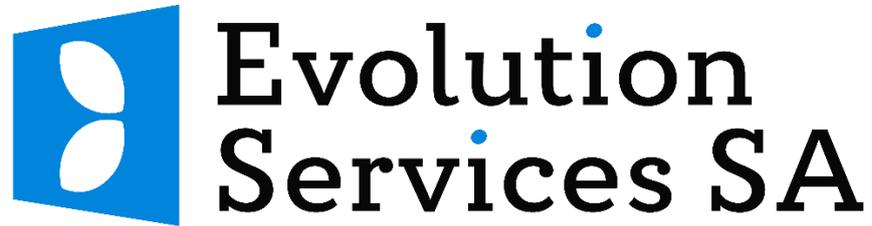


2020



Ezugi
GAME RULES

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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 casino 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 casino 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 casino operator if there is a problem.

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.

Bet description	Bet ID	Odds
Bets on Numbers		
Selected ball will be dropped with No. 1,...,49	101	6/1
Selected ball will not be dropped with No. 1,...,49	102	1/20
Two selected balls will be dropped with No. 1,...,49	103	65/1
Three selected balls will be dropped with No. 1,...,49	104	725/1
Four selected balls will be dropped with No. 1,...,49	105	3000/1
At least one of two selected balls will be dropped with No. 1,...,49	106	5/2
At least one of three selected balls will be dropped with No. 1,...,49	107	15/10
First number will be more than 15	108	3/10
First number will be more than 25	109	8/10
First number will be more than 35	110	18/10
First number will be more than 25, second - less	111	5/2
First number will be less than 25, second - more	112	5/2
Bets on Colors:		
More RED colored balls will be dropped	201	9/10
More WHITE colored balls will be dropped	202	15/10
Color of all dropped balls will be RED	203	50/1
Color of all dropped balls will be WHITE	204	50/1
Color of the FIRST ball dropped shall be RED	205	7/10
Color of the FIRST ball dropped shall be WHITE	206	8/10
Colors of the FIRST TWO balls dropped shall be RED	207	11/5
Colors of the FIRST TWO balls dropped shall be WHITE	208	5/2
Color of the FIRST ball dropped shall be RED, SECOND - WHITE	209	5/2
Color of the FIRST ball dropped shall be WHITE, SECOND - RED	210	5/2
First three balls will be of the same color	211	5/2
Last three balls will be of the same color	212	5/2
Bets on Sums		
Sum of the dropped balls numbers will be an ODD number	301	7/10
Sum of the dropped balls numbers will be an EVEN number	302	7/10
Sum of balls dropped will be less than 120	303	3/1
Sum of balls dropped will be less than 135	304	15/10
Sum of balls dropped will be less than 150	305	5/10
Sum of balls dropped will be more than 155	306	1/1
Sum of balls dropped will be more than 170	307	2/1
Sum of balls dropped will be more than 185	308	5/1
Sum of RED balls dropped will be more than 100	309	21/10
Sum of WHITE balls dropped will be more than 100	310	3/1
Sum of RED balls dropped will be less than 65	311	1/1
Sum of WHITE balls dropped will be less than 65	312	1/1

Additional Game Features

Progressive Jackpot

This is applicable to 4 balls drawn from the 6 balls that drop per round.

- 5 ZAR bet amount
- 10K seed by the operator to start the jackpot off
- X3000 additional win (which will always be R15K)
- 20% contribution of each R5 bet by the player, ie R1 from each bet is added to the progressive jackpot until it is won

This effectively equates to a R25K seed + 20% contribution from each R5 bet

From 14,000 bets you will get 70,000 ZAR which will contribute additional 14K ZAR to the jackpot, i.e. 20% of R70,000.

Average JP hit is mathematically calculated to produce approximately R25K+R14K = R39K. Mathematically 4/6 should be drawn every 14,000th bet.

Average RTP: 55%

Loyalty Rewards Program

A loyalty customer will earn points based on every cash bet taken within a retail outlet on the Bet On Numbers Game, regardless of the bet winning or losing.

Every customer is issued with a unique code, which they will use to earn and spend loyalty credits (LAC).

For Every R160 Rands spent by the customer, they will be rewarded with 2 loyalty credits (LAC's) which is equivalent to a R2 bet (this is the minimum bet amount that can be played). Points can be accumulated and do not expire. There is no limit set for the amount of points the punter can accumulate. For example, if the punter spends R10 000.00 they will earn 125 loyalty credits (LAC's).

When placing the bet using the loyalty credits, the Ezugi system will capture the stake at 0 cash Rand value, and automatically deduct the credit from the player's 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.

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.

Bet Description	Bet ID	Odds	RTP
Selected Ball Will be drawn	1	4.5	76.83%
2 Selected balls will be drawn	2	38	84.52%
3 Selected balls will be drawn	3	330	79.82%
4 Selected balls will be drawn	4	2800	61.67%
4 Selected balls will NOT be drawn	5	1.5	82.23%
1 Golden ball will be drawn	6	2	76.93%
2 Golden ball will be drawn	7	13	78.01%
3 Golden ball will be drawn	8	330	79.82%
No Golden balls will be drawn	9	1.25	82.23%
First drawn ball will be a golden ball	10	9	76.83%
First two drawn balls will be golden balls	11	180	80.47%
Frist three drawn balls will be golden balls	12	5000	62.31%

Roulette

Objective

European/Single Zero Roulette is one of the oldest, most iconic and attractive gambling games in the world. It is also the easiest to play. It is a game where anybody can try their luck and every time the ball starts spinning, the heart of every player beats faster.

The roulette wheel has 37 separately numbered slots alternately colored red and black. The Zero pocket is green to clearly show that it is not part of any Red/Black, Odd/Even, High/Low, Dozens or Columns bets

The dealer will spin the wheel and release the ball. Once the ball has settled, the dealer will announce the winning number and all bets will be calculated automatically. In Auto-Roulette the ball is spun with a wheel engine automatically and the winning number is displayed on your screen.

The timer will then begin counting down to the start of the next game.

The object of the game is to accurately predict the outcome of where the spinning ball will land inside the turning wheel. By predicting the right number, you earn a pay-out on your bet. The size of the pay-out depends on the nature of the bet placed.

Game Flow

To start playing, please wait until the message **“Please place your bets”** appears, then select the value of chip you would like to wager on a given spin and place on the appropriate betting fields on the gaming table.

Your total bet will be displayed in the **“Total bet”** area.

After the Dealer has announced **“No more bets”**, no wager may be placed and any bet so placed can be modified.

At the close of betting, the value of all placed bets is withdrawn from your casino 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%.

Dual Play Live Roulette

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%.

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

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 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%

Baccarat No Commission

Game Objective

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

Game Rules

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

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

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

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

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

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

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

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

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

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

Player's Hand

Player's initial two-card hand

0-1-2-3-4-5

Player draws a third card.

6-7

Player stands.

8-9 (a "natural")

No third card to either hand.

Banker's Hand

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

D - Draw; S - Stand

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

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

Side Bets

Side Bet

Description

P Pair

Pays if the first two cards dealt to the Player constitute a pair.

B Pair

Pays if the first two cards dealt to the Banker constitute a pair.

Perfect Pair

Pays 25:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to either the Banker or the Player.

Pays 200:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to both the Banker and the Player.

Super 6

Pays 15:1 if Banker wins with a score of 6. Please place main bet (Player/Banker/Tie) first in order to place the side bet.

P Bonus

Pays when the Player wins the round on a natural 8 or 9 or by at least four points.

B Bonus

Pays when the Banker wins the round on a natural 8 or 9 or by at least four points.

Payouts

Your payout depends on the type of bet placed.

BET	PAYS
Player	1:1
Banker	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
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.

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%
Super 6	86.18%
P Bonus	97.35%

*RTP based on optimal strategy for Player bet.

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 Casinos Offering

Number of decks used	Eight
Dealer hit or stand on soft 17 (Ace,6)	Stand
Can player double after split	Yes
Player can double on	Any two Cards
Player can split	One Hand
Player can split aces	Yes
Player can hit split aces	No
Entire player bet lost vs Dealer BJ	Yes
Late surrender allowed	No
Blackjack pays	3 to 2

Side Bets

This Blackjack game includes two optional side bets – Perfect Pairs and 21+3. Side bets can only be placed in addition to a main Blackjack bet. The side bet winnings are independent of the outcome of the regular Blackjack game.

Perfect Pairs win when the first two cards dealt to a player produce a pair. There are three possible pair types:

- Perfect Pair- A pair of the same rank and the same suit. e.g. two Aces of Spades.
- Colored Pair- A pair of the same rank and color but a different suit; e.g. 2 of Diamonds + 2 of Hearts.
- Mixed Pair- A pair of the same rank with different suits; e.g. 10 of Hearts + 10 of Clubs.

Each pair receives a different payout amount.

The **21+3** bet gives you the chance to win if your first two cards plus the dealer's up-facing card comprise any of the following winning combinations (similar to those in poker):

- Suited Trips: An identical threesome; e.g. 3 Queens of Hearts.
- Straight Flush: A threesome in numerical sequence and same suit; e.g. 10, Jack and Queen of Diamonds.

- Three of a Kind: A threesome with the same value but with different suits; e.g. any 3 Kings that do not match.
- Straight – A threesome in numerical sequence but different suits; e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.
- Flush – A threesome with the same suit; e.g. 2, 6 and 10 of Clubs.

Each combination receives a different payout amount.

Ante - In some games you must place a stake in order to receive your hand.

Payouts

	Blackjack	3:2
Basic Blackjack	Player wins	1:1
	Insurance	2:1
	Perfect Pair	25:1
Perfect Pair Side Bet	Colored Pair	12:1
	Mixed Pair	6:1
	Suited Trips	100:1
	Straight Flush	40:1
21+3 Side Bets	Three of a Kind	25:1
	Straight	10:1
	Flush	5:1

Rtp

Blackjack	99.5%
Perfect Pairs	95.9%
21+3	93.71%

Unlimited Blackjack

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 Casinos Offering

Rule	Value
Number of decks used	Eight
Dealer hit or stand on soft 17 (Ace,6)	Stand
Can player double after split	Yes
Player can double on	Any two Cards
Player can hit split aces	No
Entire player bet lost vs Dealer BJ	Yes
Late surrender allowed	No
Blackjack pays	3 to 2

Blackjack Side Bets

This Blackjack game includes two optional side bets – Perfect Pairs and 21+3 and sometimes an Ante. Side bets can only be placed in addition to a main Blackjack bet. The side bet winnings are independent of the outcome of the regular Blackjack game.

Perfect Pairs

Perfect Pairs win when the first two cards dealt to a player produce a pair. There are three possible pair types:

Perfect Pair: A pair of the same rank and the same suit. e.g. two Aces of Spades.

Colored Pair: A pair of the same rank and color but a different suit; e.g. 2 of Diamonds + 2 of Hearts.

Mixed Pair: A pair of the same rank with different suit and color; e.g. 10 of Hearts + 10 of Clubs.

Each pair receives a different payout amount.

21+3

The 21+3 bet gives you the chance to win if your first two cards plus the dealer's up-facing card comprise any of the following winning combinations (similar to those in poker):

Suited Trips: An identical threesome; e.g. 3 Queens of Hearts.

Straight Flush: A threesome in numerical sequence and same suit; e.g. 10, Jack and Queen of Diamonds.

Three of a Kind: A threesome with the same value but with different suits; e.g. any 3 Kings that do not all match in suits.

Straight: A threesome in numerical sequence but different suits; e.g. 2 of Spades + 3 of Clubs + 4 of Hearts.

Flush: A threesome with the same suit; e.g. 2, 6 and 10 of Clubs.

Each combination receives a different payout amount.

Ante

In some games you must place a stake in order to receive your hand.

Payouts

GAME	HAND	PAYOUT
Basic Blackjack	Blackjack	3:2
	Player wins	1:1
	Insurance	2:1
Perfect Pair Side Bets	Perfect Pair	25:1
	Colored Pair	12:1
	Mixed Pair	6:1
21+3 Side Bets	Suited Trips	100:1
	Straight Flush	40:1
	Three of a Kind	25:1
	Straight	10:1
	Flush	5:1

RTP

GAME	RTP
Blackjack	99.56%
Perfect Pair	95.9%
21+3	93.71%

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	8:1

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	67.23%
Tiger	96.27%

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%.