x multiplier and got an extra 10x Bonus multiplier, the winnings are 1,000x.

Please note that it is not guaranteed to get Bonus multipliers on all Bonus cards every round.

Whether your bet activates one or more Bonus games, the Bonus games always follow this order: Coin Flip, Cash Hunt, Pachinko, and Crazy Time.

Coin Flip

“Heads or Tails” — let the coin decide! A red and blue-sided coin is flipped in this thrilling Coin Flip Bonus game. Multipliers are randomly assigned to each side of the coin and displayed on a TV screen.

This Bonus game can receive additional Bonus multipliers that multiply the existing Bonus card multipliers. New multiplier values are updated on the screen.

Once the final multiplier values are revealed, the game host will activate the coin launcher to start the flip of a coin. The side facing up is the winning side, and the multiplier obtained is applied to your payout.

Occasionally, as a surprise, a Rescue Flip might occur if the assigned multipliers are low. The coin is then flipped again.

Cash Hunt

In the Cash Hunt Bonus game, a wall of 108 random multipliers is generated and displayed on the screen. The Cash Hunt Bonus game can also receive Bonus multipliers, which are applied to all 108 multipliers before being covered by random symbols and shuffled. As the countdown starts, aim at the symbol you believe is hiding the largest multiplier.

When the time is up, the cannon fires, revealing all covered spots, and you will see the multiplier you have won. If no decision was made during the decision time or any interruption occurred, the decision is made automatically and the spot on the wall is picked randomly.

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 to 13. Before the puck is dropped, all the multipliers are multiplied by the assigned Bonus multipliers. Follow the puck dropping through pegs and landing on your lucky multiplier.

If the puck lands on the DOUBLE, all the multipliers are doubled. The drop zone is randomised, and the puck is dropped again until it lands on one of the doubled multipliers or on 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 is randomised and the puck is dropped again. If a Rescue Drop occurs, all lower multipliers are increased to match the value of the previous multiplier the puck landed on.

Crazy Time

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 a Bonus multiplier is won, all values on the Crazy Time wheel are multiplied by it.

Make your decision and choose your flapper — green, blue, or yellow — within the decision time.

If no decision is made during the decision time or any interruption occurred, the decision will be made automatically, and a flapper picked for you randomly.

Then the game host spins the wheel.

Once the wheel has stopped, each flapper points to a different segment. You win the multiplier at your chosen flapper, and it is applied to your winnings instantly.

Crazy Time means crazy potential winnings! If one of the flappers stops on the DOUBLE segment, then for those players who have picked that flapper, all multiplier values on the wheel are doubled, and the wheel is spun again for them.

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

Payouts

| Bet Spot | Payout |
|-----------------|------------------|
| Free Space card | 2–39:1 per line |
| Multi card | 2–199:1 per line |
| Pachinko | “Bonus” Game |
| Cash Hunt | “Bonus” Game |
| Coin Flip | “Bonus” Game |
| Crazy Time | “Bonus” Game |

The base payout per winning card without any multipliers is 3x. If two or more lines win without multipliers, then their payouts are summed (for example, if your card wins with two lines without any multipliers, your multiplier for that card is 6x). However, if your winning card has a Standard or Line multiplier, this multiplier replaces the base multiplier (for example, if your card wins with a line that has a 10x multiplier, your multiplier for that card is 10x).

Maximum payout for all your winnings within a game round is limited to R5,000,000.00. The game round continues even if your maximum payout limit is reached. The maximum payout limit is applied only at the end of the game round.

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 96.10%.

| Bet | RTP |
|-----------------|------------|
| Free Space card | 96.10% |
| Multi card | 96.10% |
| Pachinko | 95.68% |
| Cash Hunt | 96.09% |
| Coin Flip | 96.49% |
| Crazy Time | 95.54% |

Dice Games

Craps

Game Objective

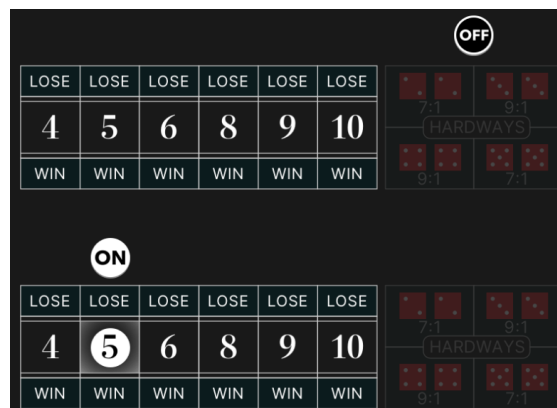
Craps is an entertaining and exciting game of chance played with two regular dice with face values from 1 to 6. The objective of the game is to predict the outcome of the two dice total, based on your selected bets.

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 | 2:1 |
| 5 or 9 | 3:2 |
| 6 or 8 | 6:5 |
| Lay Odds Don't Pass / Don't Come | |
| 4 or 10 | 1:2 |
| 5 or 9 | 2:3 |
| 6 or 8 | 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 |

| BET | PAYOUT |
|----------------------|---------------|
| 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 | 1:1 |
| 2 or 12 | 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 | 3:1 |
| 11 | 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:

- Single 1:1
- Double 2 - 19:1
- Triple 3 - 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%.

Speed Super Sic Bo

Game Objective

Speed Super Sic Bo is a live game of chance played with three regular dice with face values from 1 to 6. The objective is to predict the outcome of the shake of the three dice.

This exciting variant of Super Sic Bo is the fastest way to play Sic Bo: the player can place their bets during the unlimited betting time and play at their own pace!

Game Rules

The player places their bets on the bet spots of their choice and presses "ROLL NOW" once they're ready to join the game round. The dice are constantly shaken, with only a short pause to display the results of the round.

After bets are placed, a number of bet spots — from zero to several — have multipliers randomly applied to them, while the speed of the dice shaker increases. When the dice come to rest, the winning bet spots are highlighted on the betting grid. If the player's bet is placed on the bet spot with the applied multiplier, their bet is multiplied accordingly.

Bet Types

| | | | | | | | | | | | | | | | | | |
|---|------------------------|-----------|-----------------|------------|----------|---------------|-----------|---------------|-----------|-----------|-----------------|------------|------------|------------------------|-----|-----|-----|
| | A | | B | | E | | | F | | G | F | | E | | | B | A |
| | 1:1 LOSE IF ANY TRIPLE | | 8:1 EACH DOUBLE | | | 150:1 | | 30:1 | 150:1 | | 8:1 EACH DOUBLE | | | 1:1 LOSE IF ANY TRIPLE | | | |
| | SMALL 4 - 10 | | ODD | ANY TRIPLE | | | | EVEN | | | BIG 11 - 17 | | | | | | |
| C | 4 50:1 | 5 20:1 | 6 15:1 | 7 12:1 | 8 8:1 | 9 6:1 | 10 6:1 | 11 6:1 | 12 6:1 | 13 8:1 | 14 12:1 | 15 15:1 | 16 20:1 | 17 50:1 | | | |
| H | TWO DICE 5:1 | | 1&2 | 1&3 | 1&4 | 1&5 | 1&6 | 2&3 | 2&4 | 2&5 | 2&6 | 3&4 | 3&5 | 3&6 | 4&5 | 4&6 | 5&6 |
| D | ONE | | TWO | | THREE | | FOUR | | FIVE | | SIX | | | | | | |
| | | | 1:1 ON SINGLE | | | 2:1 ON DOUBLE | | 3:1 ON TRIPLE | | | | | | | | | |

The player can place many kinds of bets on the Speed Super Sic Bo table, and each type of bet has its own payout. The player's bet is returned on top of their 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 betting is closed, random bet spots will be highlighted in gold, showing the multiplied payouts.



The gold multipliers may be randomly applied to any bet spot except the Small, Big, Odd, and Even bet spots, which never receive a multiplier.

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 dice below.

| | | | | | | | | | |
|---|---|---|---|---|---|----|----|----|---|
| 3 | 6 | 6 | 6 | 6 | 6 | 15 | 15 | 15 | 3 |
| 1 | 3 | 3 | 3 | 3 | 3 | 6 | 6 | 6 | 1 |
| 1 | 2 | 2 | 2 | 2 | 2 | 5 | 5 | 5 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 4 | 4 | 4 | 1 |

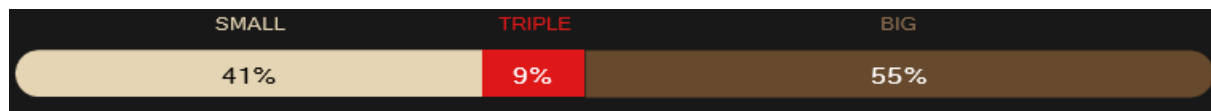
Statistics

In the roadmap below, the Winning numbers are displayed in 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.

This representation may be of help to you in predicting the results of future rounds.

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| T | S | B | S | B | S | B | S | T | S | B | T | B | S | T |
| | S | B | S | B | S | B | S | | S | B | | B | S | |
| | | | S | | S | B | S | | | | | B | S | |
| | | | | | | B | | | | | | | S | |
| | | | | | | | | | | | | | S | |

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



Payouts

The payout depends on the type of bet placed. The payout range depends on whether the bet spot chosen has a multiplier applied to it. If there is no multiplier, then the regular payout is applied. Bets are returned on top of the 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: | |
| • Single | 1 : 1 |
| • Double | 2 19 : 1 |
| • Triple | 3 87 : 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 RTP is 97.22% for Small/Big and Even/Odd bets, with a range for other bets up to 95.02%.

Lightning Sic Bo

Game Objective

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

Game Rules

Bet on one or more combinations on the betting grid. A Lightning fee of 20% is added to each player's bet. For example, if your initial bet is 5, then the 20% fee applied is 1, and your total bet is 6. This total bet value will be visible on your screen.

20%

After betting time has expired, lightning strikes several random bet spots while the dice are being shaken in the dice shaker. Lightning can strike any of the bet spots, and each bet spot is given a random lightning multiplier ranging from 5x to 2000x. If the player's bet is placed on a winning bet spot with an applied multiplier, the payout is multiplied accordingly.

Bet Types

| | | | | | | | | | | | | | | | | | |
|---|------------------------|-----------|-----------------|---------------|-----------|-----------|---------------|------------|------------|------------|-----------------|------------|------------------------|----------------|-------|-------|-------|
| | A | | B | | E | | | F | | G | F | | E | | B | A | |
| | 1:1 LOSE IF ANY TRIPLE | | 8:1 EACH DOUBLE | | | 150:1 | | 30:1 | 150:1 | | 8:1 EACH DOUBLE | | 1:1 LOSE IF ANY TRIPLE | | | | |
| | SMALL 4 - 10 | | ODD | | [Dice] | | | ANY TRIPLE | [Dice] | | [Dice] | | EVEN | BIG 11 - 17 | | | |
| C | 4 50:1 | 5 20:1 | 6 15:1 | 7 50:1 | 8 50:1 | 9 50:1 | 10 50:1 | 11 50:1 | 12 50:1 | 13 50:1 | 14 50:1 | 15 50:1 | 16 20:1 | 17 50:1 | | | |
| H | TWO DICE 5:1 | | 1 & 2 | 1 & 3 | 1 & 4 | 1 & 5 | 1 & 6 | 2 & 3 | 2 & 4 | 2 & 5 | 2 & 6 | 3 & 4 | 3 & 5 | 3 & 6 | 4 & 5 | 4 & 6 | 5 & 6 |
| D | ONE | | TWO | | THREE | | FOUR | | FIVE | | SIX | | | | | | |
| | 1:1 ON SINGLE | | | 2:1 ON DOUBLE | | | 3:1 ON TRIPLE | | | | | | | | | | |

Lightning Sic Bo offers a wide variety of bet types, detailed below. Each bet type has its own payout rate. Your bet is returned on top of your winnings.

A Small/Big — 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 — 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 — bet on any of the 14 betting areas labelled 4 17, excluding 3 and 18. Win if the total of the three dice matches your bet. Payouts vary based on the winning total.

D Single — bet on any of the six betting areas labelled representing the six face values of a dice. If one dice matches your number, you win 1 1; if two match, you win 2 1; if all three match, you win 3 1.

E Double — bet on any of the six Double-labelled betting areas. Win if 2 of 3 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 — bet on any of the six Triple-labelled betting areas. Win if all 3 dice match the chosen number. Wins

pay 150 1.

G Any Triple — bet covering all six different Triple bets at once. Win if all three dice show the same number. Wins pay 30 1.

H Combination — 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 dice below.

| | | | | | | | | | |
|---|---|---|---|---|---|----|----|----|---|
| 3 | 6 | 6 | 6 | 6 | 6 | 15 | 15 | 15 | 3 |
| 1 | 3 | 3 | 3 | 3 | 3 | 6 | 6 | 6 | 1 |
| 1 | 2 | 2 | 2 | 2 | 2 | 5 | 5 | 5 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 4 | 4 | 4 | 1 |

Statistics

In the roadmap below, the Winning numbers are displayed in 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.

This representation may be of help to you in predicting the results of future rounds.

| | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|--|--|--|--|
| T | S | B | S | B | S | B | S | T | S | B | T | B | S | T | | | | | |
| | S | B | S | B | S | B | S | | S | B | | B | S | | | | | | |
| | | | S | | S | B | S | | | | | B | S | | | | | | |
| | | | | | | B | | | | | | | S | | | | | | |
| | | | | | | | | | | | | | S | | | | | | |
| | | | | | | | | | | | | | | | | | | | |

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

Payouts

The payout depends on the type of bet placed. The payout range depends on whether the bet spot chosen has a multiplier applied to it. If there is no multiplier, then the regular payout is applied. Bets are returned on top of the winnings.



Payouts

The payout depends on the type of bet placed. The payout range depends on whether the bet spot chosen has a multiplier applied to it. If there is no multiplier, then the regular payout is applied. Bets are returned on top of the winnings.

| BET | PAYOUT |
|----------------|-------------|
| Small/Big | 1 14 1 |
| Even/Odd | 1 14 1 |
| Double | 8 149 1 |
| Triple | 150 1,999 1 |
| Any Triple | 30 499 1 |
| Total 4 or 17 | 50 999 1 |
| Total 5 or 16 | 20 499 1 |
| Total 6 or 15 | 15 249 1 |
| Total 7 or 14 | 12 149 1 |
| Total 8 or 13 | 8 87 1 |
| Total 9 or 12 | 6 87 1 |
| Total 10 or 11 | 6 87 1 |
| Combination | 5 99 1 |
| Single: | |
| • Single | 1 9 1 |
| • Double | 2 19 1 |
| • Triple | 3 87 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 RTP is 97.22% for Small/Big and Even/Odd bets, with a range for other bets up to 95.02%.

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:

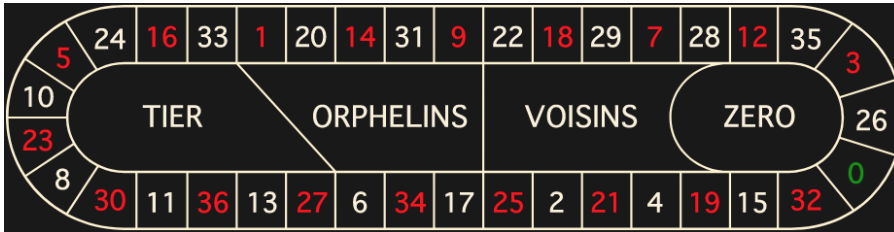
- **Column Bet** - place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** - place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers 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

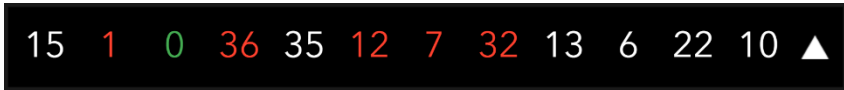
Complete Bets

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%.

XXXtreme Lightning Roulette

XXXtreme Lightning Roulette is an exciting game that provides an electrifying Roulette experience. In each game round, one to five "lightning numbers" are randomly struck by yellow lightning, allowing you to win multiplied payouts from 50x up to 500x (49:1 to 499:1). As a bonus, each of the yellow lucky numbers have a chance to strike additional bet spots on the betting grid to increase the total amount of lucky numbers up to 10 in that game round. Also, in each round there is the chance of red lightning appearing and boosting the already shown multipliers to even higher values. Red lightning allows you to win 50x up to 2000x (49:1 to 1999:1).

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

After betting time has expired, one or more lightning numbers with increased 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 they placed a bet that covers that winning number. If the winning number is among the randomly selected lightning numbers and is covered by the player's bet on a Straight Up bet, the appropriate increased 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 pay-outs” 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 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 pay out 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 | 19–1999:1 |
| 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 |

The maximum pay out for your winnings in a game round is limited to 5,000,000. Player bet is excluded from this calculation. You will be notified by a tooltip on the betting grid when your next placed bet is about to exceed the maximum allowed wager on a particular bet spot which could result in a win that exceeds the MAX PAYOUT limit. You will be prevented from adding further bets to this and any other bet spot which could result in the MAX PAYOUT limit being exceeded.

Malfunction voids all pays and play.

Return to Player

The optimal theoretical return-to-player (RTP) for Straight up bet is 97.12%.

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 |

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.

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.

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
- Auto Roulette La Partage
- French Roulette Gold

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.

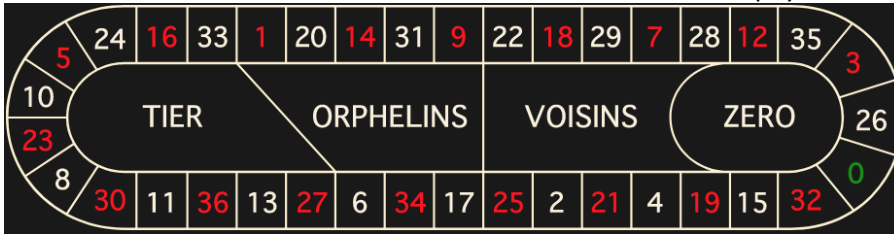
OUTSIDE BETS:

- **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.
- **Pair/Impair (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.
- **Manque/Passe (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

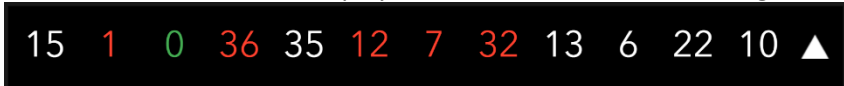
Complete Bets

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 black, 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 |

UTSIDE 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%.

Gold Vault Roulette

Game Rules

Gold Vault Roulette is an exciting game with a golden roulette experience. In each round, gold bars land on 5 to 20 random numbers, allowing you to win 50x up to 500x (49:1–499:1).

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

After betting time has expired, the dealer makes the spin and then opens four doors of the vault one by one to reveal the total number of gold bars for this round. Each revealed gold bar is worth a 50x multiplier and is placed randomly on one of the Straight Up numbers on the grid. Some of the gold bars may end up on the same Straight Up number to create a larger multiplier of up to 150x. Sometimes, a 500x gold bar can be revealed behind one of the vault doors and placed randomly on a Straight Up number as a single 500x multiplier. The 500x gold bar is purple, and there can be only one 500x gold bar per round. The 500x gold bar and 50x gold bars can't stack together on the single bet spot.

The roulette ball will eventually come to rest in one of the numbered pockets on the wheel. The player wins if they have placed a bet that covers that winning number. If the winning number is among the randomly selected lucky numbers with a multiplier and is covered by the player's bet on a Straight Up bet spot, 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 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, gold bars will appear on the betting grid and display the final multipliers on up to 20 randomly selected lucky numbers.

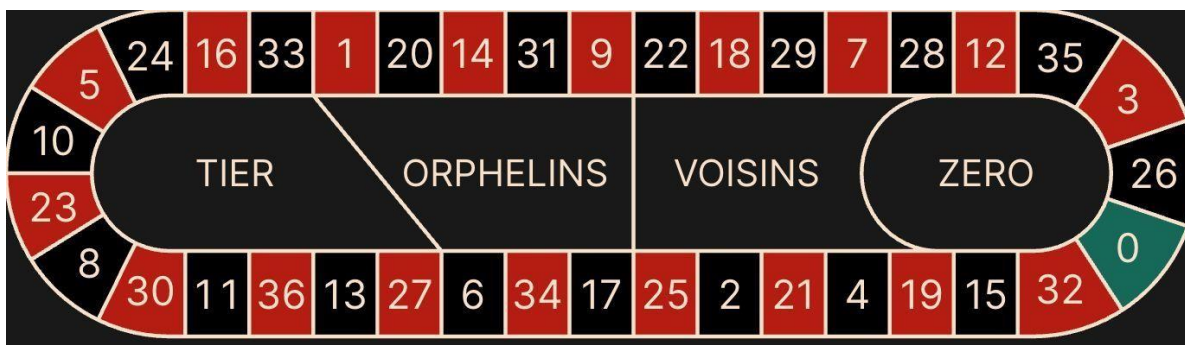
| | | | | | | | | | | | | | |
|--------------------|-----|------|---|--------------------|----|----|------|--------------------|----|-------|----|----|-------------------|
| 0 | 50x | 6 | 9 | 12 | 15 | 18 | 21 | 150x | 27 | 30 | 33 | 36 | 2 ^{TO} 1 |
| | 2 | 5 | 8 | 100x | 14 | 17 | 20 | 23 | 26 | 29 | 32 | 35 | 2 ^{TO} 1 |
| | 1 | 4 | 7 | 10 | 13 | 16 | 500x | 22 | 25 | 28 | 31 | 34 | 2 ^{TO} 1 |
| 1 ST 12 | | | | 2 ND 12 | | | | 3 RD 12 | | | | | |
| 1-18 | | EVEN | | ◊ | | ◊ | | ODD | | 19-36 | | | |

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.



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

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

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

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

SPECIAL BETS

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

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. Your recent results

INSIDE BETS

| BET TYPE | PAYOUT |
|-------------|----------|
| Straight Up | 24-499:1 |
| 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 |

Return to Player

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

Malfunction voids all pays and play.

Red Door Roulette

Game Rules

Red Door Roulette is an exciting game show that combines Roulette with the experience of the Crazy Time bonus game. In each round, three to 15 random numbers are selected as bonus numbers, giving you a chance to enter the Crazy Time bonus round. Additionally, each bonus has a chance of getting a multiplier of 2x–20x and increasing your winnings in the bonus round.

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

After betting time has expired and an automatic Roulette wheel has spun the ball, the dealer pulls down a lever to initiate the spin of an RNG (random number generator) machine. The RNG machine reels will eventually stop and display a randomly selected total amount of bonus numbers for this game round. These bonus numbers will be marked with keys on the main Roulette betting grid. The keys will eventually turn into colourful bet spots and, in some cases, will display a bonus number multiplier. If you have a chip placed on the winning bonus number, you participate in the Crazy Time bonus round. In the bonus round, a wheel will spin and stop to reveal the final multiplier of the bonus round.

Bonus Round

What's behind the secret red door? It's the world of the Crazy Time bonus with a gigantic 64-segment wheel with a single flapper and nothing but crazy bonus multipliers! If there is a multiplier on the bonus number, all the multipliers on the Crazy Time wheel are multiplied by that multiplier.

Spin to win CRAZY big! As the wheel comes to a stop, the flapper will point to a segment. The multiplier of the corresponding segment will be applied to the player's winnings instantly.

If the flapper stops on the DOUBLE segment on the Crazy Time wheel, all multiplier values on the wheel will be doubled, and then the wheel will be spun again.

If the wheel stops on the DOUBLE segment many times in a row, and all multiplier values have reached 4000x, the DOUBLE segments are automatically replaced by 4000x multipliers.

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 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 "bonus numbers" will be highlighted on the betting grid.

| | | | | | | | | | | | | | |
|---|--------------------|---|------|----|---|------|---|----|--------------------|----|-------|----|-------------------|
| 0 | 3 | 6 | 9 | 12 | 15 | 300x | 21 | 24 | 27 | 30 | 33 | 36 | 2 ¹⁰ 1 |
| | 2 | 5 | 600x | 11 | 14 | 17 | 20 | 23 | 200x | 29 | 32 | 35 | 2 ¹⁰ 1 |
| | 1 | 4 | 7 | 10 | 13 | 16 | 19 | 22 | 25 | 28 | 31 | 34 | 2 ¹⁰ 1 |
| | 1 ST 12 | | | | 2 ND 12 | | | | 3 RD 12 | | | | |
| | 1-18 | | EVEN | |  | |  | | ODD | | 19-36 | | |

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.

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

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

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

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

FAVOURITE BETS

The optional Favourite Bets feature allows you to save a preferred bet or combination of different types of bets for easier placement in future rounds at any Roulette table. You can save and edit a list of up to 30 of your favourite bets under different names.

SAVE A FAVOURITE BET

To open the Favourite Bets menu, click/tap the FAVOURITE BETS button. Re-click/tap the button to close this feature.



After you have placed a favourite bet or combination of bets on the Roulette table, click/tap the SAVE LAST BET link in the Favourite Bets menu. A default name for this bet will be suggested, but you are welcome to enter a more easily recognisable name. You can then save and add this bet to your list of favourite bets by clicking/tapping the SAVE button or by pressing "Enter" on your keyboard.



PLACE A FAVOURITE BET

When you wish to place a favourite bet during the betting phase of a Roulette round, open the Favourite Bets menu to view a list of all bets you previously saved. They will be listed in chronological order, with the favourite bet you saved earliest listed first. You can hover your cursor over the name of any listed bet to see how chips will be placed on the Roulette table accordingly. Click/tap the name of each desired bet to place it. You can also multiply (double, triple, quadruple...) the amount of any favourite bet you have placed by clicking/tapping its name more than once.

RENAME OR DELETE A FAVOURITE BET

When the Favourite Bets menu is open, you can click/tap the EDIT button to delete or rename any listed bet.



Rename any listed bet by first clicking/tapping within the grey text box that surrounds its current name. You can then enter a new name and save it by clicking/tapping the SAVE button or by pressing "Enter" on your keyboard. Delete any bet you no longer wish to keep in your list of favourite bets by clicking/tapping its respective DELETE button.



When you are finished editing your list of favourite bets, click/tap the SAVE button in the top right corner of the Favourite Bets menu or click/tap the FAVOURITE BETS button.

SPECIAL BETS

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

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.

Your recent results

Click/tap STATISTICS button to view a table 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 it.



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 | 19–3999:1 |
| 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 |

The maximum payout for your winnings in a game round is limited to R5,000,000. Player bet is included in this calculation.

The maximum multiplier in the bonus game is 4000x.

Malfunction voids all pays and play.

Return to Player

The theoretical return to player (RTP) is 97.30% for all bets, except the straight-up bet at 97.09%.

If a player's win exceeds the maximum payout of R5 000,000, the RTP for a Straight Up bet will be 96.50%

Football Studio Roulette

Game Rules

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 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 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:

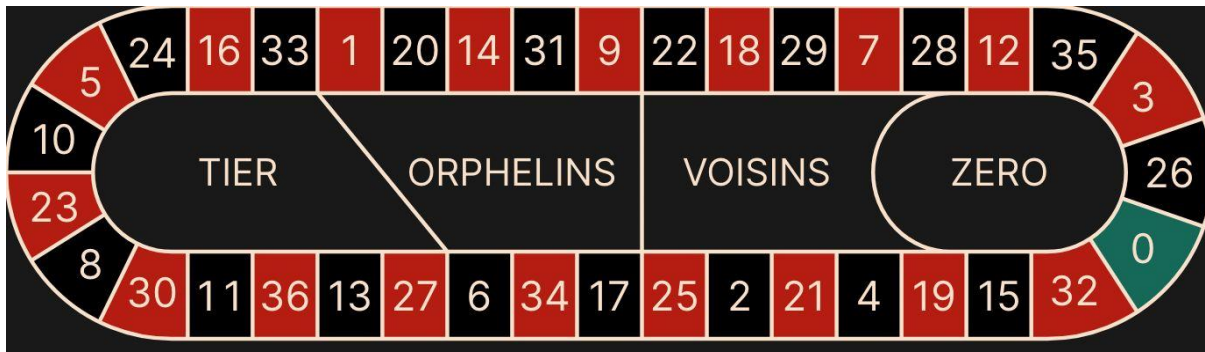
- **Column Bet** — place your chip in one of the boxes marked "2 to 1" at the end of the column that covers all 12 numbers in that column. The zero is not covered by any column bet.
- **Dozen Bet** — place your chip in one of the three boxes marked "1st 12," "2nd 12" or "3rd 12" to cover the 12 numbers 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 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.



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

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

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

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.

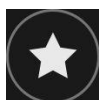
Favourite & Special Bets

FAVOURITE BETS

The optional Favourite Bets feature allows you to save a preferred bet or combination of different types of bets for easier placement in future rounds at any Roulette table. You can save and edit a list of up to 30 of your favourite bets under different names.

SAVE A FAVOURITE BET

To open the Favourite Bets menu, click/tap the FAVOURITE BETS button. Re-click/tap the button to close this feature.



After you have placed a favourite bet or combination of bets on the Roulette table, click/tap the SAVE LAST BET link in the Favourite Bets menu. A default name for this bet will be suggested, but you are welcome to enter a more easily recognisable name. You can then save and add this bet to your list of favourite bets by clicking/tapping the SAVE button or by pressing "Enter" on your keyboard.



PLACE A FAVOURITE BET

When you wish to place a favourite bet during the betting phase of a Roulette round, open the Favourite Bets menu to view a list of all bets you previously saved. They will be listed in chronological order, with the favourite bet you saved earliest listed first. You can hover your cursor over the name of any listed bet to see how chips will be placed on the Roulette table accordingly. Click/tap the name of each desired bet to place it. You can also multiply (double, triple, quadruple...) the amount of any favourite bet you have placed by clicking/tapping its name more than once.

RENAME OR DELETE A FAVOURITE BET

When the Favourite Bets menu is open, you can click/tap the EDIT button to delete or rename any listed bet.



Rename any listed bet by first clicking/tapping within the grey text box that surrounds its current name. You can then enter a new name and save it by clicking/tapping the SAVE button or by pressing "Enter" on your keyboard. Delete any bet you no longer wish to keep in your list of favourite bets by clicking/tapping its respective DELETE button.



When you are finished editing your list of favourite bets, click/tap the SAVE button in the top right corner of the Favourite Bets menu or click/tap the FAVOURITE BETS button.

SPECIAL BETS

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

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.

Your recent results

Click/tap STATISTICS button to view a table 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 it.



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 |

Malfunction voids all pays and play.

Return to Player

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

Game Rules

Red Door Roulette is an exciting game show that combines Roulette with the experience of the Crazy Time bonus game. In each round, three to 15 random numbers are selected as bonus numbers, giving you a chance to enter the Crazy Time bonus round. Additionally, each bonus has a chance of getting a multiplier of 2x–20x and increasing your winnings in the bonus round.

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

After betting time has expired and an automatic Roulette wheel has spun the ball, the dealer pulls down a lever to initiate the spin of a reel machine. The reel machine reels will eventually stop and display a randomly selected total amount of bonus numbers for this game round. These bonus numbers will be marked with keys on the main Roulette betting grid. The keys will eventually turn into colourful bet spots and, in some cases, will display a bonus number multiplier. If the winning number is among the bonus numbers and has the player's bet on a Straight Up bet, the player participates in the Crazy Time bonus round. In the bonus round, a wheel will spin and stop to reveal the final multiplier of the bonus round.

Bonus Round

What's behind the secret red door? It's the world of the Crazy Time bonus with a gigantic 64-segment wheel with three flappers and nothing but crazy bonus multipliers! If there is a multiplier on the bonus number, all the multipliers on the Crazy Time wheel are multiplied by that multiplier.



Spin to win CRAZY big! Make your decision and choose your flapper — green, blue, or yellow — within the decision time and follow the wheel slowly coming to a stop on the segment of your chosen flapper.

PICK FLAPPER COLOR



If no decision was made during the decision time or any interruption occurred, the decision will be made automatically, and a flapper will be picked for you randomly. 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.

If one of the flappers stops on the DOUBLE segment on the Crazy Time wheel, all multiplier values on the wheel will be doubled for the players who have picked it, and the wheel will spin again for them. Crazy Time means crazy winnings!

If the wheel stops on the DOUBLE segment many times in a row, and all multiplier values have reached 4000x, the DOUBLE segments are automatically replaced by 4000x multipliers.

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 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 "bonus numbers" will be highlighted on the betting grid.

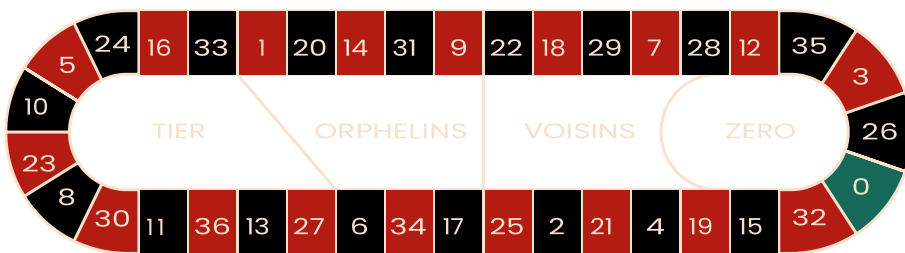
| | | | | | | | | | | | | | |
|---|--------------------|---|------|----|--------------------|----|----|----|--------------------|----|-------|----|-------------------|
| | 3 | 5 | 9 | 12 | 15 | 16 | 21 | 24 | 27 | 30 | 33 | 36 | 2 ^{TO} 1 |
| 0 | 5 | 5 | 8 | 5 | 5 | 17 | 20 | 23 | 2 | 29 | 32 | 35 | 2 ^{TO} 1 |
| | 1 | 4 | 7 | 10 | 25 | 16 | 1 | 1 | 1 | 28 | 31 | 1 | 2 ^{TO} 1 |
| | 1 ST 12 | | | | 2 ND 12 | | | | 3 RD 12 | | | | |
| | 1-18 | | EVEN | | ♦ | | ◊ | | ODD | | 19-36 | | |

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.



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

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

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

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 place *Finale en plein* and *Finale a cheval* bets more easily.

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

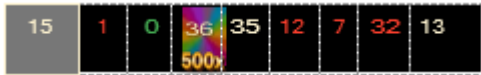
Finale a cheval

- 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

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.

Your recent results

Click/tap STATISTICS button to view a table 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 it.



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 | 19 3999 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 |

The maximum payout for your winnings in a game round is limited to R5 000,000. Player bet is included in this calculation.

The maximum multiplier in the bonus game is 4000x. Malfunction voids all pays and play.

Return to Player

The theoretical return to player RTP is 97.30% for all bets, except Straight Up bet at 97.09%.

If player win exceeds the maximum payout of R5 000,000, the RTP for Straight Up bet will be 96.50%

Poker Games
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 operator, 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 payable. 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.

A rectangular board with a purple and gold border. At the top, it says 'Jumbo JACKPOT' with a crown over the '7'. Below that, the current jackpot amount is displayed in large yellow numbers. Underneath, it states that the jackpot is shared by players who placed a jackpot bet. A table lists various poker hands and their corresponding prizes in euros.

| Jumbo JACKPOT | |
|---|------------|
| €9,496.86 | |
| JACKPOT IS SHARED BY PLAYERS WHO PLACED A JACKPOT BET | |
| 7 CARD STRAIGHT FLUSH | € 9,496.86 |
| 6 CARD STRAIGHT FLUSH | € 5000 |
| 5 CARD STRAIGHT FLUSH | € 250 |
| FOUR OF A KIND | € 50 |
| FULL HOUSE | € 5 |
| FLUSH | € 4 |
| STRAIGHT | € 2 |

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 payable 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
Player folds

Push Push
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)

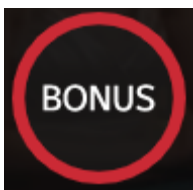
The dealer then deals a final card, called the RIVER, and reveals his/her cards.

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.



The image shows a digital display for the 'First 5 JACKPOT'. At the top, it features a crown icon and the text 'First 5 JACKPOT'. Below this, the current jackpot amount is displayed in large yellow numbers as '€5,434.05'. Underneath, it states 'FIRST 5 JACKPOT IS SHARED BY PLAYERS WHO PLACED A FIRST 5 JACKPOT BET'. A table lists various poker hands and their corresponding payouts in Euros.

| Hand | Payout (€) |
|-----------------|------------|
| ROYAL FLUSH | € 5,434.05 |
| STRAIGHT FLUSH | € 2500 |
| FOUR OF A KIND | € 250 |
| FULL HOUSE | € 50 |
| FLUSH | € 25 |
| STRAIGHT | € 10 |
| THREE OF A KIND | € 3 |

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

Three 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 payable 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:

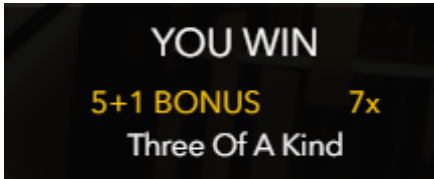


All bets must be placed before betting time expires. Once betting time has expired, the dealer will deal five face-up cards to the player and the first face-up card to the dealer.

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 payable. 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 payable 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%.

Teen Patti

In Teen Patti, your goal is to beat the dealer with a better three-card hand.

- Place an Ante bet and either or both 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

Teen Patti 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 Teen Patti. 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 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: 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 defeats 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 that contains 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 plus 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 sequential, 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 payable even if you fold and the 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

Dead or Alive: Saloon

Game Objective

Dead or Alive: Saloon is a fast-paced card-guessing game with unique bonuses, an entertaining Wild West atmosphere and an immersive Bounty Hunt bonus game.

Players bet on cards to predict the playing card that will be dealt and hope to draw bonus cards that will increase their winnings.

Game Rules

The game is played with a deck that consists of 52 standard cards and 52 bonus cards (Double cards, Bounty cards, and Multiplier cards). The objective of the game for the player is to correctly guess which one of the standard playing cards will be drawn by betting on a specific card or several cards with a specific value (2–Ace) or suit. The player may also bet on all cards.

For example, if the player clicks/taps on 10 on the bottom of the betting grid, the selected chip value will be placed on four cards (all four 10s in the grid). Similarly, if the player clicks/taps on a suit on the left/right side of the betting grid, the selected chip value will be placed on all 13 cards of that suit in the grid. Finally, if the player clicks/taps on ALL, bets will be placed on all cards.

Once the betting time is over, the game presenter draws cards from the deck one by one until a standard card is drawn, ending the round.

The deck contains:

- 52 standard cards
- 3 Double cards
- 6 Bounty cards
- 20 20x Multiplier cards
- 19 30x Multiplier cards
- 3 50x Multiplier cards
- 1 100x Multiplier card

During the round, the potential win is shown to the player. The default potential win is 20x.

If a 20x, 30x, 50x or 100x Multiplier card is drawn, that amount gets added to the existing potential win amount. For example, if the existing potential win amount is 20x and a 20x card is drawn, the potential win amount becomes 40x.

If a Double card is drawn, the existing potential win amount is doubled. For example, if the existing potential win amount is 40x and a Double card is drawn, the potential win amount becomes 80x. The Double card does not affect the value of future bonus cards.

If a Bounty card is drawn, a Bounty Hunt bonus round is played.

In the Bounty Hunt bonus round, the player is presented with three targets, each holding a different hidden multiplier bonus (10x–200x). The target that the player chose reveals the multiplier that will be added to the player's potential win amount.



The round ends when a standard card is drawn.

Payouts

| Bet | Payout |
|---------------|-------------------------|
| All bet spots | 19:1 (Up to R5 000,000) |

Maximum payout for all your winnings within a game round is limited to 500,000 R.

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 97.02% (based on the maximum bet placed on an individual bet).

The probability for the top prize – a card you placed a bet on is drawn and you have received all bonus cards – is one in 80533 and the top prize is capped at R5,000,000.

Video Poker

Game Objective

Video Poker is an extremely popular variant of poker among instant game players. The goal is to get the best possible five-card hand at the end of the round.

Five initial physical cards are dealt, and the player can either hold them or replace them with new cards from the virtual deck. When the round is over, players' winnings are paid according to the strength of their hand and the pay table they chose within the game.

Game Rules

Video Poker is played with a standard, physical 52-card deck, used during the dealing phase, and several virtual decks, one per each hand per player in the results phase. The virtual decks, made from the cards left in the physical deck after the initial five cards are dealt, are in random order. All decks are shuffled after each game round.

All decks are shuffled after each game round, and the dealer also shuffles the deck manually at the end of the round if the first five physical cards dealt have any of the following combinations: Royal Flush, Straight Flush, and Four of a Kind.

Each player can play with up to 100 hands, as well as choose their own pay table. By default, players start with zero hands.

Game Round

During betting time, players select their bet amount, pay table, and number of hands, using the +1, +10, MAX and UNDO buttons.



The maximum number of hands that can be selected is 100, and the bet amount is applied to each of the hands chosen. The total number of hands and the total bet are displayed on-screen.

Example: Player chooses to bet R1 and selects 20 hands. Their total bet amount, then, is R20.

The default pay table is "Jacks or Better", but players can select the pay table of their choice from these five options:

- *Jacks or Better*
- *Tens or Better*
- *Deuces Wild*
- *Bonus Poker*
- *Double Double Bonus*

When betting time is over, the dealer draws five physical cards and displays them face-up. The bottom-half of the screen shows the five-card hand dealt (called "Main Hand"), while the top-half of the screen shows the virtual hands selected by the player, face-down.



Next, the decision phase begins: the player selects which of the five cards dealt to keep, and which ones to swap. Players may hold between none and five of the five cards dealt.

To assist the player in their decision, a line highlights which cards of the Main Hand should be kept, according to the default strategy for the player's chosen pay tables. The player may follow the suggestion or disregard it.



To hold a card the player must click/tap it, making the "HOLD" status below it disappear, and the status "HELD" appear on top of the card.

When decision time ends, the extra hands on the top-half of the screen display the cards the player chose to hold. All cards *not* marked HELD are replaced with new cards from the virtual decks. Each hand has its own, separate virtual deck.

If no cards are held or tapped during decision time, the default decision is made on behalf of the player.

Default Strategy

When the player chooses not to hold or tap any of the cards in their initial hand during decision time, the default cards (highlighted) are automatically held, while the remaining cards are replaced with new ones from the virtual deck.

The default strategy depends on the pay table:

Jacks or Better

1. Always hold a Straight Flush or higher
2. If you have four cards to a Flush, hold those four
3. If you have any pair or higher, hold those cards
4. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
5. If you have a Jack or higher, hold your highest card
6. Hold no cards

Tens or Better

1. Always hold a Straight Flush or higher
2. If you have four cards to a Flush, hold those four
3. If you have any pair or higher, hold those cards
4. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
5. If you have a 10 or higher, hold your highest card
6. Hold no cards

Deuces Wild

1. Hold all cards if you have four deuces* or better
2. If you have three deuces and a 10 or higher, hold those four
3. If you have a Straight Flush or higher, hold those five
4. If you have three deuces, hold them
5. If you have Three of a Kind or higher, hold those cards

6. If you have one deuce, hold it
7. If you have four cards to a Straight or a Flush, hold those four
8. If you have a pair, hold those cards
9. Hold no cards

* Deuce: a card with the rank of 2, also known as a “wild card”.

Bonus Poker

1. Always hold a Four of a Kind or better
2. If you have three Aces, hold those three
3. If you have any pair or higher, hold those cards
4. If you have four cards to a Flush, hold those four
5. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
6. If you have a Jack or higher, hold your highest card
7. Hold no cards

Double Double Bonus

1. Always hold a Straight or Royal Flush
2. Always hold four Aces with a 2, 3 or 4 Kicker
3. If you have four Aces, hold them
4. Always hold four 2s, 3s or 4s with an Ace, 2, 3 or 4 Kicker
5. If you have four 2s, 3s or 4s, hold them
6. If you have four cards to a Flush, hold all cards of that suit
7. If you have any pair or higher, hold those cards
8. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
9. If you have a Jack or higher, hold your highest card
10. Hold no cards

Observing the Game

If the player joins the table when the game round has already started, or has not selected any hands to play with, they can observe the game until the next game round begins.

Game Result

Once decision time is over, the cards the player chose not to hold are replaced by cards from the virtual decks, forming new five-card hands. The result is displayed on-screen, with the player’s winning hands highlighted.



The pay table shows how often each hand type was hit, what their payout was, and the player’s total winnings for that round.

| JACKS OR BETTER | | <input type="button" value="Change"/> |
|------------------------|--|---------------------------------------|
| ROYAL FLUSH | | 800x |
| STRAIGHT FLUSH | | 50x |
| FOUR OF A KIND | | 25x |
| FULL HOUSE | | 9x |
| FLUSH | | 6x |
| STRAIGHT | | 4x |
| THREE OF A KIND | | 3x |
| TWO PAIRS | | 2x |
| JACKS OR BETTER | | 1x |

You can WIN up to
R53, 410

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.



Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: 9, 8, 7, 6 and 5, all Hearts.



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.



Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, for example: three Kings and two 6s.



Flush is a hand where all five cards are of the same suit, but not sequential, for example: 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. 9, 8, 7, 6 and 5 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.



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, for example: two Aces and two Kings.

Payouts

Each hand pays only for the single highest eligible ranking in the pay table chosen.

Example: if the player chooses the Jacks or Better pay table and has a hand with a pair of Aces and a pair of 8s, this combination can be both a Two Pairs and a Jacks or Better. Therefore, the player is paid according to the Two Pairs payout, as Two Pairs outranks Jacks or Better.

Jacks or Better

| Hand | Payout |
|------------------|--------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| Four of a Kind | 25x |
| Full House | 9x |
| Flush | 6x |
| Straight | 4x |
| Three of a Kind | 3x |
| Two Pairs | 2x |
| Jacks or Better* | 1x |

Tens or Better

| Hand | Payout |
|-----------------|--------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| Four of a Kind | 20x |
| Full House | 6x |
| Flush | 5x |
| Straight | 4x |
| Three of a Kind | 3x |

| Hand | Payout |
|-----------------|---------------|
| Two Pairs | 2x |
| Tens or Better* | 1x |

Deuces Wild

| Hand | Payout |
|----------------------|---------------|
| Natural Royal Flush* | 800x |
| Four Deuces* | 200x |
| Wild Royal Flush* | 25x |
| Five of a Kind* | 15x |
| Straight Flush | 9x |
| Four of a Kind | 4x |
| Full House | 4x |
| Flush | 3x |
| Straight | 2x |
| Three of a Kind | 1x |

Bonus Poker

| Hand | Payout |
|-----------------------|---------------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| 4 Aces* | 80x |
| 4 2s, 3s or 4s* | 40x |
| Other Four of a Kind* | 25x |
| Full House | 8x |
| Flush | 5x |
| Straight | 4x |
| Three of a Kind | 3x |
| Two Pairs | 2x |
| Jacks or Better | 1x |

Double Double Bonus

| Hand | Payout |
|-----------------------------|---------------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| 4 Aces, 2/3/4 Kicker* | 400x |
| 4 2s/3s/4s, A/2/3/4 Kicker* | 160x |

| Hand | Payout |
|------------------------|--------|
| 4 Aces, 5+ Kicker* | 160x |
| 4 2s/3s/4s, 5+ Kicker* | 80x |
| Other Four of a Kind | 50x |
| Full House | 9x |
| Flush | 6x |
| Straight | 4x |
| Three of a Kind | 3x |
| Two Pairs | 1x |
| Jacks or Better | 1x |

*



Jacks or Better: a hand that contains a pair of Jacks of any suit or a pair of cards of higher value than a Jack (e.g. two Queens) of any suit.



Tens or Better: a hand that contains a pair of 10s of any suit, or a pair of cards of higher value (e.g. two Kings) of any suit.



Natural Royal Flush: a Royal Straight Flush formed without any wild cards (deuces).



Four Deuces: a hand that contains four 2s.



Wild Royal Flush: a Royal Flush in which one of the cards has been substituted by a wild card (e.g. the Ace of Spades, King of Spades, Queen of Spades, a deuce as a wild card, and a 10 of Spades).



Five of a Kind: a hand in which all five cards are of one rank (e.g. Five 3s).



Four Aces, 2/3/4 Kicker is a hand with four Aces and in which the Kicker is either a 2, a 3, or a 4.



Four Aces, 5+ Kicker is a hand with four Aces and in which the Kicker is a 5 or a card of higher value.



Four 2s, 3s, or 4s: a hand that contains four 2s, or four 3s, or four 4s.



Four 2s, 3s, or 4s, A/2/3/4 Kicker is a hand with four 2s, or 3s, or 4s, and in which the Kicker is either a 2, a 3, a 4, or an Ace.



Four 2s, 3s, or 4s, 5+ Kicker is a hand with four 2s, or 3s, or 4s, and in which the Kicker is a 5 or a card of higher value.



Other Four of a Kind: a Four of a Kind that isn't Four Aces or Four 2s, 3s, or 4s.

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 return to player (RTP) percentage varies according to the selected pay table, and requires optimal strategy.

| Pay table | RTP |
|---------------------|--------|
| Jacks or Better | 99.54% |
| Tens or Better | 97.96% |
| Deuces Wild | 98.91% |
| Bonus Poker | 99.17% |
| Double Double Bonus | 98.98% |

Blackjack Games

Blackjack Tables

The Following Game rules applies to:

- Blackjack Classic A to Z and or 1 to 100
- 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
- Classic Speed Blackjack 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
- Evo Speed Blackjack 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 peek 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 .

Cash Out

After the cards are dealt and if the dealer does not have Blackjack, you have a decision to make. One of the decisions presented to you is to cash out: if you decide to cash out, the game for that hand will end, and part of your main bet will be returned to you. The Cash Out payout ratio changes based on your total score for the hand and the dealer face-up card. The Cash Out rule applies only to your main bet. You can control the visibility of this option in your decision panel in Settings.

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.
- Cash Out pays 0.4–1.77x.

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 — 99.29%.
- Perfect Pairs bet — 95.90%.
- 21+3 bet — 96.30%.
- Cash Out - 96.80%

Note that the Cash Out option is not considered as a part of the game's optimal strategy.

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 |
| | 7-7-7 | 100:1 |
| Hot 3 | Total 21 suited | 20:1 |
| | Total 21 unsuited | 4:1 |
| | Total 20 | 2:1 |
| | Total 19 | 1:1 |
| | Bust with 8 or more cards | 250:1 |
| Bust It | 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 |
| | 7-7-7 | 100:1 |
| Hot 3 | 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

Lightning Blackjack

Game Objective

The objective of **Lightning 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, and with the chance to win multipliers that increase your winnings 2x–25x!

- Played with eight decks.
- Cards shuffled after four decks of cards have been dealt
- Dealer always stands on 17.
- Double on any two initial cards.
- Dealer checks for Blackjack on Ace.
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- No Double after Split.
- Insurance offered when the 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 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 allotted betting time has expired, the dealer deals one card face up to the player and then one card face up to the dealer. The dealer then deals a second card face up to the 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!

Lightning rules

You place an additional mandatory 100% Lightning fee off every initial bet. This allows the chance to win a multiplier for your next hand. The Lightning fee is not applicable to Double and Split.

Multipliers

If you win a round the next round's payout will be super sized.

Multipliers are shown every round after bets are closed. Multipliers apply for your next hand if you have won with "17 and below", 18, 19, 20, 21 or Blackjack. Each of these winning hands will generate a random multiplier from 2x to 25x. If you have won a multiplier and have to leave the game, you can still use your multiplier in your next game round for up to 90 days.

The multiplier covers your bet only in the amount of the Lightning fee that was paid in the round in which the multiplier was acquired. If you place a larger bet, regular Blackjack payout is applied to the excess amount.

When using Split and both hands win, the multiplier will be won by the best hand score.

All payouts with a multiplier are included in the multiplier. For example, if you have Blackjack and a multiplier, then only the multiplier will be applied.

In the case of a push, you will get your main bet back, but you will lose your Lightning fee and multiplier.

In the case of Insurance, you will get your main bet back, but you will lose your Lightning fee and multiplier.

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 Ace

If the dealer's upcard is an Ace, he/she will check if the downcard is a Face card or 10 and the 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.

Double, 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. 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.

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

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.

Payouts

- Blackjack pays 3:2.
- Winning hand pays 1:1.
- Lightning multiplier pays 1:2–1:25.
- If the dealer has Blackjack, insurance pays 2:1.

Your payout depends on the type of bet placed.

Please note that any malfunction voids the game round and all eventual payouts for the round. However, any multiplier you have won in your previous round will still be available for up to 90 days.

Return to Player

The optimal theoretical payout percentage is:

- Blackjack – 99.56%*

*based on the first hand in the shoe

Classic Free Bet Blackjack

Game Objective

Classic Free Bet Blackjack is a variation of our Blackjack game offering selected free 'Double' and 'Split' bets. The objective of Classic 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 on any 2 initial cards.
- Free Split on all pairs except 10, J, Q, K.
- Free Double on your two-card hard 9, 10 and 11 totals.
- No Double after Split.
- Split initial cards of equal value.
- Only one Split per hand.
- Single card dealt to each Split Ace.
- Insurance offered when the dealer shows an Ace.
- Blackjack pays 3 to 2.
- Insurance pays 2 to 1.
- Your bet returned when hands are of equal value.
- Your bet is returned when the dealer busts with a score of 22.

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 an 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 peek at his/her downcard to check for Blackjack.

Double, 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. 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.

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.

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.

You will be offered a "Free Split" on your hand of pairs, except for pairs of 10s, Jacks, Queens, or Kings. Your original bet will be placed for the first hand (on the right side of table) and the "Free Bet" placed 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.

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.

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.

Dealer busts with 22

If the dealer's hand consists of cards with a total value of 22, then your bet is returned, and the 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.

Side Bets

This Blackjack game also includes optional side bets — Any Pair and 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.

Any Pair

The Any Pair 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 two types of pairs, each with a different payout:

- Suited Pair — same suit, e.g. two Aces of Spades.
- Pair — any pair, different suits of the same or a different colour, e.g. Queen of Hearts + Queen 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 of the same suit, e.g. 10, Jack and Queen of Diamonds.
- Three of a Kind — same value but of different suits, e.g. any 3 non-matching Kings.
- Straight — in numerical sequence but of different suits, e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- Flush — non-sequential cards of 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.

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 or Split. If a player chooses Free Double or Free Split, then it also applies for the Bet Behind bet and cannot be turned off.

You can later alter these settings by clicking/tapping the Settings button and then selecting the BET BEHIND tab.

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

The number indicates how many consecutive rounds that player has won. Note that as soon as a Hot Player loses a round, he or she will also lose the Hot Players icon.

Payouts

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

Any Pair

| Hand | Payout |
|-------------|--------|
| Suited pair | 25:1 |
| Any Pair | 8:1 |

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 — 98.26%.
- Perfect Pairs bet — 95.90%.
- Any Pair bet — 95.90%.
- 21+3 bet — 96.30%.

Blackjack Early Cash Out Feature

The Following Game rules applies to:

- Blackjack
- Blackjack VIP
- Blackjack Classic
- Blackjack Silver
- Salon Privé Blackjack
- Speed Blackjack
- Speed VIP Blackjack
- Classic Speed Blackjack

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 .

Cash Out

After the cards are dealt and if the dealer does not have Blackjack, you have a decision to make. One of the decisions presented to you is to cash out: if you decide to cash out, the game for that hand will end, and part of your main bet will be returned to you. The Cash Out payout ratio changes based on your total score for the hand and the dealer face-up card. The Cash Out rule applies only to your main bet. You can control the visibility of this option in your decision panel in Settings.

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.
- Cash Out pays 0.4–1.77x. Based on a static fixed pay-out table. Odds vary according to the dealer's face up card and the player's combination.

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 — 99.29%.
- Perfect Pairs bet — 95.90%.
- 21+3 bet — 96.30%.
- Cash Out - 96.80%

Note that the Cash Out option is not considered as a part of the game's optimal strategy.

Infinite Fun Fun 21 Blackjack

Game Objective

In Infinite Fun Fun 21 Blackjack, the aim is to achieve a higher card count than the dealer, but without going over 21. The best initial hand is Blackjack — when the sum of the values of the first two cards dealt is precisely 21. You compete only against the dealer, not against other players.

- The dealer always stands on hard 17 and hits on soft 17.
- Dealer checks for Blackjack on Ace and J-Q-K.
- Double on any number of cards.
- Split initial cards of equal value.
- Only one Split per hand.
- A single card is dealt to each Split Ace.
- Double after Split is allowed.
- Insurance is offered when the dealer shows an Ace.
- Blackjack pays 3 to 2.
- Insurance pays 2 to 1.
- Push game when hands tie, except for score 21, when the player wins.
- Extra payouts – Bonus 21 and Super Bonus 21.

Game Rules

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

The game is played with eight standard 52-card decks, without the 10s. Card values in Blackjack areas follows:

- Cards from 2 to 9 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. The soft hand includes an Ace worth 11.

After the allotted 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 initial two-card hand is exactly 21, you have Blackjack!

Insurance

If the dealer's upcard is an Ace, you can 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 their 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 ends and the dealer's hand wins.

If you and the dealer both have Blackjack, you win.

Dealer checks for Blackjack on J-Q-K

If the dealer's upcard is a face card, the dealer looks at the value of their 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 ends and the dealer's hand wins. If you and the dealer both have Blackjack, you win.

Cash Out

After the cards are dealt and if the dealer does not have Blackjack, you have a decision to make. One of the decisions presented to you is to cash out: if you decide to cash out, the game for that hand will end, and you will receive back the value shown to you in the Cash Out decision button. The Cash Out payout ratio changes based on your total score for the hand and the dealer face-up card. The Cash out rule applies only to your main bet. You can control the visibility of this option in your decision panel in Settings.

Double, Hit or Stand

If the dealer does not have Blackjack upon checking their two initial cards, players are given a 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. However, you cannot Hit if your hard total is 17 or above unless you have the possibility to achieve a Bonus 21.

At any point, you can decide to Double. In this case, you will double your bet and be dealt only one additional card to add to your hand.

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

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 or Double. 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 or Double.

Outcome

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

When all players have taken turns, the dealer reveals the value of their downcard. The dealer must Stand on hard 17 and Hit on soft 17. 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 (the exception is a tie with a score of 21, in which case you win). When you reach the total hand score of 21, outside of initial hands (Blackjack), you are eligible for a Bonus 21 or Super Bonus 21 payout depending on the combination of cards.

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 includes optional side bets — Match, 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.

Match

The Match side bet allows you to compare your first two cards with the dealer's upcard. There are several combinations for the Match side bet, each with a different payout:

- Non-Suited Match, for example: 9 of Clubs for the player and 9 of Hearts for the dealer.
- Double Non-Suited Match, for example: 9 of Clubs and 9 of Diamonds for the player and 9 of Hearts for the dealer.
- Suited Match, for example: 9 of Clubs for the player and 9 of Clubs for the dealer.
- Suited + Non-Suited Match, for example: 9 of Clubs and 9 of Diamonds for the player and 9 of Clubs for the dealer.
- Double Suited Match, for example: 2x 9 of Clubs for the player and 9 of Clubs for the dealer.

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. 7, 8, and 9 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 9 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: 8 of Hearts, 2 of Diamonds and 9 of Spades.
- Total 20, for example: 8 of Hearts, 3 of Diamonds and 9 of Spades.
- Total 21, suited, for example: 8 of Diamonds, 4 of Diamonds and 9 of Diamonds.
- Total 21, unsuited, for example: 8 of Hearts, 4 of Diamonds and 9 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. they 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.
- Cash out pays 0.41–4.43x.

Bonus 21 and Super Bonus 21 payouts

When you reach the total hand score of 21, but it is not Blackjack (using more than your two initial cards), you are eligible for a Bonus 21 payout depending on the combination of cards. There are multiple combinations for Bonus 21:

- Five-card-hand 21, for example: 5-5-3-7-A.
- Six-card-hand 21, for example: 5-5-2-2-6-A.
- Seven-card-hand 21, for example: 5-4-2-2-6-A-A.
- 7-7-7 mixed suits, for example: 7 of Spades, 7 of Hearts and 7 of Diamonds.
- 7-7-7 same suits (except Spades), for example: 3x 7 of Hearts.
- 7-7-7 Spades : 3x 7 of Spades.
- 6-7-8 mixed suits, for example: 6 of Spades, 7 of Hearts and 8 of Diamonds.
- 6-7-8 same suits (except Spades), for example: 6 of Hearts, 7 of Hearts and 8 of Hearts.
- 6-7-8 Spades, for example: 6 of Spades, 7 of Spades and 8 of Spades.

Note that Bonus 21 payouts apply even if the hand resulted from a Split. However, the decision to Double Down negates these bonuses.

When you get a non-Blackjack 21 with a card combination of 7-7-7, and the dealer's upcard is also a 7, you are eligible for the Super Bonus 21.

Note that the decision to Split or Double Down negates the bonus of Super Bonus 21.

Your payout depends on the type of bet placed.

| Bet | Outcome | Payout |
|------------|---------------------------|---------------|
| 21+3 | Suited Trips | 100:1 |
| | Straight Flush | 40:1 |
| | Three of a Kind | 30:1 |
| | Straight | 10:1 |
| | Flush | 5:1 |
| | 7-7-7 | 100:1 |
| Hot 3 | 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 |

| Bet | Outcome | Payout |
|----------------|------------------------------------|---------------|
| | Bust with 5 cards | 9:1 |
| | Bust with 4 cards | 2:1 |
| | Bust with 3 cards | 1:1 |
| | Non-Suited Match | 3:1 |
| | Double Non-Suited Match | 6:1 |
| Match | Suited Match | 12:1 |
| | Suited + Non-Suited Match | 15:1 |
| | Double Suited Match | 24:1 |
| | 6-7-8 Spades | 4:1 |
| | 6-7-8 same suits | 3:1 |
| | 6-7-8 mixed suits | 2:1 |
| | 7-7-7 Spades | 5:1 |
| Bonus 21 | 7-7-7 same suits | 4:1 |
| | 7-7-7 mixed suits | 3:1 |
| | Seven-card-hand 21 | 4:1 |
| | Six-card-hand 21 | 3:1 |
| | Five-card-hand 21 | 2:1 |
| Super Bonus 21 | Player with 7-7-7, dealer with a 7 | 50:1 |

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 - 99.37%*
- 21+3 bet - 97.53%
- Hot 3 bet - 97.14%
- Bust It bet - 98.15%
- Match - 97.01%

*based on the first hand in the shoe.

The theoretical payout percentage for always taking the early cash-out offer is 96.80%.

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 | No third card | Value of third card drawn by Player | | | | | | | | | | |
|----------------------------------|---------------------|-------------------------------------|---|---|---|---|---|---|---|---|---|---|
| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 0 | D | D | D | D | D | D | D | D | D | D | D | D |
| 1 | D | D | D | D | D | D | D | D | D | D | D | D |
| 2 | D | D | D | D | D | D | D | D | D | D | D | D |
| 3 | D | D | D | D | D | D | D | D | D | D | S | D |
| 4 | D | S | S | D | D | D | D | D | D | D | S | S |
| 5 | D | S | S | S | S | D | D | D | D | D | S | S |
| 6 | S | S | S | S | S | S | S | D | D | S | S | S |
| 7 | S | S | S | S | S | S | S | S | S | S | S | S |
| 8 | S | S | S | S | S | S | S | S | S | S | S | S |
| 9 | S | 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 |

Hand Combination Odds

| | |
|--------------------|---|
| P Bonus/B Bonus | • 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.

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 |

Hand Combination Odds

| | |
|--------------------|---|
| P Bonus/B Bonus | • 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 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| | card | | | | | | | | | | |
|---|------|---|---|---|---|---|---|---|---|---|---|
| 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%.

RTP

98.76%

98.59%

94.51%

88.35%

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

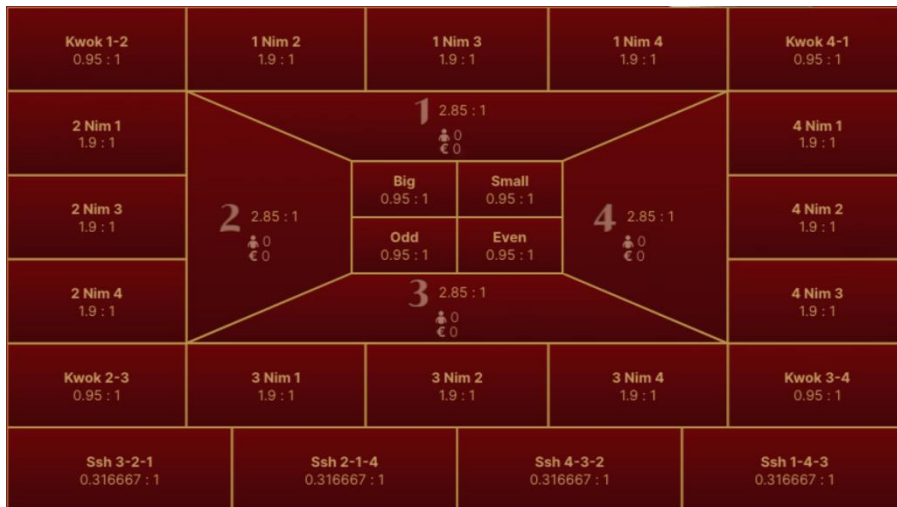
You can place different bets on the Fan Tan table, and each type of bet has its own payout. Your bet is returned on top of your winnings. The available bet spots depend on the game view you have selected.

Bet types in the default game view:



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



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

Golden Wealth Baccarat

Game Objective

The objective in **Golden Wealth 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.

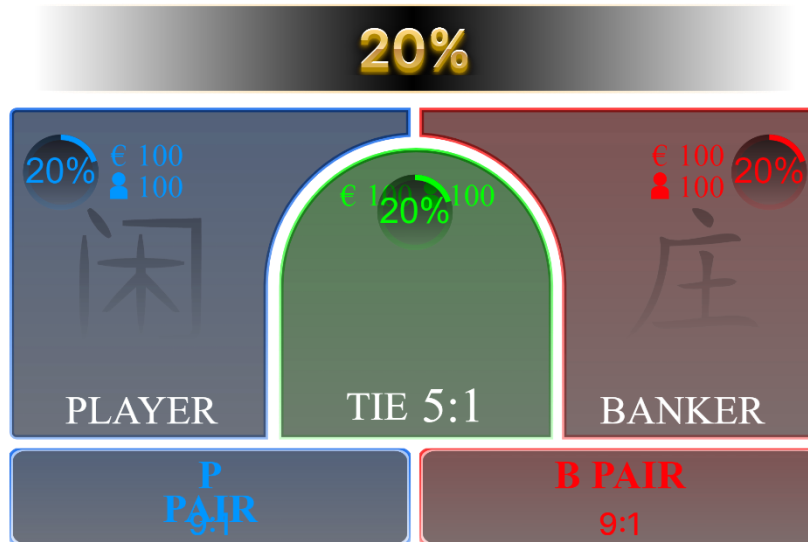
Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (hearts, spades, clubs or diamonds) is irrelevant.

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



Golden Round

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

You will have a chance to win even more if two or more Golden cards are dealt to the same bet spot. Those multipliers will be multiplied and your payout then will be multiplied by the total multiplier! Your initial bet will be added on top of your winnings. If the winning hand does not contain the revealed Golden card/s, then the regular payout is applied. See "Payouts" section for detailed payout information.

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

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

6-7

8-9 (a "natural")

Player draws a third card.

Player stands.

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 95% of your Banker bet is returned if Banker wins |
| Tie | 5 – 1,310,720:1 |
| P Pair | 9 – 576:1 |
| B Pair | 9 – 576:1 |

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. Bets will be returned.

Return to Player

The optimal Return to Player (RTP) percentage for Golden Wealth Baccarat is 98.85%.

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

| Bet | Return to Player |
|--------|------------------|
| Player | 98.85% |
| Banker | 98.69% |
| Tie | 93.36% |
| B Pair | 86% |
| P Pair | 86% |

RTP is based on a maximum bet placed on an individual bet.

Bac Bo

Game Objective

The objective in Bac Bo is to predict which hand will win by having the highest two dice total. You can bet on Player (P), Banker (B) and Tie.

Game Rules

The game is hosted by a game presenter and is played with four dice. Each die is in an individual shaker, two for the Banker and two for the Player.

During betting time, all dice shakers are turned on at once. After bets have been placed and the betting time is over, the Player's first die comes to rest, followed by the first die of Banker. The result is visible on the screen. Whichever side rolled the highest die, are the first to stop their second die. When all dice have come to rest, the final result is again displayed on the screen. The highest two dice total wins!

Payouts

Your payout depends on the type of bet placed.

| Bet | Game Result | Pays |
|--------|------------------------------|--|
| Player | wins | 1:1 |
| Banker | wins | 1:1 |
| Tie | Player and Banker have a tie | 88:1 - Tie result is total 12,2 25:1 - Tie result is total 3,11 10:1 - Tie result is total 4,10 6:1 - Tie result is total 5,9 4:1 - Tie total is 6,7,8 |

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 Bac Bo is 98.87%.

Peek Baccarat

Game Objective

The objective in **Peek Baccarat** 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.

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.

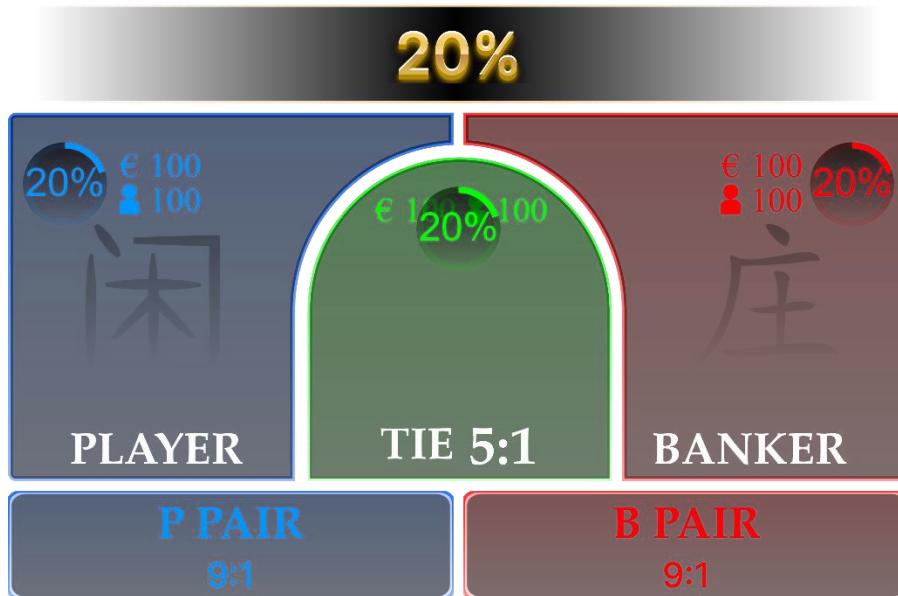
A Peek Fee of 20% will be added to your initial bet on the Player and Banker betting spots. For example, if you bet 5 on Player or Banker, then a 20% Peek Fee will be applied (value: 1), and your total bet will be 6. This total bet value will be visible on your screen.

The Peek Fee is not applied on the Tie, P Pair, or B Pair betting spots.

The dealer begins by dealing two initial cards to the Player and to the Banker. One to four of the dealt cards are revealed, after which the player has the option to double or triple their initial bet, or to continue with their initial bet.

The Peek Fee will not be applied to the added value of the doubled or tripled bet.

When the player has made their choice, the game continues. 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). However, the Peek Fee is not 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. Commission applies to initial bet and Peek bet.) |
| 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 |

Hand Combination Odds

| | |
|--------------------|---|
| P Bonus/B Bonus | • 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.

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.

Prosperity Tree Baccarat

Game Objective

The objective of Prosperity Tree Baccarat is to predict whether the Player's or Banker's 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.

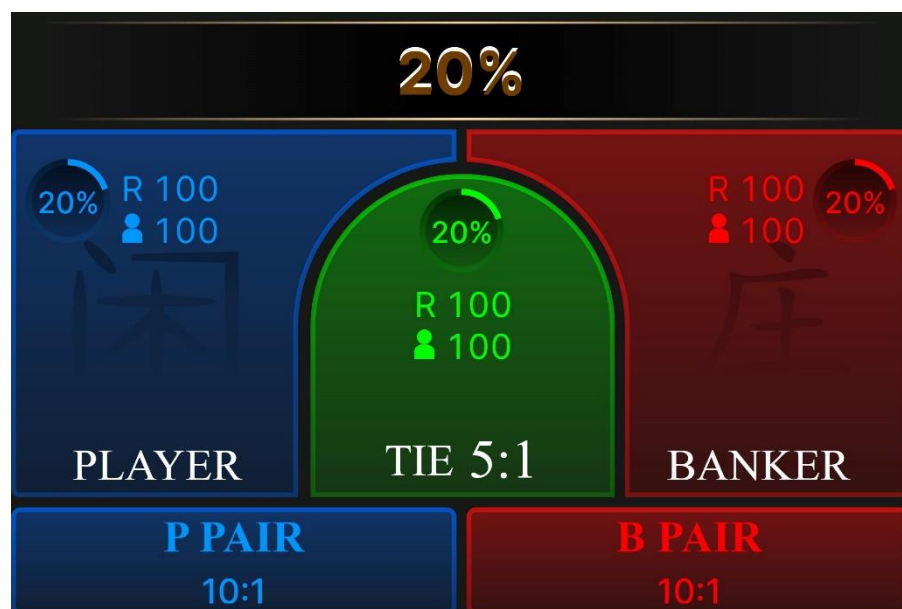
Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (Hearts, Spades, Clubs or Diamonds) is irrelevant.

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



Prosperity Round

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

You will have a chance to win even more if two or more Prosperity cards are dealt to the same bet spot. Those multipliers will be multiplied and your payout then will be multiplied by the total multiplier! Your initial bet will be added on top of your winnings. If the winning hand does not contain the revealed Prosperity card/s, then the regular payout is applied. See "Payouts" section for detailed payout information.

After the Prosperity 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 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 hand | 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's hand totalling 3, 4 or 5 must draw, while a Banker's 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 | 1–27:1 |
| Banker | 1–27:1* |
| Tie | 5:1 (Up to R5 000,000) |
| P Pair | 10–90:1 |
| B Pair | 10–90:1 |

*** 95% of your Banker bet is returned if Banker wins**

Maximum payout for all your winnings within a game round is limited. For details, see the Bet Limits 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 Prosperity Tree Baccarat is 98.89%.

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

| Bet | Return to Player |
|------------|-------------------------|
| Player | 98.89% |
| Banker | 98.74% |
| Tie | 92.78% |
| B Pair | 92.53% |
| P Pair | 92.53% |

RTP is based on a maximum bet placed on an individual bet spot.

The probability for the top prize, matching all 6 cards for a Tie, is one in 25,000,000,000, and the top prize is capped at R 5 000,000.

XXXtreme Lightning Baccarat

Game Objective

The objective in **XXXtreme Lightning Baccarat** is to predict whether the Player's or Banker's 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.

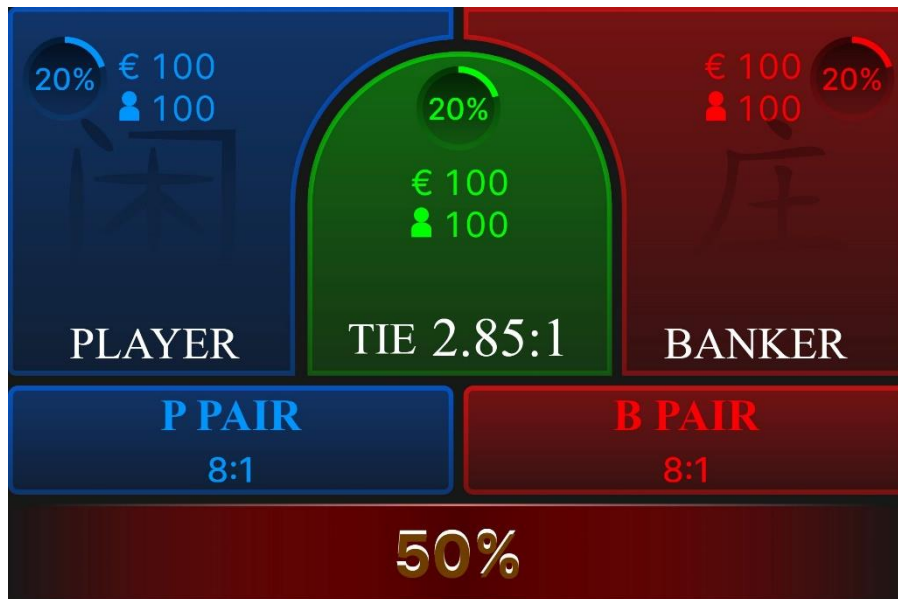
Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (Hearts, Spades, Clubs or Diamonds) is irrelevant.

Before the cards are dealt, 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 be dealt 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 fee of 50% will be added to each of your placed bets. For example, if your bet is R5, then the 50% fee applied is R2.50, and your total bet will be R7.50. This total bet value will be visible on your screen.



XXXtreme Lightning Round

After your bets are accepted, the XXXtreme Lightning round starts. Four to eight random **Lightning cards** are drawn from a virtual 52-card pack. These Lightning cards are then given randomly assigned Lightning multipliers between 2x and 10x. If your bet wins and contains at least one card among the selected Lightning cards, your payout will be multiplied by the Lightning multiplier assigned to each card.

You have a chance to win even more if two or more Lightning cards are dealt to the same bet spot. Those multipliers accumulate, and your payout is multiplied by the total! Your initial bet is added on top of your winnings. If the winning hand does not contain any of the revealed Lightning cards, the regular payout is applied. See the "Payouts" section for detailed payout information.

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

If the Player and Banker receive 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 fee for the pushed Player/Banker bets is not 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 ($7 + 9 = 16$) is only worth 6 in Baccarat (because $16 - 10 = 6$). Similarly, a face card plus a 9 is worth 9 ($0 + 9 = 9$).

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 are dealt to either hand.

If the Player and Banker receive initial two-card hands worth from 0 to 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 hand | 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's hand totaling 3, 4 or 5 must draw, while a Banker's 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. |

Payouts

Your payout depends on the type of bet placed.

| BET | PAYS |
|--------|---------------------------|
| Player | 1–1000:1 |
| Banker | 1–1000:1* |
| Tie | 2.85:1 (Up to R5 000,000) |
| P Pair | 8–800:1 |
| B Pair | 8–800:1 |

* 97% of your Banker bet is returned if Banker wins

Maximum payout for all your winnings within a game round is limited. For details, see the Bet Limits 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 XXXtreme Lightning Baccarat is 98.68%.

The following table displays the RTP percentage on the different optional side bets.

| Bet | Return to Player |
|------------|-------------------------|
| Player | 98.68% |
| Banker | 98.53% |
| Tie | 92.67% |
| B Pair | 90.45% |
| P Pair | 90.45% |

RTP is based on a maximum bet placed on an individual bet spot.

The probability for the top prize is one in 1,428,571,428 and the top prize is capped at R5,000,000.

Super Andar Bahar

Game Objective

Super Andar Bahar is a popular card game played with a single deck of 52 cards. The game starts with the dealing of one initial card, called "the Joker" (sometimes referred to as the "house card"). You then predict and place a bet on whether a card with a matching value will subsequently be dealt on either Andar (inside) or Bahar (outside).

Game Rules

The game starts with the Joker dealt during the betting time. You can choose which side (Andar or Bahar) to place a bet on, as well as make side bets on how many cards will be dealt before a matching card appears. You can also place bets before the Joker has been dealt.

After betting time has expired, 1 to 5 multipliers will be chosen randomly and added to the side bets. You will get a bigger payout if a bet is placed on a winning bet spot with a multiplier.

Each game round, the first card is dealt on Andar, the second card on Bahar, and the dealing order continues to alternate until the same value of card as the Joker is dealt on either the Andar or Bahar side. As soon as either side is dealt a matching value card to the Joker, that side wins and the game round ends.

The deck is shuffled after each game round.

Side Bets

You can choose to place just side bets, wherein you predict how many cards in total will be dealt after the Joker. Each side bet spot is in multiples of five except the last one, which is for the range 46–49, the highest amount of cards that can be drawn.

Multipliers are applied only to the side bets.

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.

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 97.85%.

Lottery Games

Lightning Ball

Game Objective

The award-winning Lightning family offers a unique portfolio addition – Lightning Ball with a great live casino experience and a new twist to the traditional ball- drawing game!

Lightning Ball takes this famous concept to the next level with two ball machines, Lucky Lightning numbers and an electrifying ambience.

Game Rules

The player can purchase up to 200 tickets in bundles of 1, 25, 50, or 100 tickets. Each ticket contains a unique combination of five regular numbers 1-30 and one power number 1-10.

Tickets can be purchased in packs with the player's selected value per ticket. You can add more ticket packs after purchasing the first one, and the ticket value can be changed while the betting time is open. The selected ticket value will be automatically applied to all tickets in the game round. The purchased tickets will be visible on the screen regardless of the amount. The player can zoom in on any individual ticket at any time.

The game uses two ball drawing machines. The round starts with five numbered balls being drawn from a pool of 30 from the first ball machine. Any number on the tickets matching the number from the draw is marked with a red daub.

Then, with the pull of a lever by the game presenter, the random lightning multiplier from 2x to 50x is generated.

After that, the game switches to the power ball machine and draws one power number ball from a pool of 10. If the power number ball matches the power number on a ticket with at least one other regular number match, the lightning multiplier is applied to that ticket.

If there are two or more matches on a ticket, the winnings are updated automatically, the payout is displayed above the corresponding ticket, and the ticket changes its colour to gold. The ticket's base payout is multiplied by the value of the Lightning multiplier when the power number ball matches that ticket's power number.



The colour of the tickets transitions from gold to red based on the number of matches. This transition is further influenced by the value of the Lightning multiplier.



As the balls are drawn one by one, the purchased tickets will be automatically updated and sorted, where the tickets closest to winning are placed at the top.

The drawn balls are automatically updated and displayed on the screen.

For extra excitement, potential winnings with specific numbers can be seen on the screen.

Game result

After the game round ends, only the winning tickets are left on the screen. The total winnings are calculated automatically and displayed on the screen.

Observing the game

If you joined the game during an ongoing game round or haven't purchased any tickets for this round, you can observe the game until the next game round begins.

Payouts

| Number of matches | Payout |
|-------------------|--------------|
| 2 | 1 49 1 |
| 3 | 4 249 1 |
| 4 | 14 749 1 |
| 5 | 99 4,999 1 |
| 6 | 999 49,999 1 |

Maximum payout for 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. Bets will be returned.

Return to Player

The optimal theoretical return to player RTP percentage is 97.03%, based on one ticket with the minimum bet.

The RTP range is 96.88% - 97.03%.

The chance of winning the top prize, which consists of 6 number matches with a 50x multiplier, varies depending on the number of tickets bought. At 1 ticket, the chance is approximately one in 362 million, and at 200 tickets, it is approximately one in 9 thousand.

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: $(5 \text{ to } 1) \times 2 \times 7 = 70 \text{ to } 1$.)

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

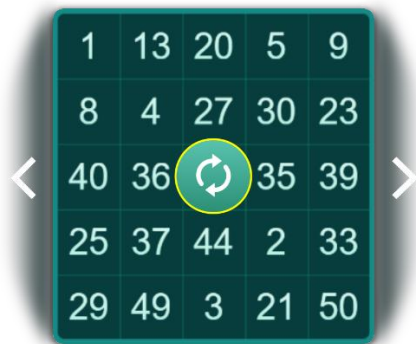
First Person Mega Ball is a unique, entertaining and fast-paced game show, featuring a Mega Ball Bonus round in which you have the chance to win even more with the added multipliers! Buy a packet of cards to play with for the value you have selected and simply complete lines of numbers on your card(s), 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 Lightning Blackjack

Game Objective

The objective of **First Person Lightning Blackjack** is to achieve a higher card count than the virtual 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 virtual dealer, not against other players, and with the chance to win multipliers that increase your winnings 2x–25x!

- Played with 8 decks.
- Cards shuffled before each game.
- Dealer always stands on 17.
- Dealer checks for Blackjack on Ace.
- Double 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 after Split.
- Insurance offered when the 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 favourable to the hand. Note that a soft hand includes an Ace worth 11.

After you have placed your bets, click/tap the DEAL NOW button to start the dealing. The virtual dealer deals one card face up to the player, then one card face up to the virtual dealer. The virtual dealer then deals a second card face up to the player but the virtual 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!

Lightning rules

You place an additional mandatory 100% Lightning fee off every initial bet. This allows the chance to win a multiplier on your next hand. The Lightning fee is not applicable to Double and Split.

Multipliers

If you win a round the next round's payout will be super sized.

Multipliers are shown every round after bets are closed. Multipliers apply for your next hand if you have won with “17 and below”, 18, 19, 20, 21 or Blackjack. Each of these winning hands will generate a random multiplier from 2x to 25x. If you have won a multiplier and have to leave the game, you can still use your multiplier in your next game round for up to 90 days.

The multiplier covers your bet only in the amount of the Lightning fee that was paid in the round in which the multiplier was acquired. If you place a larger bet, regular Blackjack payout is applied to the exceeding amount.

When using Split and both hands win, the multiplier will be won by the best hand score.

All payouts with a multiplier are included in the multiplier. For example, if you have Blackjack and a multiplier, then only the multiplier will be applied.

In the case of a push, you will get your main bet back, but you will lose your Lightning fee and multiplier.

In the case of Insurance, you will get your main bet back, but you will lose your Lightning fee and multiplier.

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.

Dealer checks for Blackjack on Ace

If the virtual dealer’s upcard is an Ace, the game will check if the downcard is a Face card or 10 and the virtual dealer has Blackjack. If the virtual dealer has Blackjack, the virtual dealer’s hand wins. If you and the virtual dealer both have Blackjack, the game ends in a push and your bet is returned. If the virtual dealer does not have Blackjack, the round continues.

Double, 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. 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.

Payouts

- Blackjack pays 3:2.
- Winning hand pays 1:1.
- Lightning multiplier pays 1:2–1:25.
- Insurance pays 2:1.

Please note that any malfunction voids the game round and all eventual payouts for the round. However, any multiplier you have won in your previous round will still be available for up to 90 days.

Return to Player

The optimal theoretical payout percentage is:

- Blackjack – 99.29%.

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 | No third card | Value of third card drawn by Player | | | | | | | | | | |
|----------------------------------|---------------------|-------------------------------------|---|---|---|---|---|---|---|---|---|---|
| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 0 | D | D | D | D | D | D | D | D | D | D | D | D |
| 1 | D | 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 |
| | 0.95:1 (5% commission is charged) |
| Banker | *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 |
| | 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 |
| P Bonus/B Bonus | 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

First Person Golden Wealth Baccarat

Game Objective

The objective in **First Person Golden Wealth Baccarat** is to predict whose hand – the Player's or the Banker's – will win by having the value closest to 9.

Game Rules

First Person Golden Wealth 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.

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

Golden Round

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

You will have a chance to win even more if two or more Golden cards are dealt to the same bet spot. Those multipliers will be multiplied and your payout then will be multiplied by the total multiplier! Your initial bet will be added on top of your winnings. If the winning hand does not contain the revealed Golden card/s, then the regular payout is applied. See "Payouts" section for detailed payout information.

After the Golden Round has occurred, two cards are dealt each to the Player and to the Banker.

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 | S |
| 8 | S | S | S | S | S | S | S | S | S | S | S | S |
| 9 | S | 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.

You can build and observe the trends first and have a number of hands dealt for free. Simply click/tap the "+1" button while playing at the table to grow roads for the particular table.



Shuffle the shoe at any time to clear any patterns at your table.

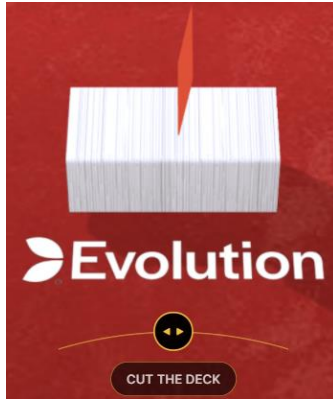


After you have clicked/tapped this button, all the roads will be cleared, and the cards will be shuffled.

To get back to game faster, skip the shuffling animation. Simply click/tap the SKIP button.



Cut the cards yourself by moving the red cutting card above the deck.



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 95% of your Banker bet is returned if Banker wins |
| Tie | 5 – 1,310,720:1 |
| P Pair | 9 – 576:1 |
| B Pair | 9 – 576:1 |

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. Bets will be returned.

Return to Player

The optimal Return to Player (RTP) percentage for First Person Golden Wealth Baccarat is 98.85%.

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

| Bet | Return to Player |
|------------|-------------------------|
| Player | 98.85% |
| Banker | 98.69% |
| Tie | 93.36% |
| B Pair | 86% |
| P Pair | 86% |

RTP is based on a maximum bet placed on an individual bet.

First Person Lightning Baccarat

Game Objective

The objective in **First Person Lightning Baccarat** is to predict whose hand – the Player's or the Banker's – will win by having the value closest to 9.

Game Rules

First Person Lightning 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.

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 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, two cards are dealt each to the Player and to the Banker.

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.

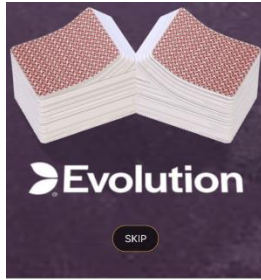
Whoever gets the hand closest to a total of 9 wins.

You can grow the roads for your table and observe the trends by having a number of hands dealt for free. Simply click/tap the "+1" button and a free round with face-up cards will be dealt. After a certain number of free hands have been dealt, the dealing will continue with the cards face-down.

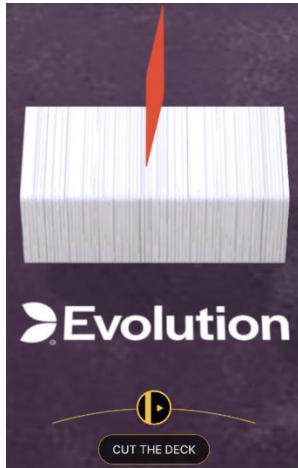
Shuffle the shoe at any time to clear any patterns at your table.

After you have clicked/tapped this button, all the roads will be cleared, and the cards will be shuffled.

To get back to game faster, skip the shuffling animation. Simply click/tap the SKIP button.



Cut the cards yourself by moving the red cutting card above the deck.



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 95% of your Banker bet is returned if Banker wins |
| Tie | 5 – 1,310,720:1 |
| P Pair | 9 – 576:1 |
| B Pair | 9 – 576:1 |

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. Bets will be returned.

Return to Player

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

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

| Bet | Return to Player |
|------------|-------------------------|
| Player | 98.76% |
| Banker | 98.59% |
| Tie | 94.51% |
| B Pair | 88.35% |
| P Pair | 88.35% |

RTP is based on a maximum bet placed on an individual bet.

First Person Roulette

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

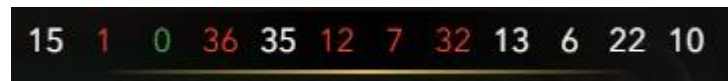
This bet covers zero and the 6 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 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%.

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

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

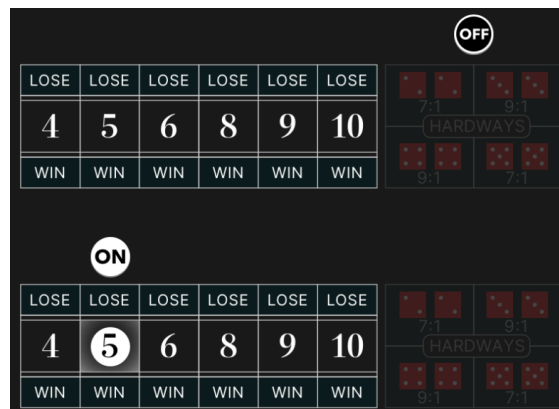
Craps is an entertaining and exciting game of chance played with two regular dice with face values from 1 to 6. The objective of the game is to predict the outcome of the two dice total, based on your selected bets.

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 | 2:1 |
| 5 or 9 | 3:2 |
| 6 or 8 | 6:5 |
| Lay Odds Don't Pass / Don't Come | |
| 4 or 10 | 1:2 |
| 5 or 9 | 2:3 |
| 6 or 8 | 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 |

| BET | PAYOUT |
|----------------------|---------------|
| Place to Lose 6 or 8 | 4:5 |
| Hard 4 or 10 | 7:1 |
| Hard 6 or 8 | 9:1 |
| ONE ROLL BETS | |
| Field | 1:1 |
| 3,4,9,10,11 | 2:1 |
| 2 or 12 | |
| Seven | 4:1 |
| Craps | 7:1 |
| Crap 2 | 30:1 |
| Crap 3 | 15:1 |
| Crap 12 | 30:1 |
| Eleven | 15:1 |
| C & E | 3:1 |
| 2,3,12 | 7:1 |
| 11 | |

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%.

First Person Deal or No Deal

Game Objective

Deal or No Deal is an exciting game inspired by the popular "Deal or No Deal" TV show. The objective of the game is to guess which briefcase contains the largest amount of money.

Game Rules

Qualification

A player must qualify to join the game show.

To qualify, place your bet and spin to align the golden sectors of the three rings in the upper area of the wheel.

To improve your qualification chances, select EASY to align one ring, VERY EASY to align two rings and INSTANT to align all three rings. This will increase your selected bet amount by 3x for one ring, 9x for two rings and 18x for three rings.

With each spin, you add money into the biggest-prize briefcase. The added amount will be 75x–500x your bet.

Golden boxes represent briefcase values. You can select any box as your biggest-prize briefcase.

If you do not qualify, you will automatically be offered qualification for the next round.

Spin the wheel as many times as you wish. Each spin will cost your selected bet amount.

Congratulations

Once you have qualified, a congratulations message will appear.

Click/tap PLAY to go straight to the game show. Click/tap TOP UP to increase values in the briefcases before joining the game show.

Top Up

If you have chosen to top up, a Top Up wheel will appear.

Place your bet, pick any golden box, and spin the wheel to increase value in the selected briefcase by 5x–50x your bet. Briefcases will accumulate amounts with each TOP UP spin.

Each spin will cost your selected bet amount.

Game Show

After you click/tap PLAY, you join the game show.

First, you need to pick your main briefcase – the one you believe to be the biggest-prize briefcase.

Next, the briefcases will randomly open in batches of 3, 4, 4 and 3 briefcases. The opened briefcases will no longer participate in the game.

After each batch opening, you get the banker's offer:

- Click/tap DEAL to accept the banker's offer and exit the game show.
- Click/tap NO DEAL to reject the banker's offer and continue to play.

Four offers will be made in total.

After the fourth opening, only two briefcases will be left. The final banker's offer will give the player three choices:

- Click/tap DEAL to accept the banker's offer.
- Click/tap NO DEAL to win the amount from the main briefcase.
- Click/tap SWITCH BRIEFCASE to win the amount from the other briefcase.

The message displaying your winnings will appear and you will return to the Qualification phase of the game.

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. The maximum allowed value of any briefcase after the Top Up phase is 500,000 euro.

Return to Player

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

First Person Baccarat Red Envelope

Game Objective

The objective in **First Person Baccarat** is to predict whose hand — the Player's or the Banker's — 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.

First Person Baccarat is played in the Baccarat lounge. Once you have entered the lounge, a multiplay panel opens on your screen.

To start playing right away, choose which Baccarat shoe to play at. Switch to No Commission Baccarat at a simple click/tap of a button.

Join the table directly by clicking on the table or from the multiplay panel by simply clicking/tapping the join icon on the table you would like to join. Your chosen table will be highlighted.

To leave the table, click/tap the leave icon on the table.

You can build and observe the trends first and have a number of hands dealt for free. Simply click/tap the "+1" button in the multiplay panel for the free face-up cards to be dealt — either for a particular table or for all tables at once. Or use "+1" button while playing at the table to grow roads for the particular table. After a certain number of free hands have been dealt, the dealing will continue with the cards face-down.

You can grow the roads for your table and observe the trends by having a number of hands dealt for free. Simply click/tap the "+1" button and a free round with face-up cards will be dealt. After a certain number of free hands have been dealt, the dealing will continue with the cards face-down.

After a certain number of hands have been dealt, the maximum bet limit for different side bets may be decreased.

Sort the tables easily by the longest streak for your chosen road. After a game round is over or free hands are dealt, the sorting button will be highlighted to notify you that tables can be sorted again.

Shuffle the shoe at any time to clear any patterns at your table or at all tables at once in the multiplay panel or while playing at the table.

After you have clicked/tapped this button, all the roads will be cleared, and the cards will be shuffled.

To get back to game faster, skip the shuffling animation. Simply click/tap the SKIP button.

Cut the cards yourself by moving the red cutting card above the deck.

To close the multiplay panel, simply click/tap the table button.

Click/tap it again to re-open.

Click/tap the arrow icon to go back to Baccarat lounge.

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.

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

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 random payout values are generated per bet spot within the following ranges:

If any of your bets become a Red Envelope bet, you can view their payout in the History details of that round (column marked with the Red Envelope icon).\

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.

First Person XXXtreme Lightning Roulette

Game Rules

First Person XXXtreme Lightning Roulette is an exciting game that provides an electrifying Roulette experience. On each round, one to five random numbers are struck by yellow lightning, allowing you to win multiplied payouts from 50x up to 500x (49:1 to 499:1). As a bonus, each of the yellow lightning strikes has a chance to hit additional bet spots on the betting grid to increase the total amount of lightning numbers up to 10 in that game round. Also, in each round there is the chance of red lightning appearing and boosting the already shown multipliers to even higher values. Red lightning allows you to win 50x up to 2000x (49:1 to 1999:1).

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

After betting time has expired, one or more lightning numbers with increased 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 they placed a bet that covers that winning number. If the winning number is among the randomly selected lightning numbers and is covered by the player's bet on a Straight Up bet, the appropriate increased 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.

| | | | | | | | | | | | | | |
|--------------------|---|------|------|--------------------|------|----|----|--------------------|------|---------|----|----|----------------------------|
| 0 | 3 | 6 | 9 | 12 | 300x | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 2 to 1 2 to 1 2 to 1 |
| | 2 | 5 | 600x | 11 | 14 | 17 | 20 | 23 | 200x | 29 | 32 | 35 | |
| | 1 | 4 | 7 | 10 | 13 | 16 | 19 | 22 | 25 | 28 | 31 | 34 | |
| 1 ST 12 | | | | 2 ND 12 | | | | 3 RD 12 | | | | | |
| 1 - 18 | | EVEN | | ♦ | | ◇ | | ODD | | 19 - 36 | | | |

After you have clicked/tapped the SPIN button, the randomly selected “lightning numbers” with their “lightning 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 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.

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

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.

Straight Up Bets

Straight Up Bets place all straight bets of the selected type (Red, Black, Odd, Even etc.), covering each number with one chip.

For example, Straight Up Bet RED will place 18 chips to cover all red numbers.

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 | 19-1999:1 |
| 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 Prosperity Tree Baccarat

Game Objective

The objective in First Person Prosperity Tree Baccarat is to predict whose hand — the Player's or the Banker's — will win by having the value closest to 9.

Game Rules

First Person Prosperity Tree 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, 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.

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



Prosperity Round

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

You will have a chance to win even more if two or more Prosperity cards are dealt to the same bet spot. Those multipliers will be multiplied, and your payout will then be multiplied by the total multiplier! Your initial bet will be added on top of your winnings. If the winning hand does not contain the revealed Prosperity card/s, then the regular payout is applied. See the "Payouts" section for detailed payout information.

After the Prosperity Round has occurred, two cards are dealt each 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 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 from 0 to 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 hand | 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's hand totaling 3, 4 or 5 must draw, while a Banker's hand totaling 6 must stand.

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

You can grow the roads for your table and observe the trends by having several hands dealt for free. Simply click/tap the "+1" button and a free round with face-up cards will be dealt. After a certain number of free hands have been dealt, the dealing will continue with the cards face-down.



After a certain number of hands have been dealt, the maximum bet limit for different side bets may decrease.

Shuffle the shoe at any time to clear any patterns at your table.



After you have clicked/tapped this button, all the roads will be cleared, and the cards will be shuffled.

To get back to the game faster, skip the shuffling animation. Simply click/tap the SKIP button.



Cut the cards yourself by moving the cutting card above the deck.



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 | 1–27:1 |
| Banker | 1–27:1* |
| Tie | 5:1 (Up to R5 000,000) |
| P Pair | 9 – 81:1 |
| B Pair | 9 – 81:1 |

* 95% of your Banker bet is returned if Banker wins

The maximum payout for all your winnings within a game round is limited. For details, see the Bet Limits 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 First Person Prosperity Tree Baccarat is 98.89%. The following table displays the return-to-player percentage on the different optional side bets.

| Bet | Return to Player |
|-----|------------------|
|-----|------------------|

| | |
|--------|--------|
| Player | 98.89% |
| Banker | 98.74% |
| Tie | 92.78% |
| B Pair | 92.53% |
| P Pair | 92.53% |

RTP is based on the maximum bet placed on an individual bet spot.

The probability for the top prize — matching all 6 cards for a Tie — is one in 25,000,000,000 and the top prize is capped at R5,000,000.

First Person XXXtreme Lightning Baccarat

Game Objective

The objective in First Person XXXtreme Lightning Baccarat is to predict whose hand — the Player's or the Banker's — will win by having the value closest to 9.

Game Rules

First Person XXXtreme Lightning 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.

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 fee of 50% will be added to each of your placed bets. For example, if your bet is R5, then the 50% fee applied is R2.50, and your total bet will be R7.50. This total bet value will be visible on your screen.



XXXtreme Lightning Round

After your bets are accepted, the XXXtreme Lightning round starts. Four to eight random **Lightning cards** are drawn from a virtual 52-card pack. These Lightning cards are then given randomly assigned **Lightning multipliers** between 2x and 10x. If your bet wins and contains at least one card among the selected Lightning cards, your payout will be multiplied by the Lightning multiplier assigned to each card.

You have a chance to win even more if two or more Lightning cards are dealt to the same bet spot. Those multipliers accumulate, and your payout is multiplied by the total! Your initial bet is added on top of your winnings. If the winning hand does not contain any of the revealed Lightning cards, the regular payout is applied. See the "Payouts" section for detailed payout information.

After the XXXtreme Lightning Round has taken place, two cards are dealt each 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 fee for the pushed Player/Banker bets is not 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 ($7 + 9 = 16$) is only worth 6 in Baccarat (because $16 - 10 = 6$). Similarly, a face card plus a 9 is worth 9 ($0 + 9 = 9$).

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 are dealt to either hand.

If the Player and Banker receive initial two-card hands worth from 0 to 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 hand | 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's hand totalling 3, 4 or 5 must draw, while a Banker's hand totalling 6 must stand.

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

You can grow the roads for your table and observe the trends by having several hands dealt for free. Simply click/tap the "+1" button and a free round with face-up cards will be dealt. After a certain number of free hands have been dealt, the dealing will continue with the cards face-down.



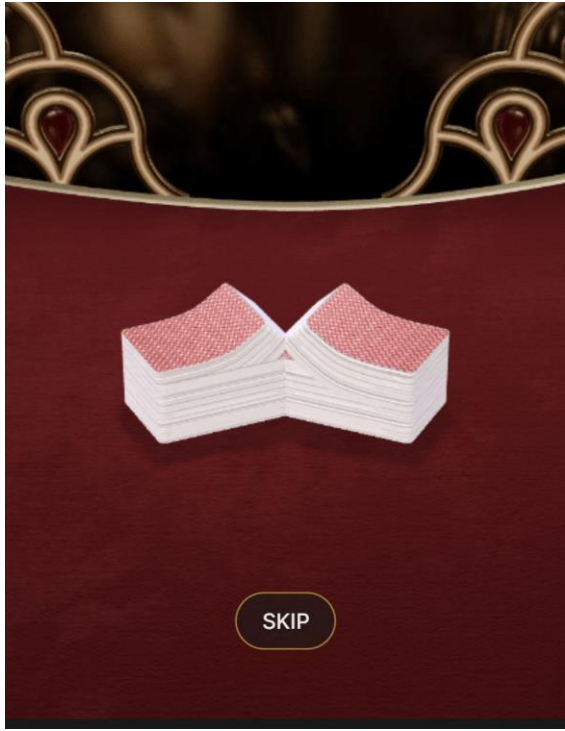
After a certain number of hands have been dealt, the maximum bet limit for different side bets may decrease.

Shuffle the shoe at any time to clear any patterns at your table.

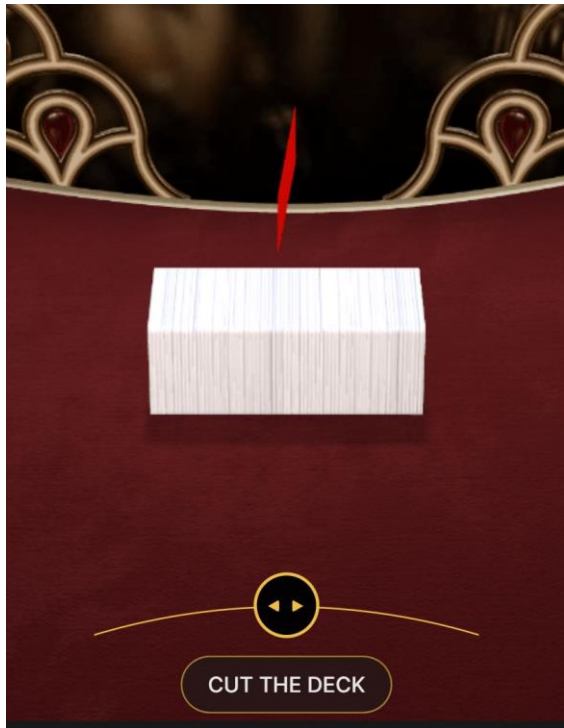


After you have clicked/tapped this button, all the roads will be cleared, and the cards will be shuffled.

To get back to the game faster, skip the shuffling animation. Simply click/tap the SKIP button.



Cut the cards yourself by moving the cutting card above the deck.



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 | 1–1000:1 |
| Banker | 1–1000:1* |
| Tie | 2.85:1 (Up to R5 000,000) |
| P Pair | 8–800:1 |
| B Pair | 8–800:1 |

* 97% of your Banker bet is returned if Banker wins

Maximum payout for all your winnings within a game round is limited. For details, see the Bet Limits 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 First Person XXXtreme Lightning Baccarat is 98.68%.

The following table displays the RTP percentage on the different optional side bets.

| Bet | Return to Player |
|-----|------------------|
|-----|------------------|

| | |
|--------|--------|
| Player | 98.68% |
| Banker | 98.53% |
| Tie | 92.67% |
| B Pair | 90.45% |
| P Pair | 90.45% |

RTP is based on a maximum bet placed on an individual bet spot.

The probability for the top prize is one in 1,428,571,428 and the top prize is capped at R5,000,000.

First Person Video Poker

Game Objective

First Person Video Poker is an exciting animated version of this extremely popular variant of poker! The goal is to get the best possible five-card hand at the end of the round.

Five initial cards are dealt, and the player can either hold them or replace them with new cards.

When the round is over, players' winnings are paid according to the strength of their hand and the pay table they chose within the game.

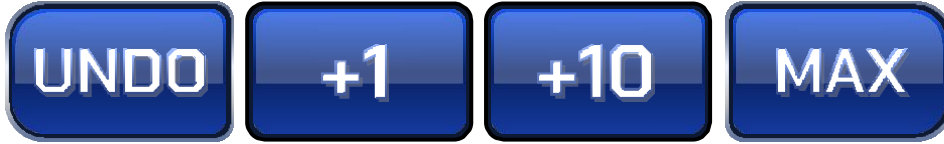
Game Rules

The game is played with one standard 52-card deck, used during the dealing phase, and several standard decks, one per each hand per player in the results phase. The decks used per hand are in random order and made from the cards left in the initial deck after the first five cards are dealt.

Each player can play with up to 100 hands, as well as choose their own pay table. By default, players start with zero hands.

Game Round

Players select their bet amount, pay table, and number of hands, using the 1, 10, MAX and UNDO buttons.



The maximum number of hands that can be selected is 100, and the bet amount is applied to each of the hands chosen. The total number of hands and the total bet are displayed on-screen.

Example: Player chooses to bet R1 and selects 20 hands. Their total bet amount, then, is R20.

The default pay table is "Jacks or Better", but players can select the pay table of their choice from these five options:

- Jacks or Better
- Tens or Better
- Deuces Wild
- Bonus Poker
- Double Double Bonus

To start the game, the player must choose at least one hand to play with in order to activate the "DEAL" button.



After clicking/tapping "DEAL", the player receives the first five cards, which are displayed face-up. The bottom-half of the screen shows the five-card hand dealt (called "Main Hand"), while the top-half of the screen shows the virtual hands selected by the player, face-down.



Next, the player selects which of the five cards dealt to keep, and which ones to swap. Players may hold between none and five of the five cards dealt.

To assist the player in their decision, a line highlights which cards of the Main Hand should be kept, according to the default strategy for the player's chosen pay tables. The player may follow the suggestion or disregard it.



Please note that a pay table's default strategy is not always the optimal strategy.

To hold a card, the player must click/tap it, making the “HOLD” status below it disappear, and the status “HELD” appear on top of the card.

The extra hands on the top-half of the screen display the cards the player chose to hold. All cards not marked HELD are replaced with new cards. Each hand has its own, separate deck.

If no cards are held or tapped, the default decision is made on behalf of the player after a period of inactivity:

- If the player has not clicked “DEAL” before the period of inactivity, the game ends with no bets made.
- If the player has already clicked “DEAL” but did not hold any cards before the period of inactivity, the default strategy of the chosen pay table(s) is automatically triggered.
- If the player has already clicked “DEAL” and chosen cards to hold, the player’s decision is taken into consideration and the game proceeds accordingly.

Default Strategy

The default strategy is used to help the player decide which cards to hold. It’s also used in the case of player inactivity.

The default strategy depends on the pay table

Jacks or Better

1. Always hold a Straight Flush or higher
2. If you have four cards to a Flush, hold those four
3. If you have any pair or higher, hold those cards
4. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
5. If you have a Jack or higher, hold your highest card
6. Hold no cards.

Tens or Better

1. Always hold a Straight Flush or higher
2. If you have four cards to a Flush, hold those four
3. If you have any pair or higher, hold those cards
4. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
5. If you have a 10 or higher, hold your highest card
6. Hold no cards.

Deuces Wild

1. Hold all cards if you have four deuces* or better
2. If you have three deuces and a 10 or higher, hold those four
3. If you have a Straight Flush or higher, hold those five
4. If you have three deuces, hold them
5. If you have Three of a Kind or higher, hold those cards
6. If you have one deuce, hold it
7. If you have four cards to a Straight or a Flush, hold those four
8. If you have a pair, hold those cards
9. Hold no cards.

* Deuce: a card with the rank of 2, also known as a “wild card”.

Bonus Poker

1. Always hold a Four of a Kind or better
2. If you have three Aces, hold those three
3. If you have any pair or higher, hold those cards
4. If you have four cards to a Flush, hold those four
5. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
6. If you have a Jack or higher, hold your highest card
7. Hold no cards.

Double Double Bonus

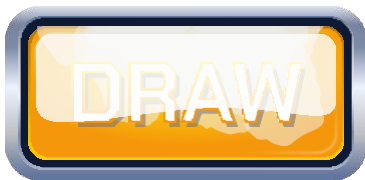
1. Always hold a Straight or Royal Flush
2. Always hold four Aces with a 2, 3 or 4 Kicker
3. If you have four Aces, hold them
4. Always hold four 2s, 3s or 4s with an Ace, 2, 3 or 4 Kicker
5. If you have four 2s, 3s or 4s, hold them
6. If you have four cards to a Flush, hold all cards of that suit
7. If you have any pair or higher, hold those cards
8. If you have four cards to a Straight, hold those four. If two Straights are possible, keep the one with the highest card
9. If you have a Jack or higher, hold your highest card
10. Hold no cards.

Wild Cards

All 2s, regardless of suit, are considered wild cards. Each wild card can represent any single card from the starting 52-card deck.

Game Result

Once the decision is made, the cards the player chose not to hold are replaced by new ones, forming new five-card hands. Then, they click/tap the button "DRAW".



The result is displayed on-screen, with the player's winning hands highlighted.



The pay table shows how often each hand type was hit, what their payout was, and the player's total winnings for that round.

| | |
|---------------------------------|------|
| ROYAL FLUSH..... | 800x |
| STRAIGHT FLUSH..... | 500x |
| 4 ACES, 2/3/4 KICKER..... | 400x |
| 4 2S/3S/4S, A/2/3/4 KICKER..... | 160x |
| 4 ACES, 5+ KICKER..... | 160x |
| 4 2S/3S/4S, 5+ KICKER..... | 80x |
| 9 OTHER FOUR OF A KIND..... | 50x |
| 5 FULL HOUSE..... | 9x |
| FLUSH..... | 6x |
| STRAIGHT..... | 4x |
| 4 THREE OF A KIND..... | 3x |
| 3 TWO PAIR..... | 3x |
| JACKS OR BETTER..... | 3x |

YOU WIN
R53,410

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:



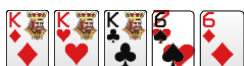
Royal Flush is a Straight Flush that contains the Ace, King, Queen, Jack and 10 all in the same suit.



Straight Flush is a hand that contains five cards in sequence, all of the same suit, for example: 9, 8, 7, 6 and 5, all Hearts.



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.



Full House is a hand that contains three matching cards of one rank and two matching cards of another rank, for example: three Kings and two 6s.



Flush is a hand where all five cards are of the same suit, but not sequential, for example: 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. 9, 8, 7, 6 and 5 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.



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, for example: two Aces and two Kings.

Payouts

Each hand pays only for the single highest eligible ranking in the pay table chosen.

Example: if the player chooses the Jacks or Better pay table and has a hand with a pair of Aces and a pair of 8s, this combination can be both a Two Pairs and a Jacks or Better. Therefore, the player is paid according to the Two Pairs payout, as Two Pairs outranks Jacks or Better.

Jacks or Better

| Hand | Payout |
|-----------------|--------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| Four of a Kind | 25x |
| Full House | 9x |
| Flush | 6x |
| Straight | 4x |
| Three of a Kind | 3x |

| | |
|------------------|----|
| Two Pairs | 2x |
| Jacks or Better* | 1x |

Tens or Better

| Hand | Payout |
|-----------------|---------------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| Four of a Kind | 20x |
| Full House | 6x |
| Flush | 5x |
| Straight | 4x |
| Three of a Kind | 3x |
| Two Pairs | 2x |
| Tens or Better* | 1x |

Deuces Wild

| Hand | Payout |
|----------------------|---------------|
| Natural Royal Flush* | 800x |
| Four Deuces* | 200x |
| Wild Royal Flush* | 25x |
| Five of a Kind* | 15x |
| Straight Flush | 9x |
| Four of a Kind | 4x |
| Full House | 4x |
| Flush | 3x |
| Straight | 2x |
| Three of a Kind | 1x |

Bonus Poker

| Hand | Payout |
|-------------|---------------|
|-------------|---------------|

| | |
|-----------------------|------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| 4 Aces* | 80x |
| 4 2s, 3s or 4s* | 40x |
| Other Four of a Kind* | 25x |
| Full House | 8x |
| Flush | 5x |
| Straight | 4x |
| Three of a Kind | 3x |
| Two Pairs | 2x |
| Jacks or Better | 1x |

Double Double Bonus

| Hand | Payout |
|-----------------------------|--------|
| Royal Flush | 800x |
| Straight Flush | 50x |
| 4 Aces, 2/3/4 Kicker* | 400x |
| 4 2s/3s/4s, A/2/3/4 Kicker* | 160x |
| 4 Aces, 5 Kicker* | 160x |
| 4 2s/3s/4s, 5 Kicker* | 80x |
| Other Four of a Kind | 50x |
| Full House | 9x |
| Flush | 6x |
| Straight | 4x |
| Three of a Kind | 3x |
| Two Pairs | 1x |
| Jacks or Better | 1x |

*



Jacks or Better: a hand that contains a pair of Jacks of any suit or a pair of cards of higher value than a Jack (e.g. two Queens) of any suit.



Tens or Better: a hand that contains a pair of 10s of any suit, or a pair of cards of higher value (e.g. two Kings) of any suit.



Natural Royal Flush: a Royal Straight Flush formed without any wild cards (deuces)



Four Deuces: a hand that contains four 2s.



Wild Royal Flush: a Royal Flush in which one of the cards has been substituted by a wild card (e.g. the Ace of Spades, King of Spades, Queen of Spades, a deuce as a wild card, and a 10 of Spades).



Five of a Kind: a hand in which all five cards are of one rank (e.g. five 3s).



Four Aces, 2/3/4 Kicker is a hand with four Aces and in which the Kicker is either a 2, a 3, or a 4.



Four Aces, 5 Kicker is a hand with four Aces and in which the Kicker is a 5 or a card of higher value.



Four 2s, 3s, or 4s: a hand that contains four 2s, or four 3s, or four 4s.



Four 2s, 3s, or 4s, A/2/3/4 Kicker is a hand with four 2s, or 3s, or 4s, and in which the Kicker is either a 2, a 3, a 4, or an Ace



Four 2s, 3s, or 4s, 5 Kicker is a hand with four 2s, or 3s, or 4s, and in which the Kicker is a 5 or a card of higher value.



Other Four of a Kind: a Four of a Kind that isn't Four Aces or Four 2s, 3s, or 4s.

The maximum payout depends on the winning hand multipliers in the chosen pay 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 return to player RTP percentage varies according to the selected pay table and requires optimal strategy.

| Pay table | RTP |
|---------------------|--------|
| Jacks or Better | 99.54% |
| Tens or Better | 97.96% |
| Deuces Wild | 98.91% |
| Bonus Poker | 99.17% |
| Double Double Bonus | 98.98% |

First Person Super Sic Bo

Game Rules

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

After placing all your bets, click/tap the PLAY button to launch the dice shaker. As the dice are

shaken, a number of bet spots — from zero to several — then have multipliers randomly applied to them before the dice come to rest and the result is shown. If your bet is placed on the bet spot with the applied multiplier, your bet is multiplied accordingly.

Bet Types

You can place many kinds of bets on the First Person 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 one of three dice shows the number you bet on, you get paid 1:1.
 - If two of three dice show the number you bet on, you get paid 2:1.
 - If all three 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, two of three dice must show the same number. Wins pay 8:1. Please note that regardless of whether two or three 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 three 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 two-dice combinations. Wins pay 5:1.

When you finish placing bets and begin the game round, 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, followed by the result of the three individual dice below.



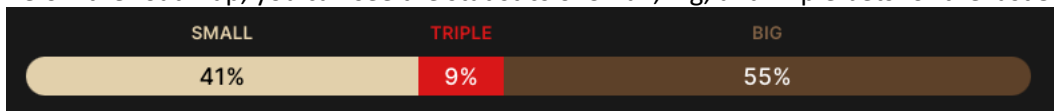
Statistics

In the roadmap below, the winning numbers are displayed in 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.

This representation may be of help to you in predicting the results of future rounds. You can change the roadmap display from English to Simplified Chinese or Score Mode by clicking/tapping anywhere on it.



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 bet placed. The payout range depends on whether the bet you have placed on the bet spot of your choice has a multiplier applied to 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 |

| BET | PAYOUT |
|----------------|-----------|
| 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:

- Single
1:1
- Double
2 – 19:1
- Triple
3 – 87:1

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 (RTP) is 97.22% for Small/Big and Even/Odd bets, with a range for other bets up to 95.02%.

First Person HiLo

Game Objective

First Person HiLo is a fast-paced game that allows you to guess whether the next card dealt will be higher, lower or the same value as the current card. Strategise wisely, make the right choices, and enjoy the winnings that come with them!

Game Rules

Placing bets

The game begins with an initial random card on the table. You can refresh the initial card as many times as you want before starting the game round.



Then select your bet amount and click/tap PLAY to begin the main game round. Main Game Round

Main Game Round

When you click/tap PLAY, you are presented with two options for predicting the value of the next dealt card: “Lower or same” and “Higher or same”. The only exceptions are for an Ace, where the options are “Lower” and “Same”, and for a 2, where the options are “Same” and “Higher”. Each option has a payout offer (before rounding) attached to it that you receive if you guess correctly.



Once you have made your choice, another card is dealt on the table on top of the initial card. If you guess incorrectly, you lose your bet, and the game round ends. If you guess correctly, you can either collect your winnings by clicking/tapping the “Cash Out” button or make a prediction about the next card to be dealt. The new options will have new payout values shown on them. Each new card is dealt from a new deck.

You can see the number of cards dealt and the total multiplier in the current game round in the Round Information on your screen.



Cash Out

The game round continues as long as you keep choosing correctly and growing your winnings. The game round ends when you either click/tap on the “Cash Out” button and collect your winnings, or when you make a wrong choice and lose.

The “Cash Out” button can only be used when making a choice and becomes available after the first correct guess.



Payouts

| Bet | Payout |
|------|-----------------|
| Main | 0.08 1 - 12 : 1 |

The payout offers are calculated as a payable multiplier on the bet and not rounded until you make a decision. The winnings are rounded according to the game's Rounding rules and visible on the “Cash Out” button. For a more detailed explanation, see the Rounding chapter. The multiplier depends on the probability of the result: if the probability is high, the multiplier is lower, and if the probability is low, the multiplier is, therefore, higher.

Please note that a 1% commission is included in the offers in the first decision stage.

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 RTP of First Person Hi Lo is 99.00% for the first card, and 100.00% on all successful guesses for the next cards.

Maximum payout for all your winnings within a game round is limited to 500. If payouts for both choices exceed the 500, only the “Cash Out” button is available.

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 | 302 | 1.85 | 92.49% |

| | | | |
|--|-----|-----|--------|
| number | | | |
| 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

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 | Pick 6 | Catch | ODDS | RTP |
|--------|-------|------|--------|--------|-------|------|--------|
| | 1 | 3.5 | 87.50% | | 6 | 1000 | 12.90% |
| | | | | | 5 | 100 | 30.96% |
| Pick 2 | Catch | ODDS | RTP | | 4 | 10 | 28.54% |
| | 2 | 14 | 84.18% | | 3 | 1 | 12.98% |
| | 1 | 0 | | | 2 | 0 | |
| | | | | | 1 | 0 | |
| Pick 3 | Catch | ODDS | RTP | Pick 7 | Catch | ODDS | RTP |
| | 3 | 40 | 55.50% | | 7 | 2000 | 4.88% |
| | 2 | 2 | 27.75% | | 6 | 200 | 14.64% |
| | 1 | 0 | | | 5 | 20 | 17.28% |
| | | | | | 4 | 3 | 15.66% |
| Pick 4 | Catch | ODDS | RTP | | 3 | 2 | 35.00% |
| | 4 | 90 | 27.57% | | 2 | 0 | |
| | 3 | 9 | 38.92% | | 1 | 0 | |
| | 2 | 1 | 21.26% | Pick 8 | Catch | ODDS | RTP |
| | 1 | 0 | | | 8 | 8000 | 3.48% |
| Pick 5 | Catch | ODDS | RTP | | 7 | 800 | 12.84% |

| | | | | | |
|---|-----|--------|---|----|--------|
| 5 | 200 | 12.90% | 6 | 80 | 18.93% |
| 4 | 20 | 24.18% | 5 | 8 | 14.64% |
| 3 | 2 | 16.79% | 4 | 4 | 32.60% |
| 2 | 1 | 27.05% | 3 | 0 | |
| 1 | 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
- Oracle Casino
- Portomaso
- 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 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%.

Ultimate Roulette

Game Rules

INTRODUCTION

Ultimate Roulette is the most thrilling Roulette game you've ever come across, spiced up with the highest multipliers and a great game show experience. 1 to 5 multipliers with values from 50x to 1000x will be randomly revealed every round, allowing you to win multiplied payouts that replace the standard Straight Up (Single Number) bet payout.

On top of that, Ultimate Roulette offers you the opportunity to buy up to 3 extra multipliers, so you could maximize your chances of an increased payout in every round. Get lucky and the second and/or third acquired multiplier will double (2x) itself, resulting in the highest multiplier of 2000x

In each round there is a chance of 1 main multiplier spreading to up to 3 neighboring numbers and sharing its multiplier, increasing the total amount of lucky numbers to 11 per round!

OBJECTIVE

The objective in Ultimate Roulette is to predict the number on which the ball will land by placing one or more bets on that number also called a Straight Up bet. The roulette wheel has separately numbered 1-36 alternately colored red and black. The 0 (zero) pocket is green.

GAME RULES

To start playing, please wait until the message "Please place your bets" appears, then select the value of the chip you would like to wager on a given spin and place it on the appropriate betting fields on the gaming table.

After the presenter has announced "No more bets", no wager may be placed, and any bet so placed can't be modified.

At the close of betting, the value of all placed bets is withdrawn from your balance.

After the bets are closed, the randomly selected numbers with multipliers with their payouts will be highlighted on the betting grid and announced by the presenter.

Once the extra multipliers state starts, the Extra multipliers pop-up will appear with 1, 2, or 3 multipliers buttons available and can be selected from the pop-up.

Your total bet will be displayed in the "Total bet" area.

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 presenter. If any of your bets cover the winning number, you will receive winning returns in accordance with the Roulette pay table. Your win amount will be presented in the winning message and will be added to your balance.

MAIN MULTIPLIERS

During each round, after the betting time has ended, 1 to 5 random numbers in Straight Up positions are enhanced with a random Payout Multiplier, that replaces the standard payout of that Straight Up (Single Number) bet. If the pay isn't increased, is paid 28:1, and the ball is spun within the Roulette wheel.

Once the ball has settled, the presenter will announce the winning number and all bets will be calculated automatically. If the winning number is among the randomly selected "number with multiplier" and is covered by the player's bet on a Straight Up bet, then the payout is paid to the player.

EXTRA MULTIPLIERS

The player can buy 1 to 3 extra multipliers with multiplier values (x50, x100, x150, x250, x500, x750, and x1000). Extra multipliers are available for 10% of the player's bet each. The cost for

the extra multipliers will be presented under each extra multiplier representing the total bet of the player in that round multiplied by the number of extra multipliers (x1, x2, or x3). The second and/or third acquired multipliers have a 10% for the second and 20% for the third to double (2x) itself, resulting in the highest multiplier of 2000x.

SPREAD MULTIPLIERS

Each round, there is a 2% chance for 1 multiplier from the main multipliers to spread to up to 3 neighboring numbers on the betting grid. The 1 main multiplier that spreads will infect from 1 to 3 neighboring numbers that will be decided randomly and will replace the standard payout with the multiplier value from the main multiplier.

Example: 1 main multiplier on number 14 with a 250x multiplier value gets the chance to spread to 2 neighboring numbers 10 and 17. The payout for 10 and 17 will be replaced with the multiplier value of 250x, the same as on number 14.

ULTIMATE ROULETTE PAYOUT TABLE

| Bet Type | Covers | Payout |
|-------------|--------|-----------------|
| Straight Up | 1 | 28:1 – 2000 : 1 |
| Split | 2 | 17 : 1 |
| Street | 3 | 11 : 1 8 : 1 |
| Corner | 4 | 5 : 1 |
| Line | 6 | |
| Column | 12 | 2 : 1 |
| Dozen | 12 | 2 : 1 |
| Red/Black | 18 | 1 : 1 |
| Even/Odd | 18 | 1 : 1 |
| 1-18/19-36 | 18 | 1 : 1 |

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

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 28 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 at 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, 13-24, 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.

RTP

The RTP for Ultimate Roulette is 97.30%

Baccarat Games

Over the Table (OTT) Baccarat

The following game rules applies to:

- Casino Marina
- Oracle Casino
- Portomaso

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 Tables A to Z and or 1 to 100
- Golden Baccarat
- Speed Cricket Baccarat
- Fiesta Baccarat
- Fortune Baccart
- Fortune Baccarat
- Salsa Baccarat 1 to 100
- Baccarat No Commission
- Diamond VIP Blackjack 1 to 100
- Fortune VIP 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 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%

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 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

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 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% |

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% |

Cricket War

Objective

The objective of the game is to predict whether the Bowler or the Batsman will win or whether they will tie.

Game rules

In the Cricket War game two hands are dealt: one for Bowler and another for Batsman. The player bets which side will win or if they will tie. The winning hand is the hand with the highest ranking card. If both the Bowler and the Batsman hands have the same ranking the round is a tie.

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, where Ace is "1" and King is "13".

The dealer will deal one card for the Bowler and one for the Batsman.

Winnings are paid as follows:

- Bowler 1:1
- Batsman 1:1
- Tie 11:1
- Suited Tie 50:1

In the event of a tie, bets on Bowler and Batsman 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 Bowler, Batsman, Tie or Suited Tie in the centre 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.

Return to Player

| | |
|------------|---------|
| Bowler | 96.27 % |
| Tie | 89.64 % |
| Suited Tie | 86.02 % |
| Batsman | 96.27 % |

Blackjack Games

Blackjack Tables

The following game rules applies to:

- Salon Prive 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 optional side bets – Perfect Pairs, Lucky Ladies, Perfect 11, TEN20 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.

Unlimited Blackjack side bets

Perfect 11

If enabled by the operator, this side bet wins when the player's initial two cards dealt, add-up to a total of 11 Points or a Blackjack. There are three possible combinations:

- 11 Points (suited) – Any two cards of the same suit that add up to 11. E.g., 8 of Spades + 3 of Spades.
- Any 11– Points – Any two cards of different suits that add up to 11. E.g., 5 of Diamonds + 6 of Hearts.
- Blackjack – Any two cards of any rank or suit that add up to 21. E.g., 10 of Hearts + Ace of Clubs.

Ten20

If enabled by the operator, this side bet wins when the player's initial two cards dealt, add-up to a total of 10 or 20 points. There are three possible combinations:

- Pair of 5's – A pair of 5's of any suit. E.g., 5 of Spades + 5 of Diamonds.
- Total of 10 – Any two cards of any rank or suit that add to 10. E.g., 4 of Diamonds + 6 of Hearts.
- Total of 20 – Any two cards of any rank or suit that add to 20. E.g., 9 of Hearts + Ace of Clubs.

Each side bet receives a different payout amount.

Lucky Ladies

The Lucky Ladies is a side bet for the Blackjack and American Blackjack games. It is a wager made on the first two cards dealt to the player. The first two cards must have a specific combination (two Queens, one Queen, two 10-point cards, etc.).

(The Lucky Ladies side bet is not applicable to VIP Blackjack with Surrender)

Rules and Flow

Rules

The side bet is won if the player has one of the combinations presented below, any other combinations will make the player lose the payout, but the main game will continue.

A Lucky Ladies wager, like all side bets, has no association or influence on the main blackjackbet and is entirely based on the player's first two cards.

To place a Lucky Ladies wager, the player must first make a standard blackjack bet. Once the bet is placed, if the player draws in their first two cards a valid combination, the payout is determined by the specific cards that make up the hand.

Flow

1. Betting phase.
-During the betting phase, the player must first place a main bet if they want to place a Lucky Ladies side bet, and then place it.
2. Dealing phase.
-After the betting time is over, the dealer starts drawing the cards for the players and deals two cards to all the players and themselves.
3. Decision Phase
-Players take their decisions during this phase, no changes can be done to the side bets.
4. Result Phase.
-During this phase, the players will receive their main and side bet payouts if they are won.

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 |
| Perfect 11 Side Bets | 11 Point (suited) | 21:1 |
| | Any 11 Points | 10:1 |
| | Blackjack | 5:1 |
| TEN20 Side Bets | Pair of 5's | 22:1 |
| | Total of 10 | 10:1 |
| | Total of 20 | 3:1 |
| Lucky Ladies | Pair of Queens of Hearts | 100:1 |
| | Matched 20 | 25:1 |
| | Suited 20 | 10:1 |
| | Any 20 | 3:1 |
| | One Queen of Hearts | 2:1 |
| | One Queen | 1:1 |

RTP

| | |
|-------------------------------------|--------------|
| Blackjack | 99.5% |
| Perfect Pairs | 95.9% |
| 21+3 | 93.71% |
| Perfect 11 – if enabled by operator | 93.72% |
| 10-20 – if enabled by operator | 94.77% |
| Lucky Ladies | 94.82% |

Unlimited Blackjack

The following game rules applies to:

- Mambo Unlimited Blackjack
- Unlimited Turkish Blackjack
- Unlimited Blackjack
- Fiesta Blackjack Unlimited

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 optional side bets – Perfect Pairs, Lucky Ladies, Perfect 11, TEN20 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

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.

Lucky Ladies

The Lucky Ladies is a side bet for the Blackjack and American Blackjack games. It is a wager made on the first two cards dealt to the player. The first two cards must have a specific combination (two Queens, one Queen, two 10-point cards, etc.).

Rules and Flow

Rules

The side bet is won if the player has one of the combinations presented below, any other combinations will make the player lose the payout, but the main game will continue.

A Lucky Ladies wager, like all side bets, has no association or influence on the main blackjackbet and is entirely based on the player's first two cards.

To place a Lucky Ladies wager, the player must first make a standard blackjack bet. Once the bet is placed, if the player draws in their first two cards a valid combination, the payout is determined by the specific cards that make up the hand.

Flow

1. Betting phase.
-During the betting phase, the player must first place a main bet if they want to place a Lucky Ladies side bet, and then place it.
2. Dealing phase.
-After the betting time is over, the dealer starts drawing the cards for the players and deals two cards to all the players and themselves.
3. Decision Phase
-Players take their decisions during this phase, no changes can be done to the side bets.
4. Result Phase.
-During this phase, the players will receive their main and side bet payouts if they are won.

Perfect 11

If enabled by the operator, this side bet wins when the player's initial two cards dealt, add-up to a total of 11 Points or a Blackjack. There are three possible combinations:

- 11 Points (suited) – Any two cards of the same suit that add up to 11. E.g., 8 of Spades + 3 of Spades.
- Any 11– Points – Any two cards of different suits that add up to 11. E.g., 5 of Diamonds + 6 of Hearts.
- Blackjack – Any two cards of any rank or suit that add up to 21. E.g., 10 of Hearts + Ace of Clubs.

Ten20

If enabled by the operator, this side bet wins when the player's initial two cards dealt, add-up to a total of 10 or 20 points. There are three possible combinations:

- Pair of 5's – A pair of 5's of any suit. E.g., 5 of Spades + 5 of Diamonds.
- Total of 10 – Any two cards of any rank or suit that add to 10. E.g., 4 of Diamonds + 6 of Hearts.
- Total of 20 – Any two cards of any rank or suit that add to 20. E.g., 9 of Hearts + Ace of Clubs.

Each side bet receives a different payout amount.

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 |
| 21+3 Side Bets | Suited Trips | 100:1 |
| | Straight Flush | 40:1 |

| | | |
|----------------------|--------------------------|-------|
| | Three of a Kind | 25:1 |
| | Straight | 10:1 |
| | Flush | 5:1 |
| Perfect 11 Side Bets | 11 Point (suited) | 21:1 |
| | Any 11 Points | 10:1 |
| | Blackjack | 5:1 |
| TEN20 Side Bets | Pair of 5's | 22:1 |
| | Total of 10 | 10:1 |
| | Total of 20 | 3:1 |
| Lucky Ladies | Pair of Queens of Hearts | 100:1 |
| | Matched 20 | 25:1 |
| | Suited 20 | 10:1 |
| | Any 20 | 3:1 |
| | One Queen of Hearts | 2:1 |
| | One Queen | 1:1 |

RTP

| | |
|-------------------------------------|--------------|
| Blackjack | 99.5% |
| Perfect Pairs | 95.9% |
| 21+3 | 93.71% |
| Perfect 11 – if enabled by operator | 93.72% |
| 10-20 – if enabled by operator | 94.77% |
| Lucky Ladies | 94.82% |

Video 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.

Description

Video Blackjack is an innovative Blackjack game with a unique player live-video feature from all the seated players' phone cameras. In order to play the game and have the best experience, you need to allow access to your mobile phone's camera and microphone. Welcome to our Video Blackjack table!

Playing Instructions

Once the game has loaded you are automatically seated at the table and you can place your bets. 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 x2 - 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:

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 optional side bets – Perfect Pairs, Lucky Ladies, Perfect 11, TEN20 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.

Lucky Ladies

The Lucky Ladies is a side bet for the Blackjack and American Blackjack games. It is a wager made on the first two cards dealt to the player. The first two cards must have a specific combination (two Queens, one Queen, two 10-point cards, etc.).

Rules and Flow

Rules

The side bet is won if the player has one of the combinations presented below, any other combinations will make the player lose the payout, but the main game will continue.

A Lucky Ladies wager, like all side bets, has no association or influence on the main blackjackbet and is entirely based on the player's first two cards.

To place a Lucky Ladies wager, the player must first make a standard blackjack bet. Once the bet is placed, if the player draws in their first two cards a valid combination, the payout is determined by the specific cards that make up the hand.

Flow

1. Betting phase.

-During the betting phase, the player must first place a main bet if they want to

place a Lucky Ladies side bet, and then place it.

2. Dealing phase.
-After the betting time is over, the dealer starts drawing the cards for the players and deals two cards to all the players and themselves.
3. Decision Phase
-Players take their decisions during this phase, no changes can be done to the side bets.
4. Result Phase.
-During this phase, the players will receive their main and side bet payouts if they are won.

Perfect 11

If enabled by the operator, this side bet wins when the player's initial two cards dealt, add-up to a total of 11 Points or a Blackjack. There are three possible combinations:

- 11 Points (suited) – Any two cards of the same suit that add up to 11. E.g., 8 of Spades + 3 of Spades.
- Any 11– Points – Any two cards of different suits that add up to 11. E.g., 5 of Diamonds + 6 of Hearts.
- Blackjack – Any two cards of any rank or suit that add up to 21. E.g., 10 of Hearts + Ace of Clubs.

Ten20

If enabled by the operator, this side bet wins when the player's initial two cards dealt, add-up to a total of 10 or 20 points. There are three possible combinations:

- Pair of 5's – A pair of 5's of any suit. E.g., 5 of Spades + 5 of Diamonds.
- Total of 10 – Any two cards of any rank or suit that add to 10. E.g., 4 of Diamonds + 6 of Hearts.
- Total of 20 – Any two cards of any rank or suit that add to 20. E.g., 9 of Hearts + Ace of Clubs.

Each side bet receives a different payout amount.

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 |
| | 11 Point (suited) | 21:1 |
| Perfect 11 Side Bets | Any 11 Points | 10:1 |
| | Blackjack | 5:1 |
| TEN20 Side Bets | Pair of 5's | 22:1 |
| | Total of 10 | 10:1 |
| | Total of 20 | 3:1 |
| Lucky Ladies | Pair of Queens of Hearts | 100:1 |
| | Matched 20 | 25:1 |
| | Suited 20 | 10:1 |
| | Any 20 | 3:1 |
| | One Queen of Hearts | 2:1 |
| | One Queen | 1:1 |

RTP

| | |
|-------------------------------------|--------------|
| Blackjack | 99.5% |
| Perfect Pairs | 95.9% |
| 21+3 | 93.71% |
| Perfect 11 – if enabled by operator | 93.72% |
| 10-20 – if enabled by operator | 94.77% |
| Lucky Ladies | 94.82% |

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 player's two hole cards and the first three community cards (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%.

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

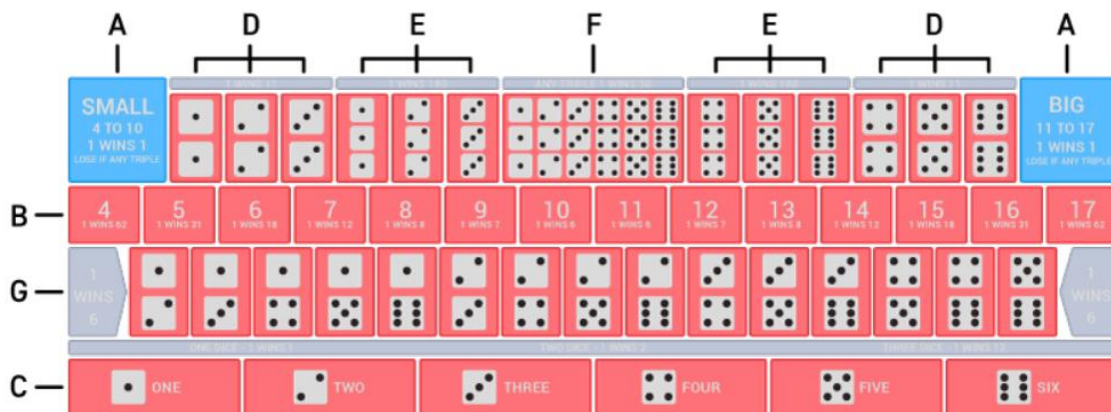
middle of the screen and can also be checked in the History page.

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%.

Ultimate SicBo

Game 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 three dice. You can bet the outcome of one dice, two dice, three dice, the total and more.

Game Rules

To start playing, please wait until the message "Please place your bets" appears, then select the value of chip you would like to wager 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 modified.

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 winnings in accordance with Sic Bo 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. 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. 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 - Total – place your bet on any of the 14 betting areas labeled 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.

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 to it, in the specific round. If there is no multiplier, the regular payout is applied. Your bet is returned on top of your winnings.

Return to Player (RTP)

The optimal theoretical return-to-player (RTP) percentage is 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 positions (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 | | 1:1 | 1:1 |

| | | | |
|------------------|--------|--------|-----|
| bet | | | |
| 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 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 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 |

| Bet | Payout |
|-----------------|---------------|
| 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 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 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:

| 32 CARDS DECK | | | | VALUE |
|---------------|-----|-----|-----|----------|
| 6♠ | 6♦ | 6♣ | 6♥ | 6 POINT |
| 7♠ | 7♦ | 7♣ | 7♥ | 7 POINT |
| 8♠ | 8♦ | 8♣ | 8♥ | 8 POINT |
| 9♠ | 9♦ | 9♣ | 9♥ | 9 POINT |
| 10♠ | 10♦ | 10♣ | 10♥ | 10 POINT |
| J♠ | J♦ | J♣ | J♥ | 11 POINT |
| Q♠ | Q♦ | Q♣ | Q♥ | 12 POINT |
| K♠ | K♦ | K♣ | K♥ | 13 POINT |

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.