The Silver Fox Casino
Poker Collection Rates

Limit Texas Hold'em

Betting Limit	Blinds	Minimum Buy-in	Collection 7 or more players	Collection 5 or 6 players	Collection 4 or less players
$1 / $2	$1 / $1	$10	$2 + $1	$1 + $1	$1 + $0
$2 / $4	$1 / $2	$20	$3 + $1	$2 + $1	$1 + $0
$3 / $6	$1 / $3	$30	$4 + $1	$3 + $1	$2 + $0
$4 / $8	$2 / $4	$40	$4 + $1	$3 + $1	$2 + $0
$5 / $10	$3 / $5	$50	$4 + $1	$3 + $1	$2 + $0
$6 / $12	$2 / $6	$60	$4 + $1	$3 + $1	$2 + $0
$8 / $16	$4 / $8	$80	$4 + $1	$3 + $1	$2 + $0
$9 / $18	$3 / $9	$90	$4 + $1	$3 + $1	$2 + $0
$10 / $20	$5 / $10	$100	$5 + $1	$4 + $1	$3 + $0
$12 / $24	$6 / $12	$120	$5 + $1	$4 + $1	$3 + $0
$15 / $30	$5 / $15	$150	$5 + $1	$4 + $1	$3 + $0
$20 / $40	$10 / $20	$200	$5 + $1	$4 + $1	$3 + $0
$50 / $100	$25 / $50	$500	$6 + $1	$5 + $1	$4 + $0
$75 / $150	$25 / $75	$750	$6 + $1	$5 + $1	$4 + $0

** The additional $1 taken from the pot when 5, 6, and 7 or more players are playing is a jackpot collection fee. Half Kill and Full Kill games apply as designated on the table.

No Limit Texas Hold'em

Minimum Buy-in	Maximum Buy-in	Blinds	Collection 7 or more players	Collection 4-6 Players	Collection 3 or less players
$50.00	$300.00	$1 / $3	$3 + $1	$2 + $1	$2 + $0
$100.00	$300.00	$1 / $3	$4 + $1	$3 + $1	$2 + $0
$200.00	$500.00	$2 / $5	$4 + $1	$3 + $1	$2 + $0
$500.00	$1,000.00	$5 / $10	$5 + $1	$4 + $1	$3 + $0
$1,000.00	no cap	$10 / $20	$6 + $1	$4 + $1	$3 + $0

** The additional $1 taken from the pot, when 4-6 and 7 or more players are playing, is a jackpot fee.

13 Card (Chinese Poker Mandarin)

Table Limit	Minimum Buy-In	Ante	Collection Fee
$3.00	$60.00	$1.00	$4.00 per hand
$5.00	$100.00	$1.00	$5.00 per hand
$10.00	$200.00	$2.00	$5.00 per hand
$20.00	$400.00	$5.00	$7.00 per hand
$40.00	$800.00	$5.00	$7.00 per hand

No-Limit Texas Hold'em will have spread wagering amounts from the minimum wager of $1 to the maximum wager of $1,000 with discretionary number of wagers and raises allowed; however, a wager may not exceed $1,000 per betting round. All raises must be equal to or greater than the size of the previous wager or raise on that betting round, except for an all-in wager. **All-in wager may not exceed $1,000 at any time.** A player who has already checked, called, or raised may not subsequently raise or re-raise an all-in wager that is less than the amount of the previous wager or raise.

Silver Fox Casino Collection Rates

Pure 21.5 Blackjack and No Bust 21st Century Blackjack

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401 +	$5.00	
2	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 +	$5.00	
3	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 +	$5.00	
4	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
5	$5- $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	

A collection fee will be taken from the player-dealer position per hand dealt based on the total action.
A collection fee will not be taken from the player position for placing a wager on the base game.
A collection fee will not be taken for placing a wager on the Buster Bonus Bet.
A collection fee will not be taken for placing a wager on the Magic Sevens Bonus Bet.

Silver Fox Casino Collection Rates

Pai Gow Poker

Schedule Option	Table Limit	Player-Dealer Collection Rate (per betting spot)	Player Collection Rate (per betting spot)
1	$10 - $100 per betting spot	$1.00	$1.00
2	$10 - $200 per betting spot	$1.00	$2.00

3	$10 - $100 or $10 - $200 Per betting spot	$10 -$100	$1.00	$1.00
		$101 - $500	$2.00	
		$501 - $1,600	$4.00	
4	$10 - $100 or $10 - $200 or $10 - $1,600 or $10 - $5,000 Per betting spot	$10 -$100	$1.00	$1.00
		$101 - $500	$2.00	
		$501+	$4.00	

On schedule 1 and 2 a collection fee will be taken from the player-dealer position per wager placed on the base game.
On schedule 3 and 4 a collection fee will be taken from the player-dealer per hand dealt based on the total table action.
On all schedules a collection fee will be taken from the player position per wager placed on the base game.
A collection fee will not be taken for placing a wager on the Fortune Bonus Bet.

Pai Gow Tiles

Table Limit	Amount Wagered Per Betting Circle	Player Collection Fee	Player-Dealer Collection
$10-$1,000	$10 - $200	$1.00	$2.00
	$201 - $400	$2.00	
	$401 - $600	$3.00	
	$601 - $800	$4.00	
	$801 - $1000	$5.00	

A collection fee will be taken from the player-dealer position per hand dealt.
A collection fee will be taken from the player position per wager placed.

Silver Fox Casino Collection Rates

21st Century Baccarat 8.0 and EZ Baccarat

Schedule Option	Table Limit	Total Action on Table	Player/Dealer Collection Rate	Player Collection Rate
1	$5 - $50		$1.00	$0.50
2	$5- $100	$5-$200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901 +	$12.00	
3	$10 - $100		$2.00	$1.00
4	$10 - $800	$10 -$50	$1.00	$0.00
		$51 - $300	$2.00	
		$301 - $600	$4.00	
		$601 - $900	$7.00	
		$901 +	$10.00	
5	$25 - $200	$25 -$300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$20.00	
6	$50 - $300		$3.00	$2.00
7	$100 - $500		$5.00	$3.00

On all schedules a collection fee will be taken from the player-dealer position per hand dealt based on the total table action.

On schedule 1,3,6, and 7 a collection fee will be taken from the player position per wager placed on the base game.

On schedule 2,4, and 5 a collection fee will not be taken from the player position for placing a wager on the base game.

A collection fee will not be taken for placing a wager on the Tie Bet.

A collection fee will not be taken for placing a wager on the Dragon 7 Bonus Bet.

A collection fee will not be taken for placing a wager on the Dragon Bonus Bet.

Silver Fox Casino
Texas Hold'em

The rules state the game is played with a standard 52 card deck. Standard poker rankings apply. The game utilizes a flat disk called a "dealer button" to indicate the player who deals the cards, in theory, for the hand. The dealer button is first determined by a card dealt to each player before the round of play begins, where the person with the highest ranking card, by suit, receives the dealer button. The dealer button rotates clockwise after each ensuing hand. The dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first one. The blind bet(s) (small and big) are used to initiate action and are posted before a player looks at his/her cards. The blind bet(s) are made from the position(s) immediately to the left of the "dealer button." On all subsequent betting rounds, the action is started by the first active player to the left of the "dealer button."

Each player receives two (2) cards (hole cards), as their initial hand, which are dealt face down in turn. This is followed by the first round of betting, starting with the player to the left of the big blind. Players may call, raise, fold or check and raise. After all players have acted in turn, the dealer removes the top card from the deck and places it face down on the table (burn card), then places the next three (3) cards from the top of the deck face up on the table (community cards) simultaneously in the middle of the table. These cards are available to all players. This is followed by a second round of betting in which players, starting to the left of the "dealer button," may check, bet, raise or fold. After all active players have acted in turn, the dealer 'burns' the top card from the deck by placing it face down on the table, then removes the next card from the top of the deck and places it face up in line with the previous three cards from the last round of betting. This is followed by a third round of betting, which occurs in the same manner as the previous round. Each player has the option of checking, betting, raising or folding in turn. After action is complete for this round, the dealer 'burns' and turns another card so that there are five cards face up on the table, which are referred to as the 'board.' This is followed by the final round of betting. After the final round of betting has been completed, a player must use and any combination of their two (2) hole cards and the five (5) community cards to make the highest ranking five (5) card poker hand. The highest ranking five-card poker hand wins the pot. In the event of a tie the pot is split equally among the winners, with the odd chip(s) awarded to the player(s) closes to the dealer button.

Hand Rankings

Rank	Combination of Cards
1st	Royal Flush (10-J-Q-K-A of the same suit)
2nd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
3rd	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should two players both have a four-of-a-kind
4th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
5th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
6th	Straight (Five cards of different suits ranked in order, A-2-3-4-5 is smallest)
7th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
8th	Two Pair (Two sets of pairs)

9th	A Pair (Two cards of the same value)
10th	High Card

Collection Fees

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

Terms Used in Texas Hold'em

Community Cards	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
The Board	All five community cards.
Flop	The first three community cards dealt face up simultaneously on the table.
Turn	The fourth community card dealt face up on the table.
River	The fifth community card dealt face up on the table.
Button	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
Blind	A mandatory opening bet put up by a player or players before any cards are dealt.
Play the Board	When a player uses none of his hole card to make his best five-card poker hand.
Set	When a player has three of a kind using both hole cards and one card from the board.
Trips	When a player has three of a kind using one card from his hand and a pair on the board.
Pocket Pair	When a player's first two hole cards are a pair.
Scooper	A hand that wins the high and the low in a high-low split game.
Hogger	Same as a Scooper.
Qualifier	(When playing Hold'em High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
8 or Better	(When playing Hold'em High-Low Split) The low hand must be an eight or better to qualify.
Post	When a player puts up a blind bet to make up for blinds missed.
Head-up	When only two active players are left in the hand.

13 Card Red (Chinese Poker Mandarin)

Name of the game: 13 Card Red also known as Chinese Poker Mandarin Version
Detailed description of rules of the controlled game must be attached and must include the following information.

a. What are the standards of play?
The object of the game (13 Card Red) is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the active players. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

b. Does the game use a "standard" 52-card deck or other type of card deck?
13 Card Red is played with one standard 52-card poker deck

c. Who deals the cards? Describe the dealing procedures
The casino dealer deals the cards face down. The dealer will deal 4 stacks of cards at the table in a clockwise rotation, each stack contains 13 cards. The first stack on the dealer's left will be dealt to the action button. The action button is awarded to the highest back hand value from the previous hand. In a 5 handed game, the dealer button position will not receive a hand, in a 4 handed game, the dealer button position will receive a hand. A 5th player may be eligible to participate provided that one of the 4 hands chooses not to participate.

d. How many players does the game involve?
The game allows up to five (5) seated players.

e. How and when are house fees collected?
By the house per round from the ante prior to any cards being dealt.

Collection Procedure
1. Flat fees on each wager may be assessed at different collection rates; but no more than three (3) collection rates may be established per table.

2. The fee collection method is a follows:

Table Fee- house fee collection

3. The collection fee is taken per round from the ante prior to any cards being dealt. Should the ante amount not cover the collection fee, the remainder of the collection fee will be paid by the player with the action button.

g. What is the betting scheme?
The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit.
i.e., in a $ 5.00 limit game each point would have a money value of $ 5.00

h. How are winners determined and paid?

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged. The following are the general ranking of hands in the descending order of values:

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

Certain situations will qualify to win extra points, such as *Bonus Hand, Shot, Homerun* and *Clean Sweep* refer to Glossary of Terms.

The players wager will play against the rest of the participants. The payoff stars from the first player clockwise from the dealer button position moving clockwise, and the settlement of wagers continues to the extant that player's wager covers. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. The settlement of wagers will be conducted in the following fashion:

1. The player in1st clockwise position from the dealer button settles the payoff against the 2nd positions.
2. The player in1st clockwise position from the dealer button settles the payoff against the 3rd position.
3. The Player in 1st clockwise position from the dealer button settles the payoff against the 4th position.
4. The player in 2nd clockwise position from the dealer button settles the payoff against the 3rd position.
5. The player in 2nd clockwise position from the dealer button settles the payoff against the 4th position.
6. The player in 3rd clockwise position from the dealer button settles the payoff against the 4th position.

The player with the highest back hand values will win the antes.

13 Card Red (Chinese Poker Mandarin)

Describe a "round of play"
Players will ante according to the limit of the game. The dealer will deliver the first stack from the casino dealer's left to right, they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button position; if it is the first hand of a new game, the action button will be on the first clockwise player from the dealer button; if it is an ongoing game the action button will be on the seat that has declared the best Clean Sweep or the best back hand of the previous hand. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows.

Describe the type of gaming table utilized for this game

13 Card Red table or regular Poker table

List other equipment used.
One 13 Card Red Table or regular Poker table (with drop slot)
Dealer chair and chairs for players
Drop boxes for table fee
Two decks of different colors
Dealer cut card
Dealer tray
One Round shape dealer button
Action button
Proper denomination of gaming chips
Table sign

Glossary of Terms
Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The Player who has the highest ranking for each segment wins one point from his/her opponent(s). Players then settle their wagers according to the point difference.

In Addition to the basic point system, three variations may be utilized.

Bonus System: additional points awarded for making certain hands in the winning front, middle, and back positions. Bonus hands and points earned as follows:

Segment Hands	**Front Segment**	**Middle Segment**	**Back Segment**
Three of a Kind	3 points	No bonus value	No bonus value
Full House	N/A	2 points	No bonus value
Four of a Kind	N/A	8 points	4 points
Straight Flush or better	N/A	10 points	5 points

If a player wins two of the three segments, he/she is awarded two points for the winning segments. When a "Bonus" is involved, the winning segment earns only the "Bonus" hand points. *Example***:** if a player wins two out of three segments and has four of kind in the back, a total of six (6) points is awarded.

1. **Mandarin Version:** In this version the “Bonus” hands and their values are identical to those in the Eastern version. However, the points for the “Bonus” hands are tallied in a different way; a player earns one point for each winning segment, and if a “Bonus” hand is present, points are added on the “Bonus” hand. The Mandarin version also includes two special bonus situations- The “ Shot” and the “Homerun”

   Shot: The "Shot" occurs when a player wins all three segments against an opponent. The regular point value for each segment is doubled, and if a bonus hand is involved, the points for the bonus hand are added to the total.

   > *Example***:** If a player "Shots" an opponent and has three of a kind in the front, he/she will win a total of nine (9) points from that opponent. The three winning segments are worth three (3) points, which are doubled to six (6) points because of the "Shot" and three (3) points are added for the bonus hand.

   Homerun: The "Homerun” (applicable only in a four-handed game) occurs when a player wins all three segments on the showdown against all three opponents. When a "Homerun" occurs the point value for each segment is tripled, and if a bonus hand is involved three points are then added to the total.

   > Example: If a player "Homeruns" his/her three opponents and has three of kind in the front, a total of twelve (12) points will be awarded from each opponent. The three winning segments are worth three (3) points, which are tripled to nine (9) points because of the "Homerun", plus three (3) more points for the bonus hand.

   Surrender: 13 Card Red permits one player to surrender his/her hand by verbal declaration before the showdown. The player's hand will not be compared to the other players’ hands but the player who surrenders must pay each opponent three (3) points, including a foul hand. A player must have enough chips to pay all payers involved in order to surrender. If a player declares surrender after another player declares "Clean Sweep", the player who surrendered must pay the value of "'Clean Sweep" to that player. When a player declares the intention to surrender, the house dealer will verbally confirm this with the player. Once confirmed, the hand will be placed face down on the table and a marker placed on top. If two or more players declare surrender simultaneously, the closest player sitting clockwise to the dealer button will be recognized as the first to make the declaration.

   Clean Sweep: "Clean Sweep" hands have a special ranking and automatically win. All "Clean Sweep” hands must be declared before the showdown and vary in points. The following are the "Clean Sweep" hands ranked from highest to lowest:

Rank	**Hand**	**Mandarin**
#1	**Pure Dragon Hand** Ace through King same suit	39 pts.
#2	**Black or Red Dragon** Ace through King same color	26 pts
#3	**Dragon Hand** Ace through King any suit	13 pts.

#3	**All Blacks or All Reds** Thirteen (13) cards same color	13 pts.
#4	**Minor Hand** Composed of cards between Deuce & 9 any suit	6 pts.
#4	**Senior Hand** Composed of 10s, Jacks, Queens, Kings, and Aces	3 pts.
#5	**Six Wheels Hand** 6 pair note that 4 of a kind can be counted as 2 pair	3 pts.
#5	**Three Flush Hand** Suited cards in the front, middle, and back positions	3 pts.
#5	**Three Straight Hand** Contains straights in the front ,middle, & back positions	3 pts.

When a player declares a "Clean Sweep" hand, the house dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep "hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players conversely if a “Clean Sweep” hand is not declared prior to the showdown, it will be played as a regular hand.

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown.

2. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front to that player at the beginning of the hand.

3. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.

4. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each opponent, except the surrender hand, according to the following:
   a. A fouled hand against a "Clean Sweep" hand will pay the value of the "Clean Sweep" hand.
   b. A fouled hand against a regular hand: 6 points plus the bonus in the opponents hand.

5. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand. An exception occurs when an opponent has already declared intention to surrender, provided that the house dealer has obtained the conformation to surrender.

6. In the situation where one player declares a "Clean Sweep" hand and another player declares the intention to surrender the first deceleration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is first clockwise to the dealer button will be recognized as the first to make the declaration. Once the proper marker is placed on top of the hand the player may not change his/her decision.

7. Before a showdown, a misdeal will be declared if:
   a. Five or more cards of one player's hand are exposed by the dealer
   b. Any player is dealt the wrong number of cards.
   c. Five or more boxed cards appear in the deck
   d. A foreign card appears.

8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.

9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.

10. Exposed cards or boxed cards will play as dealt.

11. Ace-2-3-4-5 is the smallest straight.

12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

EZ BACCARAT

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.
EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.

To begin the game, players make a wager(s) on Player, or Dealer, or Tie ('Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit. Backline betting is not permitted on the Dragon 7 bet. There is no additional collection fee taken for placing a Dragon 7 bet.

Wagers are resolved as follows:
In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.
In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.
In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.
In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

(Example only. Layout may be modified to allow for backline betting)

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):

    a. Player line which pays 1 to 1
    b. Dealer line which pays 1 to1

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.

- If the dealer's hand total is 6, then the dealer hand is dealt a third card if the players third card was a 6 or 7.

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7										
6										
5										
4										
3										
2										
1										
0										

The player to the left of the player/dealer receives first action on their wager and the action then rotates clockwise.

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Table Limits & Collection Rates

The collection is taken from each player/dealer for every bet prior to start of the game. Player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

Pure 21.5 Blackjack with Buster Blackjack Bonus Bet

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack (6 to 5) is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- “BONUS” cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

*"BONUS" card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the dealer's left and proceeds in a clockwise fashion.

2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seats. That money will be used to pay the winners and will set the amount that he/she can collect from the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action" or in the case of player/dealer paying collection, the appropriate collection will be placed by the player/dealer.

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table. The collection fees will be dropped after the completion of the hand.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side-to-side motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and be dealt face down. The

players are given an opportunity, starting with the player seated to the right of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting doubling down, and surrendering will be outlined later.)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.

10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.

11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The Ace is counted as one and is the first seat to the right of the player/dealer. The counting is then consecutive and clockwise with the player/dealer position NOT being counted.

12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

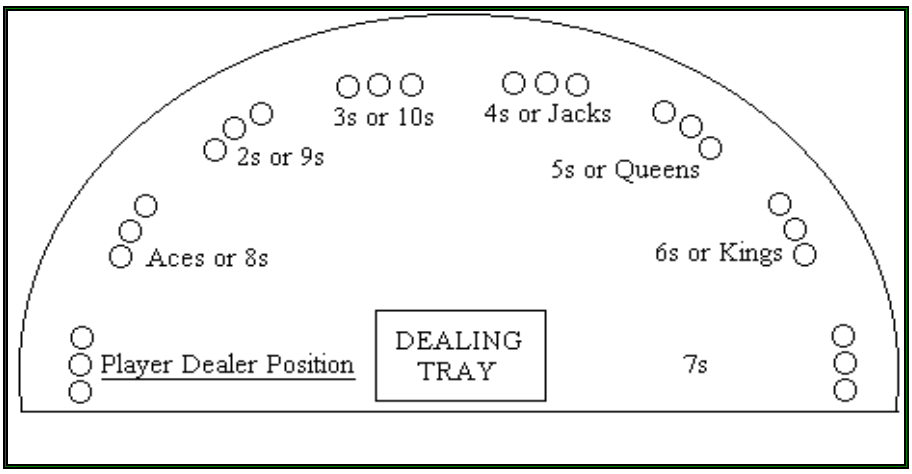
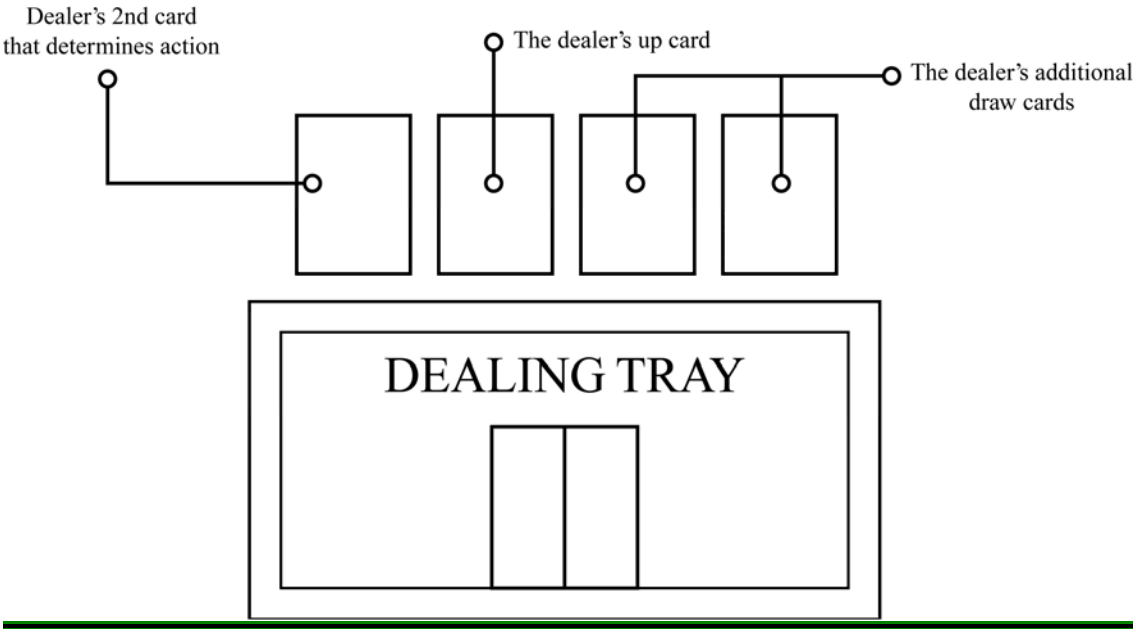


DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 19 or more	**Hard 11 or less**	**All other counts**

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	**Soft 17 or less**	**None**

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card. This will happen prior to any additional cards being given to players. If the player/dealer has Pure 21.5 Blackjack no additional action will

take place and all players hands that do not have a Pure 21.5 Blackjack will lose.

3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.

6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

8. If the Player/Dealer's hand is 888 (three eights), all players who have a total exceeding 21.5 win.

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

10. All collection fees will be collected by the casino dealer prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

12. Backline betting is allowed; subject to local ordinance or code.

13. Third Party Providers of Proposition Players Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less (double down for less) than the player's original wager. The player will only receive one additional card, regardless of the total.

2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.

4. Aces may only be split once. When splitting two Aces, a player may only receive one additional card per Ace. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.

4. Players can surrender on their initial two cards. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer’s down card is exposed. Their play for the hand will then cease.

6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.

7. All payoffs are to the extent that the Player/Dealer’s money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added Section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Buster Blackjack

US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"

STANLEY KO

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BGC ID: GEGA-002778 (August 2010)

Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands by the player/dealer.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose and will be collected by the player/dealer. If the dealer busts, all Buster side bets are paid by the player/dealer, according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

There is no additional collection fee for placing a Buster side bet.

The Buster side bet may be less than or equal to but may not exceed the mandatory blackjack bet.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables

(All payouts are “to 1”)

Number of Cards in Dealer’s Busted Hand	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

Pure 21.5 Blackjack with Magic Sevens Bonus Bet

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack (6 to 5) is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- “BONUS” cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

*"BONUS" card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the dealer's left and proceeds in a clockwise fashion.

2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seats. That money will be used to pay the winners and will set the amount that he/she can collect from the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action" or in the case of player/dealer paying collection, the appropriate collection will be placed by the player/dealer.

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table. The collection fees will be dropped after the completion of the hand.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side-to-side motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and be dealt face down. The

players are given an opportunity, starting with the player seated to the right of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting doubling down, and surrendering will be outlined later.)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.

10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.

11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The Ace is counted as one and is the first seat to the right of the player/dealer. The counting is then consecutive and clockwise with the player/dealer position NOT being counted.

12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

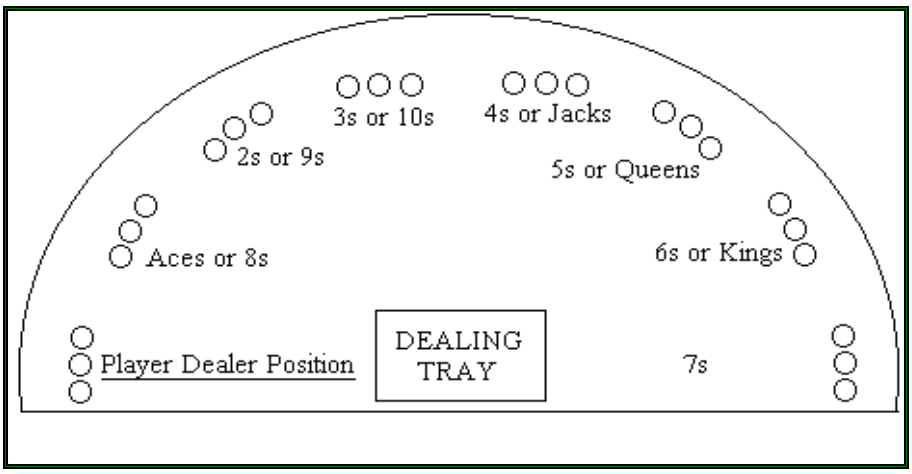
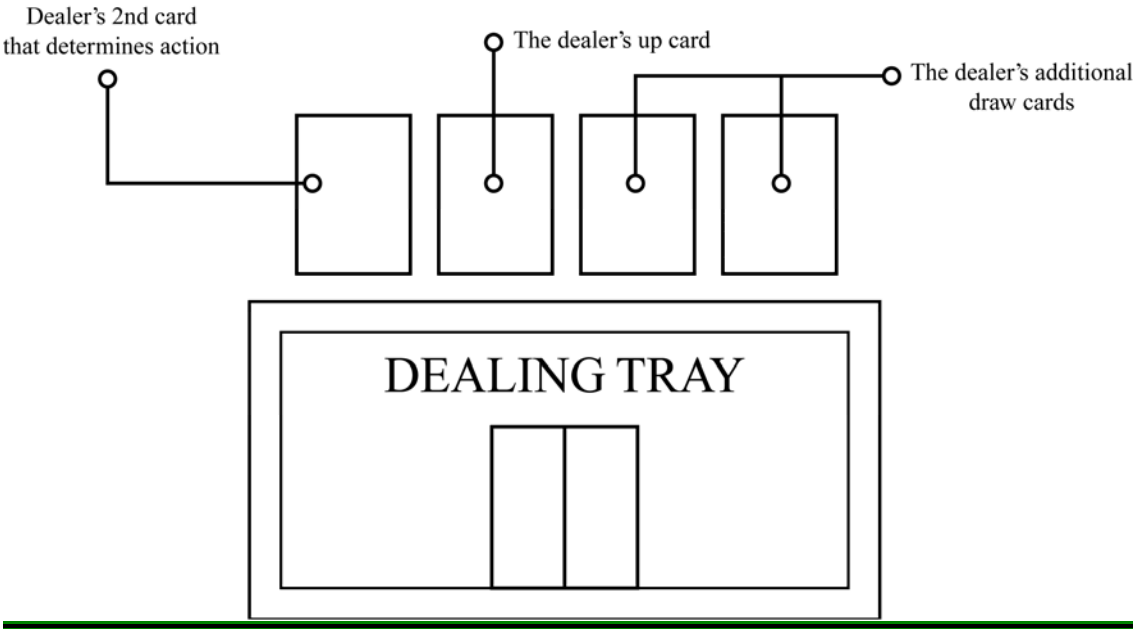


DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 19 or more	**Hard 11 or less**	**All other counts**

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	**Soft 17 or less**	**None**

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card. This will happen prior to any additional cards being given to players. If the player/dealer has Pure 21.5 Blackjack no additional action will

take place and all players hands that do not have a Pure 21.5 Blackjack will lose.

3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.

6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

8. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

9. All collection fees will be collected by the casino dealer prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

11. Backline betting is allowed; subject to local ordinance or code.

12. Third Party Providers of Proposition Players Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less (double down for less) than

the player's original wager. The player will only receive one additional card, regardless of the total.

2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.

4. Aces may only be split once. When splitting two Aces, a player may only receive one additional card per Ace. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.

4. Players can surrender on their initial two cards. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer’s down card is exposed. Their play for the hand will then cease.

6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.

7. All payoffs are to the extent that the Player/Dealer’s money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added Section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Magic Sevens

Blackjack-Style Bonus Bet

Rules of Play: Magic Sevens features a side bet that allows the player to bet that they will be dealt a specific set of cards on their hand in addition to what the player/dealer hand is dealt as well. The quantity and type of card in the player's hand and the player/dealer's hand will determine the odds paid out to the player.

The game can be played on any blackjack-style game that has six or eight decks and uses a continuous shuffle machine. In addition to the base bet, the seated player, and any back-line better has the option to make a "Magic Sevens" bonus bet. A player must place a base bet in order to make a "Magic Sevens" bonus bet. The bonus bet wager cannot exceed the base game wager and a minimum of $5 and a maximum of $100, in $5 increments, must be wagered. There is no additional collection fee taken for placing a bonus bet. After all bets are made, the dealer deals himself and each player two cards. One of the player/dealer's cards is revealed. All players then play out their hands according to the house rules.

The Magic Sevens bonus bet remains in action whether or not the player busts or has a wining hand. Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. Then all bets are resolved according to the rules of the game. The payoff for the Magic Sevens bonus bet will pay odds according to the cards in the player's initial two-card hand and player/dealer's initial up-card:

Hand	Pay to 1
Three Red Sevens	300
Three Sevens	100
Two Red Sevens	50
Two Sevens	10
One Red Seven	3
One Seven	1
All Others	*Lose*

The Player/Dealer position is responsible for paying all winning Magic Sevens bets and collecting all losing Magic Sevens bets. All wagers are paid to the extent that money covers.

No Bust 21st Century Blackjack©

5.2 version

Magic Sevens

US Patent 6,845,981

No Bust 21st Century Blackjack© is a patented and trademark protected game under the following:

Patent Number*	Patent Date	Patent Name
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

Trademark	Trademark Number
21st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player-Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 22 or "Natural." (This hand pays 6:5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :

a) 12 on first two cards if the other card has a value of 10.
b) 1 or 11 when combined with cards valued at 2 - 9.
c) 1 or 11 in any hand with three or more cards.

- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:

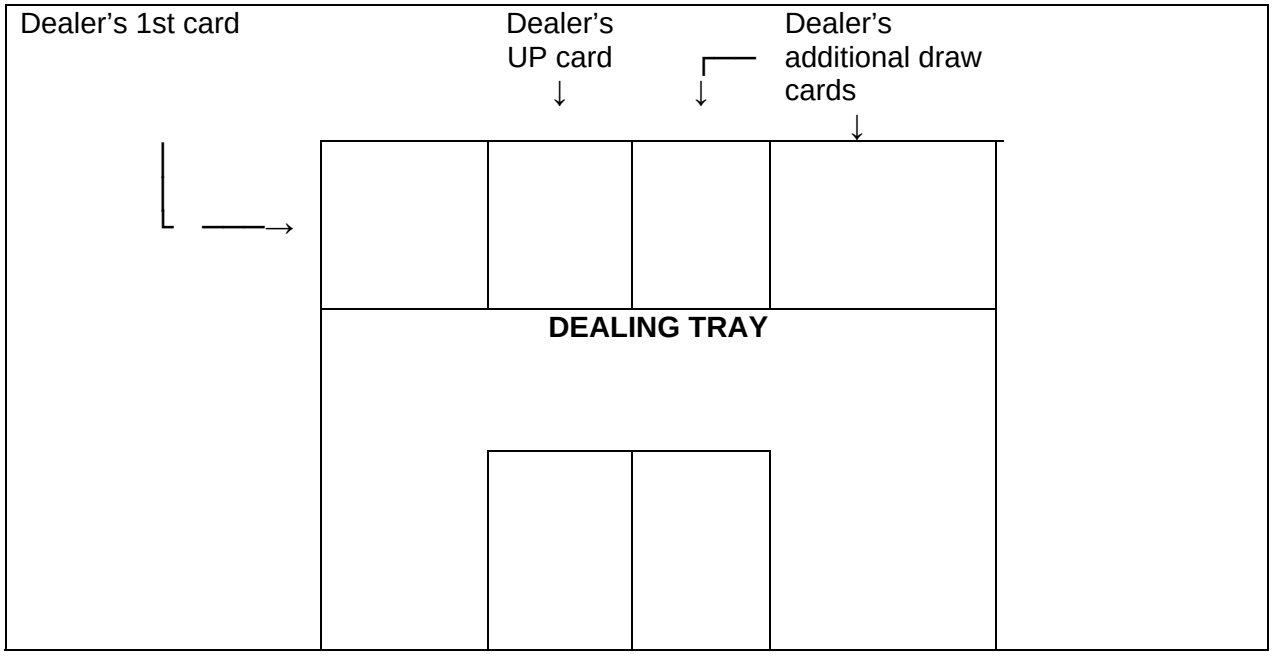
   a) 12 on first two cards with all 10-value cards.
   b) 1 or 11 with all cards with value of 2-9.
   c) 1 or 11 with three or more cards.

3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.

12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.

4. If a Player and the Player-Dealer have the same total and it is less than a “Natural,” the hand is a push or tie, and no action is taken on the wager.
5. If a Player’s and the Player-Dealer’s totals are more than a “Natural”, the following will apply:
    a. If the Player-Dealer is closer to a “Natural,” the Player-Dealer wins the hand.
    b. If the Player is closer to a “Natural”, the player loses except when the player has a 3-card hand totaling 25 and then they will push/tie.
6. The Player-Dealer wins all ties or pushes over a “Natural.”
7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- DOUBLE-DOWN
    - Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SPLIT
    - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
    - Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
    - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
    - Players can not surrender at anytime.

- INSURANCE
  - There is no insurance offered on the game.
- ODDS:
  - Any 'Natural 22' hand pays 6 to 5

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Magic Sevens

Blackjack-Style Bonus Bet

Rules of Play: Magic Sevens features a side bet that allows the player to bet that they will be dealt a specific set of cards on their hand in addition to what the Player-Dealer hand is dealt as well. The quantity and type of card in the player's hand and the Player-Dealer's hand will determine the odds paid out to the player.
The game can be played on any blackjack-style game that has six or eight decks and uses a continuous shuffle machine. In addition to the base bet, the seated player, and any back-line better has the option to make a "Magic Sevens" bonus bet. A player must place a base bet in order to make a "Magic Sevens" bonus bet. The bonus bet wager cannot exceed the base game wager and a minimum of $5 and a maximum of $100, in $5 increments, must be wagered. There is no additional collection fee taken for placing a bonus bet. After all bets are made, the dealer deals himself and each player two cards. One of the Player-Dealer's cards is revealed. All players then play out their hands according to the house rules.
The Magic Sevens bonus bet remains in action whether or not the player busts or has a wining hand. Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. Then all bets are resolved according to the rules of the game. The payoff for the Magic Sevens bonus bet will pay odds according to the cards in the player's initial two-card hand and Player-Dealer's initial up-card:

Hand	Pay to 1
Three Red Sevens	300
Three Sevens	100
Two Red Sevens	50
Two Sevens	10
One Red Seven	3
One Seven	1
All Others	*Lose*

The Player-Dealer position is responsible for paying all winning Magic Sevens bets and collecting all losing Magic Sevens bets. All wagers are paid to the extent that money covers.

Collection Rates.
1.) A fee collection will be taken per betting square of every player, prior to the start of any play of hand or round.
2.) The Player-Dealer pays a per hand fee collection. There is no additional collection fee for placing a Magic Sevens Bonus Bet wager.

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

No Bust 21st Century Blackjack©

5.2 version

US Patent 6,845,981

No Bust 21st Century Blackjack© is a patented and trademark protected game under the following:

Patent Number*	Patent Date	Patent Name
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

Trademark	Trademark Number
21st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player-Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 22 or "Natural." (This hand pays 6:5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :

a) 12 on first two cards if the other card has a value of 10.
b) 1 or 11 when combined with cards valued at 2 - 9.
c) 1 or 11 in any hand with three or more cards.

- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:

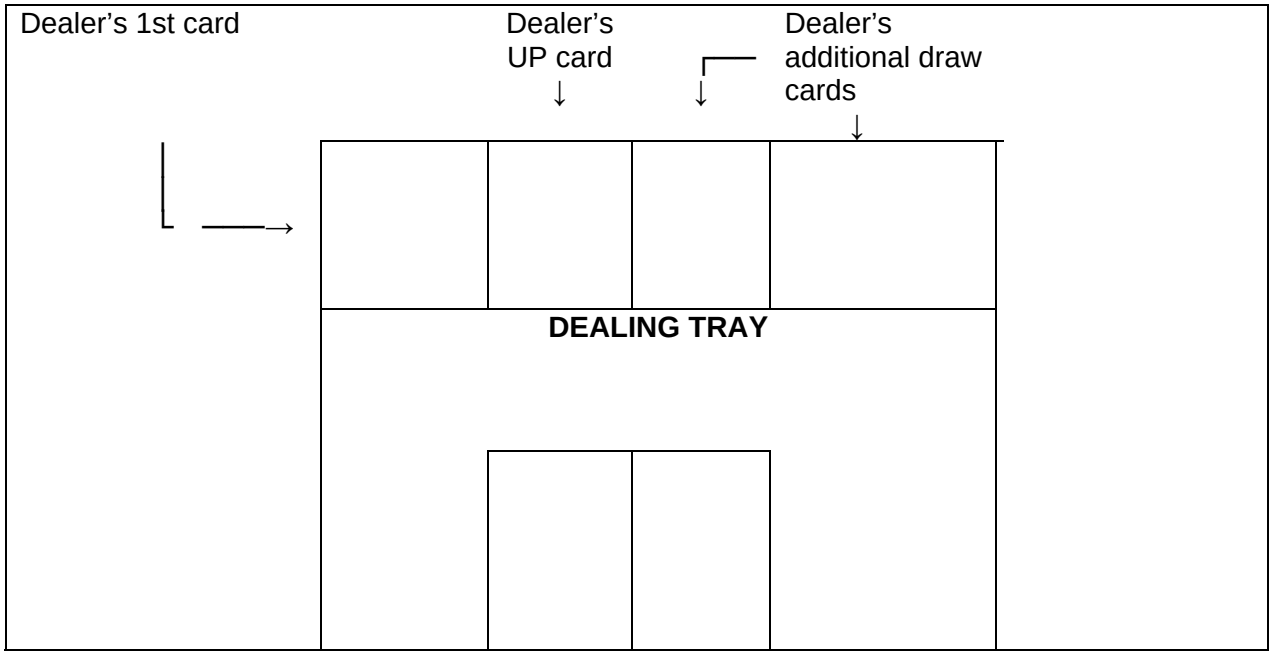
   a) 12 on first two cards with all 10-value cards.
   b) 1 or 11 with all cards with value of 2-9.
   c) 1 or 11 with three or more cards.

3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.

12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.

4. If a Player and the Player-Dealer have the same total and it is less than a “Natural,” the hand is a push or tie, and no action is taken on the wager.
5. If a Player’s and the Player-Dealer’s totals are more than a “Natural”, the following will apply:
    a. If the Player-Dealer is closer to a “Natural,” the Player-Dealer wins the hand.
    b. If the Player is closer to a “Natural”, the player loses except when the player has a 3-card hand totaling 25 and then they will push/tie.
6. The Player-Dealer wins all ties or pushes over a “Natural.”
7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- DOUBLE-DOWN
    - Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SPLIT
    - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
    - Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
    - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
    - Players can not surrender at anytime.
- INSURANCE

- There is no insurance offered on the game.

- ODDS:
  - Any 'Natural 22' hand pays 6 to 5

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Buster Blackjack Bonus bet

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a bonus bet that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Blackjack bonus bet is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack bonus bets must be placed prior to the initial deal.
3. Backline Betting is allowed on the Buster Blackjack Bonus Bet.
4. The Buster Blackjack bonus bet cannot exceed the **NB21** original wager.
5. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
6. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
   a. If the Player-Dealer hand busts, all Buster Blackjack bonus bets will be paid according to the posted Buster Blackjack pay table.
   b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack bonus bets and will collect all losing Buster Blackjack bonus bets.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack bonus bet.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack bonus bets, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Pay Table
3	2
4	2
5	4
6	15
7	50
8	150

The Silver Fox will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack bonus bet payout. The decision, on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

21st CENTURY

BACCARAT

8.0 Version

BGC ID: GEGA-002782 (August 2010)

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the player/dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

4. At the beginning of each round of play, players have the following options when placing their wager(s):

a. Player line which pays 1 to 1
b. Dealer line which pays 19 to 20 or 9 ½ to 10
c. Tie bet which pays 8 to 1

5. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.

6. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the players third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager. There is a collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

The optional bonus bet is called the "Dragon Bonus" (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager (minimum of $5.00, maximum of $200.00) on the designated DB spot located next to each player's position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Dealer Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. A player that wagers on the player line may only place a wager on the Player Dragon Bonus Bet circle and a player that makes a wager on the dealer line may only place a wager on the Dealer Dragon Bonus Bet circle.
4. There is no collection for the DB bet.
5. Players must place a wager for the base game to be able to wager on the Dragon Bonus.
6. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

DRAGON BONUS PAYTABLE

Hand (Points Won By)	Payout
Natural	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

21st CENTURY BACCARAT Version 8.0

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

Silver Fox Casino
Pai Gow Tiles

Rules of Play

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat both the high and low hands of the player/dealer. The player/dealer position, which is determined by starting at seat #1, is offered in a continuous and systematic manner counterclockwise every two hands. Pai Gow Tiles also utilizes a dice cup with three die which determines who receives the first set of four tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button. The player/dealer position is always 9 and 17, no matter how many players are playing. The count begins with the banker and proceeds counter-clockwise. If the point total of the dice equal the player/dealer's position, the player/dealer will receive the first four tiles, but the Action button will go to the first player to the right (counter-clockwise) of the banker. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken per betting circle of every player, prior to the start of any play of hand or round. The player/dealer also pays a per hand fee collection.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the Action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player/dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a "house" way. Once this is complete, the player/dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player/dealer, and as close to 9 as possible. All bets are against the player/dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower then the player/dealer's hands, the player loses to the player/dealer. The player/dealer wins all situations where both hands are identical to the player's hands. The player/dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Scoring:

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

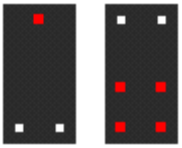
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

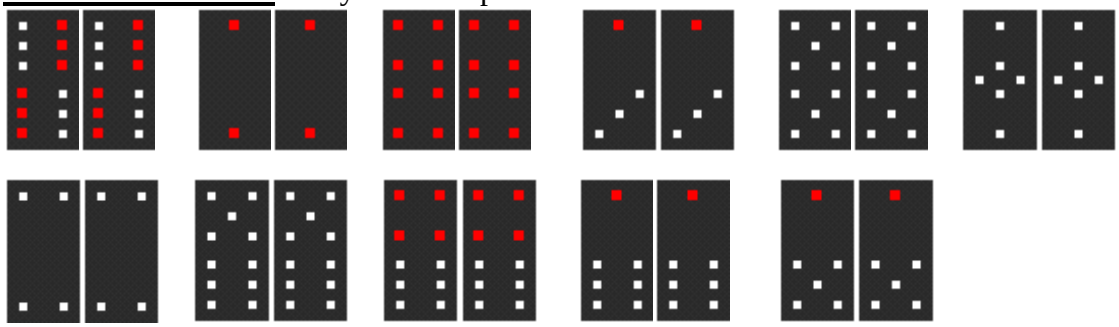
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

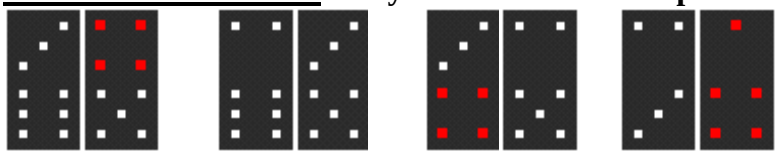


Jee Goon

MATCHED PAIRS: Any matched pair.

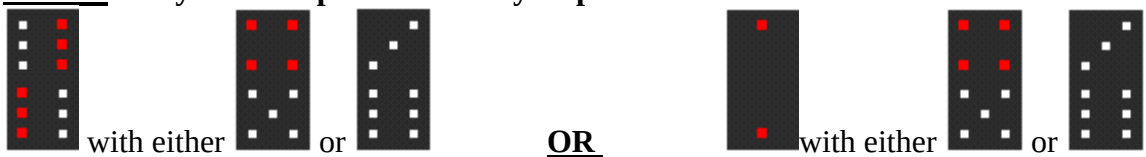


UNMATCHED PAIRS: Any of the below mixed pairs.

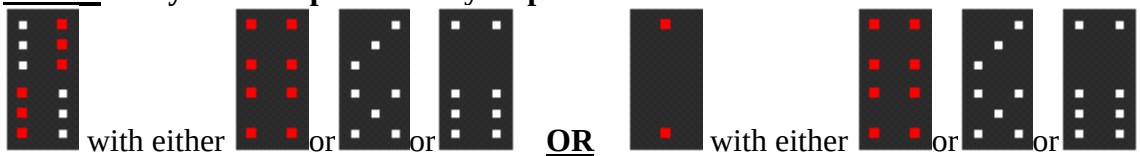


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

WONG: Any 2 or 12-spot tile and any 9-spot tile.

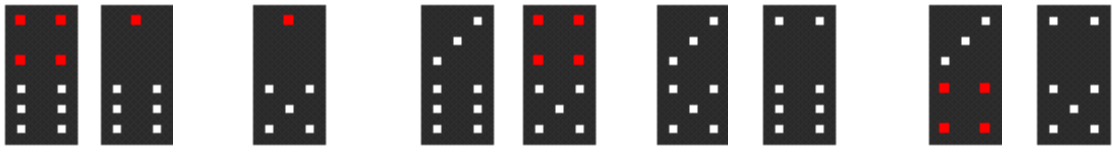


<u>GONG</u>: Any 2 or 12-spot with any 8-spot tile.

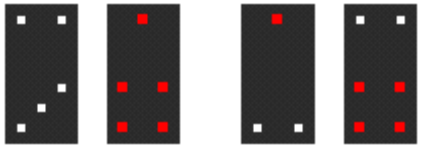


<u>SINGLE Tile by Ranking</u>: Any Combination that totals as close to 9 as possible.

1.Teen 2.Dey 3.Yun 4.Gor 5.Mooy 6.Chong 7.Bon 8.Foo



9.Ping 10.Tit 11.Look 12. Chop Gow 13. Chop Bot 14. Chop Chit



15. Chop Ng 16. Jee Goon

<u>House Way</u>:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player-dealer to make the best possible hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least $25 on the Fortune Bonus Bet qualifies for and Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker 1.1 is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, to complete a straight or flush, or the joker may be completely wild, and used as any card in the deck.

The hand rankings are as follows:

Rank	***Combination of Cards***
1st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4th	Five Aces (A-A-A-A-Joker)
5th	Royal Flush (10-J-Q-K-A of the same suit)
6th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7th	Four-of-a-kKind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10th	Straight (Five cards of different suits ranked in order)
11th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12th	Two Pair (Two sets of pairs)
13th	A Pair (Two cards of the same value)
14th	High Card

Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Dealing procedures:

- The casino dealer deals the cards into seven piles of seven cards.
- After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Number of players in the game:

A maximum of seven players including the player-dealer position.

How and when are house fees collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow wager and then have the option to make a Fortune Bonus wager as well. If a player wagers at least $25 on the Fortune bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus wager.

The player-dealer may place a wager to cover some or all of the action on the table.

How winners determined and paid:

- Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.

Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus wager.
    - ➢ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player-dealer pays any Envy Bonuses at the end of the round.
    - ➢ If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
    - ➢ In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    - ➢ A player cannot win an Envy Bonus for their own or for the player-dealer's hand.

Round of Play

- Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- The casino dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.

Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.
- In all winning bets, the players are paid 9 to 10 of their total wager to the extent the Player-dealer's wagers covers the action.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus wager.
    - ➢ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player-dealer pays any Envy Bonuses at the end of the round.
    - ➢ If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
    - ➢ In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    - ➢ A player cannot win an Envy Bonus for their own or for the player-dealer's hand.
- The cards are collected, shuffled and a new round begins.
- The player-dealer collects all losing Bonus wagers and pays all winning Bonus wagers.

Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least $5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.

Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Push When a player wins either the high or the low hand and the player-dealer wins the other.

Fortune Bonus Bet Paytable

Hand	FPG-04	
	Pays	**Envy**
7 Card Straight Flush	2,500 to 1	$1,000
Royal Flush + Royal Match	1,000 to 1	$750
7 Card Straight Flush with Joker	750 to 1	$250
5 Aces	250 to 1	$100
Royal Flush	125 to 1	$50
Straight Flush	50 to 1	$20
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Mah-Jong Pai-Gow

Object of the game

The object of the game is to have a hand higher than the hand made by the player/dealer. All bets are against the player/dealer. A player wins if the hand ranks higher than the hand of the player/dealer by number or pair. The player/dealer wins all situations where the highest ranked tile or pair in the hand is identical to the player's hands.

The value of a hand is based on both the number and ranking of the tiles. To find the numeric value of a tile, count the total of the "pinwheels" (dots) on each tile, use only the right hand digit value if the total is over 9. Of the 20 tiles there are two tiles numbered with 1 to 9 dots each. The last two are called the "window" tile and are equivalent to a ten-dot tile. When two hands have the same numeric value, the ranking of the tile determines the winner. To find which is higher take the highest ranked tile in each hand and compare them.

Example: A 9 point tile and a 7 point tile together have a value of 6.

If the player/dealer's hand and a player's hand have the same numerical value (except zero) the hand with the highest ranking tile wins. Only the highest ranked tile will be compared, the other tile does not count in determining ties in numerical value.

If a player/dealer and a player have hands that numerical value of zero, the player dealer wins regardless of which hand has the highest ranked tile. If a player/dealer and a player have hands that are exactly the same rank and value the player/dealer wins.

Hand Rankings

The color of the dots has no significance and does not change the value of any tile numerically. The only variation would be the "window" or 10 tile which is distinctive and the highest ranked tile in the game. Essentially the higher the number on the face of the tile determines its rank.

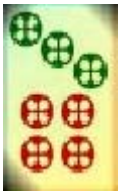
Below Lists the steps in order to determine a winner of a hand.

1 – Pairs
2 – Numeric amount of tile
3 – Ranking

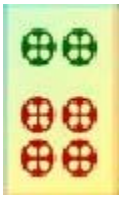
10 Points – 1st ranked pair or tile, "Window" tile.

9 Points – 2nd ranked tile or pair.

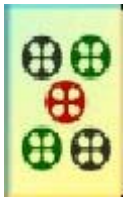
8 Points – 3rd ranked tile or pair.



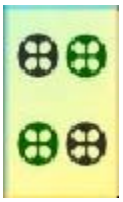
7 points – 4th ranked tile or pair.



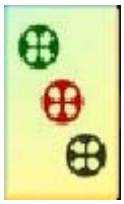
6 points – 5th ranked tile or pair.



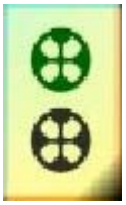
5 points – 6th ranked tile or pair.



4 points – 7th ranked tile or pair.



3 points – 8th ranked tile or pair.



2 points -9th ranked tile or pair.

1 point – 10th ranked tile or pair (Pancake)

Game Rules

Mah Jong Pai Gow is played with 20 Mah Jong dominoes or 'tiles', which form 10 possible pairs. The game will be played on a standard half-moon table which accommodates up to nine (9) players and a player-dealer for a total of ten (10) seated positions. Mah Jong Pai Gow also utilizes a dice cup with one 10-sided die which determines who receives the first set of two tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button.

The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat the hand of the player/dealer. The player/dealer position is offered in a continuous and systematic manner rotating around the table.

The player-dealer's position is always 1. Other seats, in clockwise rotation, respectively represent the other numbers. If the number face-up on the die is 1, the player-dealer shall receive the first set of two tiles and the player to the left of the player-dealer shall receive the action button. Wagers shall be settled starting with the player with the 'action button,' then proceeding to all other players in a clockwise around the table. Furthermore, all wagers per seated position shall be settled in the following order from seat to seat: Win wager, Pair wager, then Tie wager. The player-dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken prior to the start of play.

Dealing Procedure

1. The casino dealer shuffles the tiles and stacks them in rows, with two tiles face down in each row.
2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. All players placing wagers will have the following options/payouts. The payouts are based on the determination mentioned in the "object of game" section. Players may bet on any option without restriction to the order in which wagers are placed or the amount that may be placed for each. Furthermore, backline betting is permitted for each wager. Wager payouts are as follows;
    a. Win – Will pay 1:1
    b. Pair – Will pay 6:1
    c. Tie– Will pay 60:1
6. The Dice cup is passed to the player/dealer to determine action.
7. Starting with the Action button and proceeding clockwise, the casino dealer then distributes all 10 stacks of tiles to each seat at the table, regardless of whether a player is seated at each position or if a wager has been placed at that seated position. The pile on the casino dealer's left will be the first stack distributed, which will go to the player with the action button. Once the first stack of tiles has been distributed, the remaining stacks of tiles will be distributed to each seat clockwise of the action button. This procedure will be followed, with each proceeding stack to right being distributed to each seat clockwise around the table, until each seat has a stack of tiles. The player/dealer stack of tiles shall be placed in front of the casino dealer. All stacks of tiles will be distributed face-down. Once all the tiles have been distributed, the casino dealer shall retrieve each stack of tiles that was distributed to a seat that did not have a wager and spread them on the table so they are no longer stacked, keeping them face-down.
8. Players then proceed to look at their hand.
9. Once this is complete, the player/dealer's hand is opened.
10. The Dealer will then compare the player/dealer hand to the players' hands at the table to determine wins or losses for those who have placed a bet on a betting spot before the start of the hand. All bets are paid to the extent that money covers:

a. If the player has a higher hand than the player/dealer then the hand wins and the player will be paid even money for the Win wager by the player/dealer. The Pair wager and the Tie wager will lose and will be collected and given to the player/dealer.
b. If the player has a lower hand than the player/dealer then the hand will lose and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
c. If the player's hand and the player/dealer's hand have the same numerical value, the hand with the highest ranking tile wins. Only the highest ranked tile will be compared, the other tile does not count in determining ties in numerical value. If the player's hand has the higher ranked tile, then the player will be paid even money for the Win wager by the player/dealer. The Pair wager and the Tie wager will lose and will be collected and given to the player/dealer. If the player/dealer's hand has the higher ranked tile, then the player will lose and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
d. If the player's hand and the player/dealer's hand have a numerical value of 0, the player/dealer shall win regardless of which hand has the highest ranked tile and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
e. If the player's hand and the player/dealer's hand are exactly the same rank and value, the hand will lose and the Win wager and Pair wager will be collected and given to the player/dealer. However, the Tie wager will win and by paid by the player/dealer.
f. The Pair wager will win in the player's hand consists of a pair. If the hand is a pair, the Pair wager will win. If the hand is not a pair, the Pair wager will lose and will be collected and given to the player/dealer. The Pair wager will win or lose regardless of whether the player's hand wins or loses to the player/dealer's hand.
g. The Win wager, Tie wager, and Pair wager may only win or lose. None of the wagers will have the opportunity to 'push' and be returned to the player.

11. Dealing procedures start again for the next round of play.

Mah Jong Pai Gow Collection

The collection fees are taken after players have placed their wager(s) and have received tiles but prior to the tiles being exposed. The collection fee shall be taken from each player for each Win wager placed, and from the player/dealer position based on the total table action, which is the cumulative amount of all Win wagers, Tie wagers, and Pair wagers placed by all players at the table. No collection fee will be charged to players when placing a Tie wager or Pair Wager.

Option 1

Table Limit	Player Collection Fee	Total Table Action	Player/Banker Collection
$10 - $200	$1.00	$10 - $100	$1.00
		$101 - $500	$2.00
		$501 - $1,500	$3.00
		$1,501 & up	$5.00

Option 2

Table Limit	Player Collection Fee	Total Table Action	Player/Banker Collection
$10 - $200	$0.00	$10 - $100	$1.00
		$101 - $500	$2.00
		$501 - $1,500	$3.00
		$1,501 & up	$5.00

Option 3

Table Limit	Player Collection Fee	Total Table Action	Player/Banker Collection
$10 - $200	$1.00	$10 - $200	$1.00
		$201 - $600	$3.00
		$601 - $2,000	$5.00
		$2,001 & up	$10.00

BLACKJACK X

BGC ID: GEGA-003056 (March 2011)

Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a “Natural” which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a “Natural” the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player’s hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.

♣ A “Blackjack X Ace” 31 consists of a designated “Blackjack X” Ace card and a 10-point card when the first two hands are dealt.

♣ All cards have face value. Face cards have a value of 10. Blackjack X Aces have a value of 1 or 11 except when dealt with a 10-Point card on the initial two-card deal then it has a value of 21.

♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.

♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.

♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

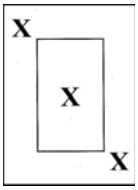
Hand Ranking

1. Natural 31
2. ”Blackjack X Ace” 31
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10

16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3
23. A hand totaling a 2
24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of six (6) and a maximum of eight (8) decks. It will be played with one additional "Blackjack X" Ace per six or eight deck shoe. The Blackjack X Ace will have the following image instead on the face of the card instead of the standard ace of spades.



The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of a Blackjack X Ace and a 10 point card. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.

- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
  - A Natural 31 will be paid 6:5
  - A Hard 31 will be paid 3:1
  - A "Blackjack X Ace" 31 will be paid 3:2
  - All other winning player hands will be paid 1:1
- Split
  - The Player may split any two cards of equal value.
  - Player may split three times for a total of four hands.
  - Split Aces receive one hit card.
  - The Player may not re-split aces.
  - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
  - The Player may receive only one hit card after Doubling Down.
  - The Player may double on any two cards, except a "Natural 31."
  - The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
  - The Player may double down after the split.
- Surrender
  - The Player may surrender before the Dealer checks the Player Dealers hole card.
  - The Player may forfeit half their wager when surrendering.
  - Players may only surrender prior to taking a hit.
  - The Player may surrender after the split.
- Insurance
  - Insurance will only be offered when the Player Dealer is showing an Ace card.
  - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
  - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
  - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
  - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
  - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.

2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
    a. At this point the Player will be offer the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
    b. In the event the Player Dealer is dealt a "Natural," the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
    a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
    b. The Player loses on a hand with a value between 22 and 30.
    c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer's hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

Buster Blackjack

US Patent 6,845,981

Rules of Play

Buster Blackjack features a bonus bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" bonus bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands by the player-dealer.

<u>The Buster bonus bet remains in action whether or not the player busts or has a blackjack.</u>

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster bonus bets lose and will be collected by the player-dealer. If the dealer busts, all Buster bonus bets are paid by the player-dealer, according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

There is no additional collection fee for placing a Buster bonus bet.

The Buster bonus bet may be less than or equal to but may not exceed the mandatory blackjack bet.

Note that if all players have a blackjack, as long as there are Buster bonus bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

Aces Bonus Bet

Each player has the option of placing a wager from $1 to $50 on the designated Aces Bonus spot located next to each player's position on the gaming felt layout. The Aces Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be a circle in front of the buster bonus bet labeled "Aces Bonus". A player may place an Aces Bonus Bet prior to the initial deal whether or not he or she has placed a base game wager. Seated players as well as backline bettors may place an Aces Bonus Bet wager. The Aces Bonus Bet wager shall be a minimum of $1 to a maximum of $50. A Blackjack X Ace shall act as an Ace of Spades. An Aces Bonus Bet remains in action regardless of whether the player wins or loses during the game. The player-dealer must always complete their hand as long as there are bonus bets in play. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. Winning Aces Bonus Bet wagers shall be paid according to the table, as shown below. This pay table shall be posted on the Blackjack table and visible for every player at the table.

Aces Bonus Bet Pay Table

Qualifying Hand	$1- $4 bet	$5- $50 bet
Split Aces and get the same suit Ace dealt with that suit	5000 for 1	5000 for 1
777 suited- first three cards dealt	5000 for 1	5000 for 1
Split Aces and get two Aces	1000 for 1	1000 for 1
777 – first three cards dealt	100 for 1	200 for 1
Suited Aces- first two cards dealt	50 for 1	100 for 1
Any Three of a Kind – first three cards dealt	20 for 1	50 for 1
678 – first three cards dealt	10 for 1	25 for 1
Pair of Aces – first two cards dealt	10 for 1	10 for 1
Suited Pair – first two cards dealt	5 for 1	5 for 1
Suited face cards – first two cards dealt	N/A	5 for 1
First card is an Ace	N/A	1 for 1

Schedule Option 1

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
$5 - $ 10	$5 - $100	$1.00	$0.00
	$101 - $200	$2.00	
	$201 - $300	$3.00	
	$301 - $600	$5.00	
	$601 +	$8.00	

Schedule Option 2

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
$25	$25 - $100	$1.00	$0.00
	$101 - $300	$2.00	
	$301 - $600	$6.00	
	$601 - $1,000	$10.00	
	$1,001 +	$15.00	

Schedule Option 3

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
$1	$10 - $50	$0.50	$0.00
	$51 - $100	$1.00	
	$101 - $150	$2.00	
	$151 - $200	$3.00	
	$201 +	$5.00	

Standards of play:

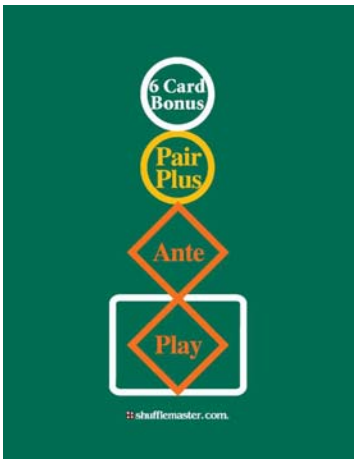
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.



The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

3. For Pair Plus wagers the words "Pair Plus"; and

4. For 6 Card Bonus wagers on the words "6 Card Bonus."

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards.

3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen, and jack are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and 4, 3, and 2 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the house dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager

that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards into stacks of three.

2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the house dealer will announce, "No more bets."

    a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dealt by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which one card will be turned face-up.

3. After the stacks have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of if a player placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
    b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.

4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

   a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund this bet to players.

   b. If the player-dealer's hand did NOT qualify, The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.

   c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

      i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
      ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

   d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The action on payout will always beginning with the player to the left of the player-dealer and continuing cockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as a player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Pair Plus:

The Pair Plus is an optional side bet for Three Card Poker. The rules are as follows:

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wager must be placed prior to the initial deal.
3. Pair Plus wager must be a minimum of $5 and a maximum of $200.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

3- Card Hand	**Payoff**
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

<u>6 Card Bonus:</u>

The 6 Card Bonus is an additional optional side bet for Three Card Poker. The rules are as follows:

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.

8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

TCB-6B4	
5- Card Hand	**Payoff**
Royal Flush	1,000:1
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

Glossary of terms used in the controlled game:

Action Button A token used to designate where the settling of wagers will begin (the action).

Action The player position where the settling of wagers begins.

Ante The mandatory wager players make before seeing their hand.

Backline Betting Any wager made by a player on any position other than their own position.

Bet Chips placed on the table in a betting square.

Betting Square A specially marked area on the table designated specifically for wagers.

Bonus Bet An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.

Boxed Card A card that is turned face up in the deck.

Cut Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card A card used to determine the location of the cut.

Fold The player option to surrender his/her ante, rather than continue the game.

Hand A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

Play An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.

Player-dealer Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.

Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

For schedules options 1 through 2, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player-Dealer Fee (per hand)	Player Fee
1	$5 - $600	$5 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501 +	$8.00	
2	$5 - $600	$5 - $50	$0.50	$0
		$51 - $100	$1.00	
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501 +	$8.00	

6 CARD BONUS
THREE CARD POKER™

Commission-Free

Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The casino dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions.
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
    a. Player line which pays 1 to 1 on all wins
    b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
    c. Tie line which pays 9 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
    a. The player hand must stand when the cards dealt are valued between 6 and 9.
    b. The player hand must hit when the cards dealt are valued between 0 and 5.

13. The dealer will then deal the player-dealer's final card to determine the final value of the player-dealer hand.
14. *Game Rules for the Player-dealer Hand:*
    a. If the player stands, then the banker hits on a total of 5 or less and stands on a total of 6 or more.
    b. If the player hits then the banker hits using the following rules:
        i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
        ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
        iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
        iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
    c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

Banker's Score	*Player's Third Card*									
	0	***1***	***2***	***3***	***4***	***5***	***6***	***7***	***8***	***9***
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

15. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
16. *Natural 8 and 9:* When the first two cards of the player or banker's hand has a value of 8 or 9, the other hand will not be allowed to draw.
17. *Determining Outcomes:*
    a. If the player hand is closer to nine, then the player wagers win.
    b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
    c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
    d. All ties are a push for player wagers and banker wagers.
    e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four (4) points or greater or if the player's hand is a 'Natural' and the hand wins.
    f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player

and the banker hands are of the same value (tie) but the hands are not 'Naturals.'

g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four (4) points or greater or if the banker's hand is a 'Natural' and the hand wins.
h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'

18. Backline betting is allowed. Each seat has betting circles for the player line, banker line, and tie bets.
19. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
20. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and Deal

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in player-dealer position may not act as player-dealer position more than two consecutive hands or rounds of play. There must be an intervening player-dealer so that a single player cannot repeatedly act as the player-dealer within the meaning of Oliver v. County of Los Angeles, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player-dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as a player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Dragon Bonus Bet

Dragon Bonus Bet
Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated DB (Dragon Bonus) spot located next to each player's position on the gaming felt layout. The Dragon Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Banker Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Banker) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Banker Dragon Bonus Bet circle, or both.
4. The Dragon Bonus Bet may less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager or the table limit.
5. There is no collection for the DB bet.
6. The player-dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

DRAGON BONUS PAY TABLE

Payable	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

i. Banker 6 bonus bet
   - For each seated position, there shall be a specifically designated area for the placement of a separate wager- the Banker 6 bonus bet. A Banker 6 bonus bet may be wagered by any player placing a wager on either the Player or Banker base bet.
   - Seated players as well as back-line bettors may place a Banker 6 bonus bet.
   - The Banker 6 bonus bet may be less than, equal to , or greater than the player line or banker line wager. However, the Banker 6 bonus bet must be within the minimum and maximum table limits.
   - The Banker 6 bonus bet pays out when the banker hand wins with a total value of 6. Additionally, the payout takes into account whether the Banker's hand contains 2 or 3 cards.
   - There is no collection fee taken for placing a Banker 6 bonus bet.
   - The player-dealer shall pay all winning Banker 6 bonus bets and shall collect all losing Banker 6 bonus bets to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
   - Winning Banker 6 bonus bets shall be paid according to the pay table below. Selected payout schedule will be posted on the table and will not be changed with out 24 hour notice.

Schedule 2

Hand Result	Payout
Banker win with a 2 card hand value of 6	10 to 1
Banker win with a 3 card hand value of 6	30 to 1
Any other result	LOSE

Collection Fees

The collection fees shall be taken per hand from the player-dealer position and per player line, banker line, and tie bet line wager from each player, prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
1	$5 - $1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	

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2	$5 - $1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
3	$5 - $1,000	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
4	$25 - $1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
5	$25 - $1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$25 - $1,000	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	