

Ref: DOC24/125838

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the Delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the Rapid Fusion Hybrid Electronic Table Game in the casino operated by The Star Pty Limited under licence granted by the Regulator on 14 December 1994:

(1) Amended Rules for the playing of Rapid Fusion Hybrid Electronic Table Game

The amended rules for the playing of the Rapid Fusion Hybrid Electronic Table Game in the casino as set out in the Attachment, are approved.

This Order shall take effect on the date of publication on The Star Sydney's website.

Signed at Sydney, NSW, this 14th day of June 2024.



Gabbie Gallagher
Director Licensing

For and on behalf of the **NSW Independent Casino Commission**



RAPID FUSION HYBRID ELECTRONIC TABLE GAME

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1. Definitions

1.1. In these rules, unless the contrary intention appears:

“Angel Eye shoe” means a device from which cards are dealt and indicates the result of the round of play.

“Angel pre-shuffled cards” means playing cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture.

“Ante” means the original wager placed by the player prior to the cards being dealt for a round of play.

“Ante Bonus” (Stadium Three Card Poker) means a payment made to the “Ante” wager for hands that have a value of Straight or better.

“Assistant Gaming Manager” means a person responsible for the supervision of gaming machines in the casino.

“Automated Roulette Wheel” means a gaming device that automatically spins a ball around a mechanical Roulette wheel and the outcome of a round of play is communicated by in-rim laser sensors to the PTs. Or an electronic simulation of a roulette wheel run under the auto Random Number Generator mode without the presence of a Dealer.

“Baccarat” means a point count equalling zero.

“Baccarat Component Electronic Table Game” means a variation of the game of Baccarat played using the electronic table game system. This component may be configured to use either the baccarat or even money settlement odds in accordance with rules 10.4.1 and 10.4.2.

“Blackjack” means an ace and any card having a point value of ten dealt as the initial two cards to a player or a Dealer except that this shall not include an ace and a ten-point value card dealt to a player who has split pairs.

“Blackjack Component Electronic Table Game” means a variation of the game of Blackjack played using the electronic table game system.

“Casino Management System (CMS)” means the system that monitors the conduct of all gaming including data relating to turnover and wins within the casino as approved from time to time by the Casino Regulator under section 68(1) of the *Casino Control Act 1992*.

“Casino War Component Electronic Table Game” means a variation of the game of Casino War played using the electronic table game system.

“Cocked Dice” means any of the three dice fail to come to rest with one surface flat to the base of the tumbler and that round of play shall be void.

“Coup” means the period of play commencing with the removal of the first card from the Angel Eye shoe and concluding when the Dealer confirms the result and

places the cards in the discard rack.

"**Dealer**" means a person responsible for the operation of the game.

"**Dealer Station**" means the area for the dealing of cards.

"**Deck-Checking Device**" means a machine used to check that each deck of cards contains the correct cards for the game.

"**Dice Tumbler**" means a gaming device that is electronically activated which shakes the dice within a sealed tumbler.

"**DT**" means Dealer Terminal and is:

- designed to enable the Dealer to enter all information required for the operation of the game system, including the outcome of a round of play or coup; and
- designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
- designed to enable a Gaming Supervisor to manage the game functions.

"**Dummy Hand**" means a coup which is dealt in accordance with these rules, except that no wagers are placed.

"**Electronic Table Game System**" means the Rapid Fusion Hybrid electronic table game system.

"**Fold**" means a decision by the Player to no longer continue in the current round of play.

"**Game Hardware**" means all the computer equipment needed for the conduct of the game, including one or more PT, one or more printers, a DT and routing, networking and communications devices and cabling.

"**Gaming Supervisor**" means a person responsible for the immediate supervision of the operation of the game.

"**Game System**" means the configuration of software and game hardware necessary to conduct the game.

"**Go To War**" means when the player and the Dealer have both been dealt an initial card of the same rank and the player elects to continue the game.

"**Hard Total**" means the point total of a hand which contains no aces or which contains aces that are each counted as 1 in value.

"**Inspector**" means a person appointed under section 20 of the *Gaming and Liquor Administration Act 2007*.

"**Live Roulette Wheel**" means a Roulette wheel, operated by a Dealer, in accordance

with the rules for the Roulette component of the game.

“Maximum Bet” means the maximum amount that may be wagered on any bet selection.

“Maximum Total Bet” means the maximum total amount per round of play or coup.

“Minimum Bet” means the minimum amount that may be wagered on any bet selection.

“Minimum Total Bet” means the minimum total amount per round of play or coup required for a wager to be valid.

“Multishuffler” means a machine used for shuffling either six (6) or eight (8) decks of cards.

"Natural" means a point count of eight or nine for either the Player's Hand or the Banker's Hand in the initial deal.

"NICC" means the NSW Independent Casino Commission.

“Pair Plus” (Stadium Three Card Poker) means a wager placed by a Player which pays if the Player's hand has a poker value of a pair or better regardless of the Dealer's hand.

“Play” (Stadium Three Card Poker) means that the Player elects to remain in the game by placing an additional wager equal to the value of the “Ante” wager after the initial three cards have been dealt.

"Point Total" means the total value of cards in a hand.

“Promotional Prize” means promotional prize/s offered by the Casino Operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance.

“PT” means a player terminal featuring a touch screen monitor designed to allow a player to place wagers on an electronic Roulette, Baccarat, Blackjack, Casino War or Sic Bo layout in accordance with these rules.

“PT Chip Account” means an account established under rule 3.2.

“Push” means where a wager shall neither win nor lose.

“Random Number Generator (RNG) mode” means the game is operated by the Rapid Fusion Hybrid system, and not by a Dealer or Gaming Supervisor.

“Redeemable Ticket” means a ticket issued by a gaming machine/electronic table game showing the value of credits accumulated and not otherwise redeemed during play on that gaming machine/electronic table game. These tickets may be redeemed at Ticket In Cash Out machines, the Cage or be used to register a credit entitlement on a gaming machine or electronic table game.

“Roulette Component Electronic Table Game” means a variation of the game of Roulette played using the electronic table game system.

"Round of Play" means one complete cycle of play that shall begin when the Dealer starts the wagering period by selecting ‘new game’ on the DT, and is completed when the Dealer confirms the result once an outcome is known.

“Shuffling Device” means a device used for the shuffling of cards and from which cards are dealt (Note - does not include a multishuffler).

“Sic Bo Component Electronic Table Game” means a variation of the game of Sic Bo played using the electronic table game system.

“Six Card Bonus” means a wager placed by a Player based on the 6 cards made up of the Dealer’s 3 cards and that Player’s 3 cards. The wager wins if that player’s best 5 card poker hand made from those 6 cards has any winning combination as set out in 15.3.4.

"Soft Total" means the point total of a hand containing at least one ace counted as 11 in value.

“Stadium Three Card Poker” means a variation of the game of Three Card Poker played using the electronic table game system.

“Standoff” means where a wager shall neither win nor lose.

“Suited” means cards of the same suit of either Hearts, Diamonds, Spades or Clubs.

“Suited Pair” means two cards that have the same face value and are of the same suit of either Hearts, Diamonds, Spades or Clubs.

“Surrender” means when the player’s and the Dealer’s first card have the same rank and the player elects to forfeit half of their original wager.

“Tie Wager” means an optional wager placed by a player prior to any cards being dealt for a round of play which shall win when both the player and the Dealer have been dealt an initial card of the same rank. The player must have an Ante to have the option of a tie wager.

“Unsuited Pair” means two cards with the same face value but are of different suits of either Hearts, Diamonds, Spades or Clubs.

“Void” means invalid with no result.

“Wagering Period” means the period in which players are able to place, move or cancel wagers.

“War Wager” means an additional wager of an equal amount to the player’s Ante which is placed by the player when they elect to go to war.

“**WND**” (Winning Number Display) means an electronic display and sensor that may, at the discretion of the Casino Operator, be used at a table for the purpose of recording and displaying the present and most recent winning results of a round of play.

“**Zero**” includes “0”.

2. Equipment

2.1. The Rapid Fusion Hybrid Electronic Table Game is a gaming device which facilitates a factual representation of the casino games of Baccarat and/or Roulette and/or Sic Bo and/or Blackjack and/or Casino War and/or Stadium Three Card Poker. The Baccarat and/or Blackjack and/or Casino War component may be played with Dealer dealt cards or a random number generator. The Roulette component may have the option of either a Dealer operated and/or automated wheel or random number generator. The Sic Bo component may be played with a Dealer operated dice tumbler or a random number generator. The Stadium Three Card Poker must only be played with a Random Number Generator in Automated mode. The player is able to switch between the available games on the one PT.

2.2. The following equipment shall be used in all Rapid Fusion Hybrid electronic table games:

2.2.1. PT units;

2.2.2. a DT;

2.2.3. a game system (other than a DT and one or more PT units); and

2.2.4. a note stacker shall be attached to each PT.

2.2.5. a Ticket Printer shall be attached to each PT.

2.2.6. the display of the touch screen monitor of an open PT must display the elements substantially similar to that shown in diagram “A”, “E”,

“F”, “H”, “I” or “K”; and

2.2.7. game hardware.

2.3. The following equipment may also be used:

2.3.1. features in addition to those shown in diagram “A”, “E”, “F”, “H”, “I” or “K”;

2.3.2. at the discretion of the Casino Operator, a winning number display unit (WND).

3. Placement of Wagers

3.1. Play options shall be in accordance with the instructions displayed on the PT screen. Play options shall be initiated by the player activating the relevant function(s) of the Electronic Table Game.

3.2. A person wishing to play the game must first establish a PT chip account by inserting an amount of Australian Legal Tender or a redeemable ticket into the PT note stacker:

3.2.1. Where a player inserts Australian legal tender or a redeemable ticket into the PT note stacker, the equivalent number of credits will automatically be credited to the PT chip account in respect of that PT.

3.2.2. Available credits will be shown on the credit meter.

3.2.3. All features and controls on the screen are activated by touching the display screen of the PT with the finger and wagers shall be made by dragging the chips across the screen to the desired position on the layout prior to the end of the wagering period for that round of play or coup, thereby debiting the player's PT chip account balance by the amount of the wager.

3.2.4. The player controlling a PT is solely responsible for the placement of the chips appearing on the PT.

3.2.5. A wager cannot be withdrawn, placed or changed after the expiry of the wagering period.

3.2.6. A wager cannot be withdrawn, placed or changed after it has been confirmed.

3.2.7. Wagers shall be settled strictly in accordance with the position of the chips appearing on the PT electronic layout at the time a wagering period expires.

3.2.8. A Gaming Supervisor (or above) may modify the application of rule 3.2.5 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.

3.3. The credit meter can be incremented by:

3.3.1. Australian legal tender (notes of acceptable denomination as indicated on each individual machine) where that gaming machine is configured to accept Australian legal tender;

3.3.2. Redeemable tickets;

3.3.3. winnings from game play;

3.3.4. the Casino Management System (CMS) transferring credits to the Electronic Table Game.

3.4. A player's winnings shall be displayed on the PT.

3.5. Upon completion of the round of play or coup, the electronic table game system will register the result and the Dealer shall confirm that the correct result has been recorded in the electronic table game system before the automatic settlement process is activated.

3.6. If a result is detected by the game system prior to the completion of the wagering period, the system will cease to accept wagers and all wagers previously placed shall stand.

4. Minimum and Maximum Wagers

4.1. The minimum and maximum wagers permitted by a player shall be shown on a sign at the PT. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum and/or the minimum and/or maximum permitted aggregate wager (if any).

4.2. If a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, at the end of the wagering period the PT must reject such wager and will cause the amount of the wager to be credited back to the player's PT chip account balance.

4.3. If a player attempts to place a wager(s) that is:

4.3.1. in a multiple over the minimum which is not permitted; or

4.3.2. is greater than the maximum permissible wager;

4.3.3. the PT must display only so many chips or such denomination of chips as is the next lowest permitted wager and will not debit the player's PT chip account in respect of that portion of the wager which is not permitted.

4.3.4. If, by the end of the wagering period, a player has placed one or more wagers which are in aggregate less than the permitted minimum total bet the PT must not accept the wager(s) and will cause the amount of the wager(s) to be credited back the player's PT chip account.

5. Play of the Game

- 5.1. The Casino Operator will determine the length of the wagering period for the game.
- 5.2. Each PT must clearly display a countdown of the remaining portion of the wagering period for the next round of play.
- 5.3. The wagering period begins at the start of a new game and ends when the countdown timer reaches 0 or an outcome determination has started at which time wagers on that table are committed.
- 5.4. If cards are drawn, the ball comes to rest in the Roulette wheel, or the cover of the dice tumbler is removed prior to the completion of the wagering period, the system will cease to accept wagers and all wagers already placed shall stand.

6. Settlement

- 6.1. The game system must display the outcome of each game component on each open PT; and in respect of any wagers placed on a PT, must:
 - 6.1.1. collect any losing wager, by causing the chips representing that wager to disappear from the electronic layout; and
 - 6.1.2. pay any winnings thereby causing an appropriate amount to be shown on the PT win meter; and
 - 6.1.3. credit the value of the winnings and the winning wagers to the PT chip account.
- 6.2. A player wishing to leave the game may do so at any time within the wagering period by activating the collect button providing no wagers have been placed on the current round of play.
- 6.3. Credits may be paid by:
 - 6.3.1. issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter, where a gaming machine is configured with a ticket printer
 - 6.3.2. credits may be paid by the Casino Management System (CMS) transferring credit from the Rapid Fusion Hybrid electronic table game to a Star Account (also known as cashless wagering account).

7. Payouts

- 7.1. A player entitled to receive a manual payout should verify the amount of the payment and must acknowledge receipt of that payment by signing the manual payment form.
- 7.2. The Casino Operator may withhold the payment of any promotional prize or redeemable ticket or payout voucher, or demand the return of any promotional prize or redeemable ticket or payout voucher, subject to notification to and review by an inspector, until such time as the Casino Operator has completed an investigation and made a determination.
- 7.3. Wherever possible, promotional prizes, redeemable tickets or payout vouchers payable by the Casino Operator will be paid immediately to the player. However, the Casino Operator may:
 - 7.3.1. delay payment, subject to further verification of the player's entitlement, to a mutually agreed time; and
 - 7.3.2. request an appropriate form of personal identification from the player.

8. Player Rewards and Promotional Prizes

- 8.1. The Casino Operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 8.2. Promotional Prize draws shall be overseen by a scrutineer nominated by the Casino Operator where an individual prize has a value over \$10,000.
- 8.3. When offering a non-monetary prize by way of a Promotional Prize, with the exception of prizes consisting of casino dollars, the Casino Operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 8.4. Promotional Prizes must not be awarded in the form of cash. Any monetary prizes, or non-monetary prizes approved for conversion to cash, may only be paid by crossed cheque made out to the winner, by electronic funds transfer to the winner's bank account or by a combination of these payment options.
- 8.5. The non-monetary prize rules as set out in section 66(4)(b) of *the Casino Control Act 1992* apply and Promotional Prizes will not consist of or include any of the following:
 - 8.5.1. tobacco in any form;
 - 8.5.2. a firearm, or ammunition, or an imitation firearm, within the meaning of

the *Firearms Act 1996*;

8.5.3. a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*

8.5.4. more than 20 litres of liquor; or

8.5.5. any item or service prescribed by the regulations.

8.6. The Casino Operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.

8.7. The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

8.7.1. the manner in which a Promotional Prize is to be awarded;

8.7.2. when and where the Promotional Prize will be awarded;

8.7.3. the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;

8.7.4. if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;

8.7.5. the nature of the Promotional Prize and any qualification, reservation or guarantee given by the Casino Operator, if applicable;

8.7.6. the closing date and time for receipt of entry into any Promotional Prize promotion;

8.7.7. the place, date and time of any Promotional Prize promotion;

8.7.8. the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);

8.7.9. how the winner of a Promotional Prize will be notified;

8.7.10. how the results of a Promotional Prize will be published;

8.7.11. details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

8.7.11.1. If the prize is machinery or an electric appliance, details shall also include:

i) Make;

ii) Model; iii) Accessories.

8.7.11.2. If the prize is a motor vehicle, details shall also include:

i) Make; ii) Model; iii) Accessories; and iv) whether registration and other on-road costs are included.

8.7.11.3. If the prize is travel, details shall also include:

i) number of persons entitled to take advantage of the travel prize;

ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);

iii) restrictions on when the travel must be taken; iv) if spending money is included.

8.7.11.4. If the prize is real estate, details shall also include:

i) The type of dwelling;

ii) plans;

iii) contract details;

iv) easement details;

v) address or other location;

vi) what is included – conveyancing, legal costs, fixtures, furniture.

8.8. When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the Casino Operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

8.8.1. face-to-face; or

8.8.2. mail; or

8.8.3. telephone; or

8.8.4. email.

8.9. The Casino Operator shall provide the NICC with full details of the terms and conditions of any offer by the Casino Operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

8.9.1. In the event the Casino Operator amends the terms and conditions of any promotion conducted under these rules after the commencement of the promotion, the Casino Operator must re-submit the amended terms and conditions to the NICC as soon as possible.

8.10. The Casino Operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The Casino Operator must retain:

- 8.10.1. all details of claims for a Promotional Prize over \$100 which are denied by the Casino Operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.
- 8.11. In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the Casino Operator is final. Where any person is not satisfied with a decision of the Casino Operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.
- 8.12. Should the Casino Operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspector is to be notified within 48 hours.

9. Irregularities

- 9.1. Any malfunction of the game system shall void any game plays and payouts on the PT controlled by that system.
- 9.2. Where there is a discrepancy between the WND and the outcome as dealt by the Dealer, every effort must be made to determine the correct outcome, and confirm it correctly on the DT.
- 9.3. If the correct result is not able to be confirmed on the DT and displayed on the WND, the WND unit must be disregarded.
- 9.4. Players are required to notify the Casino Operator in the event of any malfunction of a PT at which they are playing. Failure to do so, and the retention of any benefit, chip account credit or free play as a result of a PT malfunction or Dealer error, may be considered to be a contravention of these rules.

10. Baccarat Component

10.1. Baccarat Component Equipment

- 10.1.1. The Baccarat Component shall be played on a layout similar to that shown in diagram "E" or "F".
- 10.1.2. The Dealer shall deal the cards on a layout similar to that shown in diagrams "G".
- 10.1.3. Should the Dealer be conducting two Rapid games they may, where possible, alternate between the games at the completion of each coup or round of play.

10.1.4. The following equipment must be used:

10.1.4.1. an Angel Eye shoe;

10.1.4.2. Cards;

10.1.4.3. a discard rack.

10.1.5. A multishuffler may be used.

10.1.6. The Baccarat component shall be played with six or eight decks of cards, each deck having 52 cards without jokers, with backs of the same colour and design and a cutting card.

10.1.7. The value of the cards shall be as follows:

10.1.7.1. any card from 2 to 9 inclusive shall have its face value;

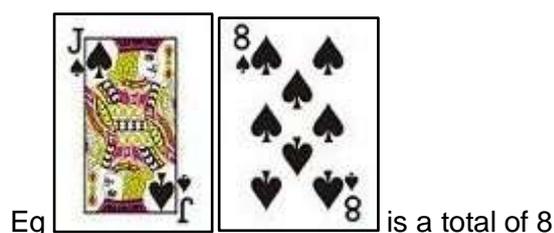
10.1.7.2. any ten, jack, queen or king shall have a value of zero; and

10.1.7.3. an ace shall have a value of one.

10.1.8. The point count of a hand shall be:

10.1.8.1. where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or

10.1.8.2. where the total value of the cards in the hand is the number 10 or a higher number, the right digit of that number.



10.1.9. Cards may be checked by a Dealer or a Gaming Supervisor (or above) or by use of a deck-checking device prior to use on a Dealer station.

10.1.10. Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.

10.1.11. All cards used in the Baccarat component shall be dealt face up from an Angel Eye shoe specifically designed for such purpose.

10.1.12. No player or spectator shall handle, remove or alter any cards used in

the game and no Dealer or other person shall permit a player or spectator to do so.

- 10.1.13. At the completion of the last coup the cards may, at the discretion of a Gaming Supervisor (or above), be removed from the table and exchanged with a second set of cards. The second set of cards shall have a different coloured back to those in use.
- 10.1.14. Where a Gaming Supervisor (or above) forms the opinion that the cards have become unfit for further use and provided no coup is in progress, the Gaming Supervisor (or above) shall direct that the cards be replaced.
- 10.1.15. A Gaming Supervisor (or above) or an inspector may, at any time, instruct the Dealer to check and verify the cards.
- 10.1.16. The Dealer shall shuffle the cards so that they are randomly intermixed:
 - 10.1.16.1. before the start of play (unless Angel pre-shuffled cards are introduced);
 - 10.1.16.2. at the completion of the last coup as determined in accordance with rules 10.1.21 and 10.1.22 (unless Angel pre-shuffled cards are introduced); and
 - 10.1.16.3. after a coup if directed by a Gaming Supervisor (or above), where there is reason to suspect that the cards are not randomly intermixed.
- 10.1.17. Where Angel pre-shuffled cards are to be introduced the Dealer may with the approval of a Gaming Supervisor (or above), riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
- 10.1.18. After the cards have been shuffled, or when Angel pre-shuffled cards have been introduced, the Dealer shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 10.1.19. Once the cutting card has been inserted, the Dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the Dealer shall insert the cutting card in the stack at least twenty cards in from the back of the stack. The stack of cards shall then be inserted in the Angel Eye shoe for commencement of play.
- 10.1.20. Before the start of play following each shuffle and cut of cards, the Dealer shall burn the first card from the Angel Eye shoe or shuffling device by placing it face down in the discard rack.
- 10.1.21. Whenever the cutting card appears during play, it shall be removed and placed to the side and the coup shall be completed. Upon completion of

that coup, the Dealer calling the game may announce "last coup". Upon completion of one more coup, the cards shall be replaced or reshuffled.

- 10.1.22. Where the cutting card appears as the first card of a coup, it shall be removed and placed to the side and the Dealer calling the game may announce "last coup". Upon completion of the coup, the cards shall be replaced or reshuffled.

10.2. Baccarat Component Wagers

- 10.2.1. The wagers defined in this rule shall be the permissible wagers by a player for the Baccarat component electronic table game:

- 10.2.1.1. A wager on the Player's Hand which shall;

10.2.1.1.1. win if the Player's Hand has a point count higher than that of the Banker's Hand;

10.2.1.1.2. lose if the Player's Hand has a point count lower than that of the Banker's Hand; and

10.2.1.1.3. be declared a push if the point counts of the Player's Hand and the Banker's Hand are equal;

- 10.2.1.2. A wager on the Banker's Hand which shall;

10.2.1.2.1. win if the Banker's Hand has a point count higher than that of the Player's Hand;

10.2.1.2.2. lose if the Banker's Hand has a point count lower than that of the Player's Hand; and

10.2.1.2.3. be declared a push if the point counts of the Banker's Hand and the Player's Hand are equal.

- 10.2.1.3. A "Tie" bet which shall win if the point counts of the Player's Hand and the Banker's Hand are equal and shall lose if such point counts are not equal.

- 10.2.1.4. A wager on the Dragon Bonus Banker's Hand which shall:

10.2.1.4.1. win if the point count total of the Banker's Hand forms a natural of eight or nine, and has a higher point count total than the Player's Hand; or

10.2.1.4.2. win if the point count total of the Banker's Hand does not form a natural and is four points higher than the Player's Hand; or

- 10.2.1.4.3. win if the point count total of the Banker's Hand does not form a natural and is five points higher than the Player's Hand; or
 - 10.2.1.4.4. win if the point count total of the Banker's Hand does not form a natural and is six points higher than the Player's Hand; or
 - 10.2.1.4.5. win if the point count total of the Banker's Hand does not form a natural and is seven points higher than the Player's Hand; or
 - 10.2.1.4.6. win if the point count total of the Banker's Hand does not form a natural and is eight points higher than the Player's Hand; or
 - 10.2.1.4.7. win if the point count total of the Banker's Hand does not form a natural and is nine points higher than the Player's Hand; or
 - 10.2.1.4.8. be declared a push if the Banker's Hand and Player's Hand both form a natural with the same point count total;
 - 10.2.1.4.9. but otherwise shall lose.
- 10.2.1.5. A wager on the Dragon Bonus Player's Hand shall:
- 10.2.1.5.1. win if the point count total of the Player's Hand forms a natural of eight or nine, and has a higher point count total than the Banker's Hand; or
 - 10.2.1.5.2. win if the point count total of the Player's Hand does not form a natural and is four points higher than the Banker's Hand; or
 - 10.2.1.5.3. win if the point count total of the Player's Hand does not form a natural and is five points higher than the Banker's Hand; or
 - 10.2.1.5.4. win if the point count total of the Player's Hand does not form a natural and is six points higher than the Banker's Hand; or
 - 10.2.1.5.5. win if the point count total of the Player's Hand does not form a natural and is seven points higher than the Banker's Hand; or
 - 10.2.1.5.6. win if the point count total of the Player's Hand does not form a natural and is eight points higher than the Banker's Hand; or
 - 10.2.1.5.7. win if the point count total of the Player's Hand does not form a natural and is nine points higher than the Banker's Hand; or
 - 10.2.1.5.8. be declared a push if the Player's Hand and Banker's Hand

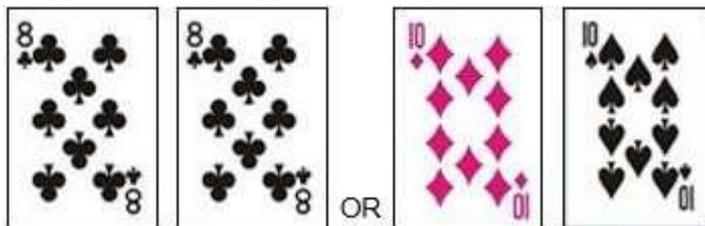
both form a natural with the same point count total;

10.2.1.5.9. but otherwise shall lose.

10.2.1.6. A Super 6 wager which shall win when the Banker hand wins with a point total of 6 but otherwise shall lose.

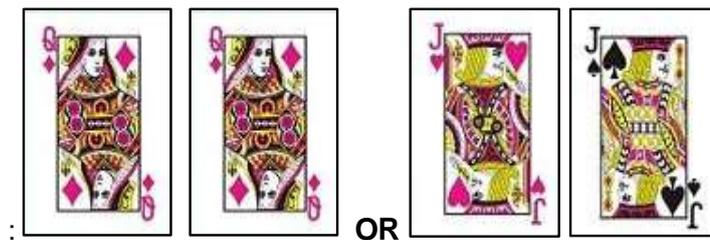
10.2.1.7. A “Banker Pair” wager shall win if the first two cards dealt to the Banker’s Hand are:

10.2.1.7.1. of the same card value, namely, Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10; e.g.



or

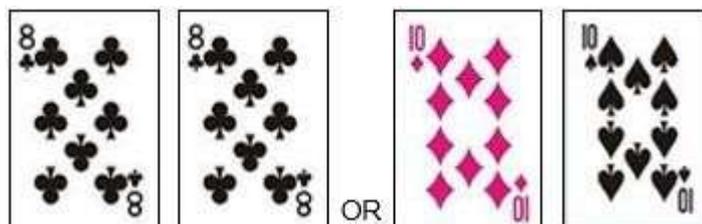
10.2.1.7.2. of the same picture type, namely jack, queen or king; e.g.



10.2.1.7.3. but otherwise shall lose.

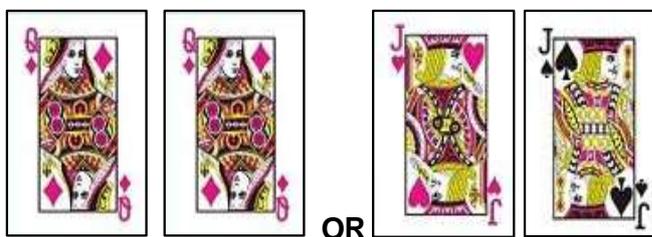
10.2.1.8. A “Player Pair” wager shall win if the first two cards dealt to the Players hand are:

10.2.1.8.1. of the same card value, namely, Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10; e.g.



or

10.2.1.8.2. of the same picture type, namely jack, queen or king e.g.



10.2.1.8.3. but otherwise shall lose.

10.3. Baccarat component Play of the Game

10.3.1. After the burning of the first card of the shoe or at the completion of each coup the Dealer shall press the 'New Game' button to commence the wagering period.

10.3.2. The process for Dealing a coup shall be:

10.3.2.1. The Dealer shall press the 'New Game' button on the DT;

10.3.2.2. At the end of the wagering period, there shall be two hands dealt, one of which shall be designated as the Player's Hand and the other as the Banker's Hand.

10.3.2.3. Four cards shall be dealt from the Angel Eye shoe. The first and third cards shall respectively represent the first and second card of the Player's Hand and the second and fourth cards dealt shall respectively represent the first and second cards of the Banker's Hand.

10.3.2.4. If the point count of the Player's Hand or the Banker's Hand after the initial four cards are dealt is 8 or 9, which is called a "natural", no more cards shall be dealt to either hand.

10.3.2.5. If the point count of the Banker's Hand is 0 to 7 inclusive after the initial four cards are dealt, the Player's Hand shall:

10.3.2.5.1. draw (i.e. take a third card); or

10.3.2.5.2. stand (i.e. not take a third card)

in accordance with the requirements of Table 1 below.

TABLE 1: PLAYER'S HAND

A Player having a point count of:-	
0-1-2-3-4-5-	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

10.3.2.6. When the Player's Hand draws, the Banker's Hand shall:

10.3.2.6.1. draw (i.e. take a third card), or

10.3.2.6.2. stand (i.e. not take a third card)

in accordance with the requirements of Table 2 below.

TABLE 2: BANKER'S HAND

Third card drawn by Player's Hand

Banker's Hand	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

10.3.2.7. When the Player's Hand stands, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is 0 to 5 inclusive.

10.3.2.8. In no event shall more than one additional card be drawn to either hand.

10.3.2.9. At the completion of the coup the Dealer may press the 'standby' button on the Angel Eye shoe;

10.3.2.10. the Dealer may enter the winning result on the DT;

10.3.2.11. the Dealer shall press 'Confirm Result' on the DT.

10.3.3. Upon completion of the coup, the electronic table game system will register the result and the Dealer shall confirm that the correct result has been recorded in the electronic table game system before the automatic settlement process is activated.

10.3.3.1. If the cards are drawn prior to the completion of the wagering period, the system will cease to accept wagers and all wagers previously placed shall stand.

10.4. Baccarat component Settlement

10.4.1. Winning wagers for Baccarat shall be paid:

10.4.1.1. on the Player's Hand at the odds of 1 to 1;

10.4.1.2. on the Banker's Hand at the odds of 0.95 to 1 or 19 to 20; and

10.4.1.3. on a Tie bet at the odds of 8 to 1.

10.4.2. Winning wagers for even money Baccarat shall be paid:

- 10.4.2.1. on the Player's Hand at odds of 1 to 1;
- 10.4.2.2. on the Banker's hand at odds of 1 to 1 except where the winning hand has a point count of 6 which shall be paid at odds of 1 to 2; and
- 10.4.2.3. on a Tie bet shall be paid at odds of 8 to 1.

10.4.3. Winning Dragon Bonus wagers shall be paid in accordance with the below pay table:

Dragon Bonus Paytable	
Win by 9 Points*	30 : 1
Win by 8 Points*	10 : 1
Win by 7 Points*	6 : 1
Win by 6 Points*	4 : 1
Win by 5 Points*	2 : 1
Win by 4 Points*	1 : 1
Natural Win	1 : 1
Natural Tie (a tie on a 2 card 8 or 9)	Push

* Non-Natural

10.4.4. Winning Super 6 wagers shall be paid at odds of 15 to 1.

10.4.5. Where a Pair wager is made on either the Banker Pairs or the Player Pairs and the initial two cards dealt to that particular hand in that coup are a Pair that wager will be paid at the odds of 11 to 1.

10.5. Baccarat component Irregularities

10.5.1. If at any time during a coup the Dealer:

- 10.5.1.1. Deals the cards in such a way as to cast doubt on the correct order of the cards, or;
- 10.5.1.2. Incorrectly deals the cards and the error is detected and notified to gaming staff prior to the commencement of the next coup;

The following shall apply:

- 10.5.1.2.1. the Gaming Supervisor (or above) shall authorise that the coup be declared void and all credits returned for that coup. Play shall then continue with the remaining cards in the Angel Eye shoe.
- 10.5.1.2.2. where the requirements of 10.5.1.2.1 have been met the Gaming Supervisor (or above) may authorise the Dealer to, remove the remaining cards from the Angel Eye shoe and

shuffle or replace the cards.

10.5.1.2.3. should such an error not be notified to gaming staff prior to the commencement of the next coup, or prior to removal of all cards from the Angel Eye shoe or the closure of the table, then this will have the same effect as the “commencement of the next coup” and the results for all previous coups shall stand.

- 10.5.2. When a Dealer is conducting two Baccarat games and incorrectly deals from a shoe that does not correspond to the correct game, the Gaming Supervisor (or above) shall authorise that the coup be declared void and all monies returned for that coup. Play may then continue with the remaining cards from the correct Angel Eye shoe.
- 10.5.3. A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with these rules. If the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next coup.
- 10.5.4. A third card dealt to the Banker's Hand when no third card is authorised by these rules, or a card that would have been the first card of a coup has been exposed or is found face upwards in the Angel Eye shoe, that card shall become the first card of a dummy hand.
- 10.5.5. If a card is found face upwards in the Angel Eye shoe after the first card of a coup has been dealt, the card shall be played as if it were found face downwards.
- 10.5.6. If there are found to be insufficient cards in the Angel Eye shoe to complete a hand that coup shall be void.
- 10.5.7. In the event that the cards are not cut in accordance with rules 10.1.19, the Dealer shall complete the coup. The cards shall then be shuffled and cut in accordance with these rules. The results of previous coups shall stand.
- 10.5.8. Should the Dealer forget to burn the first card from the Angel Eye shoe, then play shall continue with those cards remaining in play.
- 10.5.9. In the event that the cards are not shuffled following the exposure of the cutting card, the Dealer shall complete the coup. The cards shall then be shuffled and cut in accordance with these rules. The results of previous coups shall stand.
- 10.5.10. In the event that a card(s) is found to be missing from the Angel Eye shoe; or a Card(s) is found that does not form part of the 52 cards that make up a deck in accordance with rule 10.1.6, the following shall

apply:

- 10.5.10.1. the result of any coups previously completed shall stand; and
- 10.5.10.2. the coup where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that coup; and
- 10.5.10.3. the remainder of the cards in the Angel Eye shoe shall then be removed and the decks checked for any further missing or foreign cards.
- 10.5.11. If there is a discrepancy between the actual cards dealt and the results of the coup indicated by the Angel Eye shoe, a Gaming Supervisor (or above) must seek to confirm the actual outcome. If an Assistant Gaming Manager (or above) is unable to confirm the actual outcome, the Gaming Supervisor (or above) shall declare the coup void.
- 10.5.12. If the Angel Eye shoe used is incorrectly reading the cards, the Dealer may, with Gaming Supervisor (or above) approval, manually enter the card value and suit into the Dealer terminal.
- 10.5.13. If cards are drawn when they are not required, a dummy hand shall be dealt with Gaming Supervisor's (or above) approval.
- 10.5.14. Any system prompted dummy hand will require the Gaming Supervisor's (or above) authorisation.
- 10.5.15. If the Angel Eye shoe used is not reading the cards being dealt, and it becomes evident, in a coup for which one or more cards have been dealt, that the Angel Eye shoe is no longer capable of operating in the way it is intended to operate; and
 - 10.5.15.1. the malfunctioning of the shoe has not operated to the disadvantage of the Casino Operator or a player and another Angel Eye shoe is readily available, the cards shall be transferred to another Angel Eye shoe.
- 10.5.16. Where a multishuffler malfunctions without causing any damage to the cards in the multishuffler, the cards in the multishuffler must be transferred to another multishuffler and the game continued.
- 10.5.17. Where plastic cards are in use and a multishuffler malfunctions, and causes damage to any card in the multishuffler:
 - 10.5.17.1. the damaged cards in the multishuffler are to be removed from play; and

- 10.5.17.2. the undamaged cards still in the multishuffler are to be transferred from the multishuffler to another multishuffler device; and
- 10.5.17.3. the damaged cards are to be replaced with cards from a new deck, and the replacement cards are to be placed in the multishuffler containing the cards transferred from the malfunctioning multishuffler.
- 10.5.18. Where paper cards are in use and a multishuffler malfunctions, and causes damage to any cards in the multishuffler:
 - 10.5.18.1. The set of cards being shuffled are to be destroyed and replaced with a new set; and
 - 10.5.18.2. The malfunctioning multishuffler to be repaired or replaced.
- 10.5.19. Where a multishuffler malfunctions and the Casino Operator or a player is disadvantaged by reason of the malfunction, the coup is declared void, and the amount wagered by each player must be returned to the player. The result of any coups previously completed shall stand.
- 10.5.20. Should the Assistant Gaming Manager (or above) at any time form the opinion that the sequence of cards in a shoe has been revealed to the players during the shuffling and/or cut process, then the shoe shall be declared void and an Inspector notified.

11. Roulette Component

11.1. Roulette Component Equipment

- 11.1.1. The Roulette Component shall be played on a layout similar to that shown in diagram "A" that is linked to a live wheel and/or an automated Roulette wheel.
- 11.1.2. Shall be played via the use of PTs electronically linked to a Roulette wheel of not less than 0.75 meters in diameter.
- 11.1.3. The live Roulette wheel and/or automated Roulette wheel shall have:
 - 11.1.3.1. 37 equal compartments with one marked zero and indicated by the colour green and the others marked 1 to 36 and indicated by the colours alternately red and black around the wheel; and
 - 11.1.3.2. the numbers marked in the same order as that shown in diagram "B".
- 11.1.4. Each ball used in the Roulette component of the electronic table game shall be made completely of a non-metallic substance and shall be not

less than 17 millimetres, nor more than 23 millimetres, in diameter.

11.1.5. Should the Dealer be conducting two Rapid games they may, where possible, alternate between the games at the completion of each round of play.

11.2. Roulette Component Wagers

11.2.1. The wagers defined in this rule shall be the permissible wagers by a player for the Roulette component of the electronic table game:

11.2.1.1. "One number or Straight Up" which shall win if a single number from 1 to 36 or "0" is wagered and spun and shall lose if any if any other number is spun;

11.2.1.2. "Two numbers or Split" which shall win if:

11.2.1.2.1. either of the two numbers wagered is spun; or

11.2.1.2.2. "0" and either of 1, 2 or 3 is wagered and any one of them is spun;

but otherwise shall lose.

11.2.1.3. "Three numbers or Street" which shall win if:

11.2.1.3.1. any one of the three numbers in the row wagered is spun; or

11.2.1.3.2. "0" and 1 and 2 are wagered and any one of them is spun; or

11.2.1.3.3. "0" and 2 and 3 are wagered and any one of them is spun;
but otherwise shall lose.

11.2.1.4. "Four numbers or Corner" which shall win if:

11.2.1.4.1. any one of the four numbers wagered is spun; or

11.2.1.4.2. "0" and 1, 2 and 3 are wagered and any one of them is spun;
but otherwise shall lose.

11.2.1.5. "Six numbers or Six-line" which shall win if any one of the six numbers in the two rows wagered is spun and shall lose if any other number or "0" is spun;

11.2.1.6. "Column" which shall win if any one of the 12 numbers in the column wagered is spun and shall lose if any other number or "0" is spun;

11.2.1.7. "Dozen" which shall win if any one of the 12 numbers in the dozen wagered (1-12, 13-24 or 25-36) is spun and shall lose if any other number or "0" is spun;

- 11.2.1.8. "Low - (1-18)" which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or "0" is spun;
- 11.2.1.9. "High - (19-36)" which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or "0" is spun;
- 11.2.1.10. "Even" which shall win if the number wagered and spun is an even number and shall lose if the number spun is an odd number or "0";
- 11.2.1.11. "Odd" which shall win if the number wagered and spun is an odd number and shall lose if the number spun is an even number or "0";
- 11.2.1.12. "Red" which shall win if the colour of the number wagered and spun is red and shall lose if the number spun is black or "0";
- 11.2.1.13. "Black" which shall win if the colour of the number wagered and spun is black and shall lose if the number spun is red or "0".

11.2.2. The wagers defined in this rule shall be permissible automated multiple piece wagers which shall win if any of the numbers wagered upon is spun and otherwise shall lose:

- 11.2.2.1. Tier Bet (six piece wager); 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36;
- 11.2.2.2. Orphelins Bet (five piece wager); 1, 6/9, 14/17, 17/20 and 31/34;
- 11.2.2.3. Grand Series Bet (nine piece wager); 0/2/3 x 2 pieces, 4/7, 12/15, 18/21, 19/22, 25/29 x 2 pieces and 32/35;
- 11.2.2.4. Zero Spiel Bet (four piece wager); 0/3, 12/15, 26 and 32/35;
- 11.2.2.5. "Neighbors" Bet (three, five or seven piece wager): will cover a straight up wager on a central number and on the numbers on either side of it on the roulette wheel;
- 11.2.2.6. Finales Bet (a three or four piece wager): will cover a straight up wager on every number ending in the number requested – for example a Finales 4 would cover straight up wagers on 4, 14, 24 and 34.

11.3. Roulette component Play of the Game

11.3.1. The Casino Operator may configure the game to offer patrons the option of the outcome of the game being determined by a live Roulette wheel

or an automated Roulette wheel.

- 11.3.2. Where a live Roulette wheel is used to determine the outcome of the game, the ball shall be spun by the Dealer in a direction opposite to the rotation of the wheel and shall complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.
 - 11.3.2.1. While the ball is still rotating around the live Roulette wheel the electronic table game system will indicate no more bets and end the wagering period.
 - 11.3.2.2. Upon the ball coming to rest in a compartment of the live Roulette wheel, the electronic table game system will register the winning number and the Dealer shall confirm that the correct number has been recorded in the electronic table game system before the automatic settlement process is activated.
- 11.3.3. Where an automated Roulette wheel is used to determine the outcome of the game the ball shall be spun automatically by the automated Roulette wheel in a direction opposite to the rotation of the wheel.
 - 11.3.3.1. While the ball is still rotating around the automated Roulette wheel the electronic table game system will indicate no more bets and end the wagering period.
 - 11.3.3.2. Upon the ball coming to rest in a compartment of the automated Roulette wheel, the electronic table game system will register the winning number and the automatic settlement process is activated.
- 11.3.4. Where a live wheel is in use the Dealer may spin the ball at any time after the start of the wagering period, if the Dealer reasonably believes that the ball will only come to rest after the wagering period expires.
- 11.3.5. If the ball has not been spun before the end of the wagering period, the Dealer must spin the ball as soon as practicable after the wagering period expires.
- 11.3.6. When a live wheel is in use, after the ball is spun, when it comes to rest, the Dealer:
 - 11.3.6.1. may announce the winning number; and
 - 11.3.6.2. shall enter that outcome into the DT; or
- 11.3.7. where a winning number in-rim laser sensor is being used, the sensor will communicate the result to the DT. The Dealer shall confirm the number with the DT by accepting the number displayed on the DT.

11.3.8. When an automated Roulette wheel is in use, after the ball is spun and comes to rest, the in-rim laser sensor will read and communicate the winning number to the PTs.

11.4. Roulette component Settlement

11.4.1. When the ball comes to rest in the compartment of the wheel marked "zero", all wagers shall lose other than those made straight up on the "zero" or made on any available combination of the "zero" with the numbers one and/or two and/or three.

11.4.2. Winning wagers shall be paid at the odds listed below:

Wager	Odds
One number or Straight Up	35 to 1
Two numbers or Split	17 to 1
Three numbers or Street	11 to 1
Four numbers or Corner	8 to 1
6 numbers or Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

11.5. Roulette component Irregularities

11.5.1. Where the outcome of the spin is determined by a live Roulette wheel:

11.5.1.1. If the ball is spun in the same direction as the wheel is rotating, the Dealer or Gaming Supervisor (or above) shall announce "no spin" and the Dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.

11.5.1.2. If the ball is spun without the wheel rotating, the Dealer or Gaming Supervisor (or above) shall announce "no spin".

11.5.1.3. If the Dealer or Gaming Supervisor (or above) anticipates that the ball will not complete four revolutions around the track of the wheel, the Dealer or Gaming Supervisor (or above) shall announce "no spin" and the Dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.

11.5.1.4. If a foreign object enters the wheel prior to the ball coming to rest

- the Dealer or Gaming Supervisor (or above) shall announce "no spin" and the Dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 11.5.1.5. If the ball fails to fall into one of the compartments the Dealer or Gaming Supervisor (or above) shall announce "no spin".
- 11.5.1.6. If the ball is propelled or falls out of the wheel, the Dealer or Gaming Supervisor (or above) shall announce "no spin". Upon retrieval, the ball shall be examined by a Gaming Supervisor (or above).
- 11.5.1.7. If any person interferes with the ball or the rotation of the wheel, the Dealer or the Gaming Supervisor (or above) shall announce "no spin".
- 11.5.1.8. Once the Dealer or a Gaming Supervisor (or above) has announced "no spin", it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the Dealer's attempt to remove the ball from the wheel.
- 11.5.1.9. After a "no spin" the Dealer shall re-spin in accordance with rule 11.3.2.
- 11.5.1.10. If the Dealer reasonably forms the view that an incorrect outcome has been recorded by the Roulette component electronic table game, the Gaming Supervisor (or above) must enter the correct result into the Roulette component electronic table game.
- 11.5.2. If a PT or automated Roulette wheel experiences a malfunction the Assistant Gaming Manager (or above) or Gaming Supervisor (or above) must seek to confirm what wagers were placed through the analysis of available records in the PT and cause the results to be re-calculated and/or make appropriate adjustments to the PT chip account based on the actual outcome.
- 11.5.3. For the purposes of rule 11.5.2, a PT or automated Roulette wheel shall be taken to have malfunctioned where:
- 11.5.3.1. multiple credits are displayed on the credit meter of the PT that are not in keeping with the settlement odds contained in rule 11.4.2 and the amount wagered; or
- 11.5.3.2. the normal playing sequence of the PT is interrupted or the normal display is faulty; or
- 11.5.3.3. if the ball comes to rest prior to the end of the wagering period; or
- 11.5.3.4. for any other reason the Casino Operator is of the opinion that the PT or automated Roulette wheel is not functioning correctly;

or

11.5.3.5. for any other reason the Casino Operator is of the opinion that the PT and/or DT is not functioning correctly.

11.5.4. If the Assistant Gaming Manager (or above) is unable, for the purposes of rule 11.5.2, to confirm the relevant wagers placed through the analysis of available records in the PT or the DT all relevant wagers shall be declared void.

11.5.5. Where the outcome of the spin is determined by an Automated Roulette wheel, if the ball drops after the end of the wagering period and the game system detects an error, the Assistant Gaming Manager (or above) must seek to confirm the wagers that were placed through the analysis of available records in the PT and if there is no malfunction, wagers will be re- calculated in accordance with the actual outcome.

12. Sic Bo Component

12.1. Sic Bo Component Equipment

- 12.1.1. The Sic Bo Component shall be played on a layout similar to that shown in diagram “H”.
- 12.1.2. A dice tumbler containing a set of three dice sealed within the tumbler shall be used to determine the outcome of the game. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 12.1.3. Should the Dealer be conducting two games they may, where possible, alternate between the games at the completion of each round of play.

12.2. Sic Bo Component Wagers

12.2.1. A Dealer will operate the Sic Bo dice tumbler and:

- 12.2.1.1. when the dice come to rest, shall enter the result into the DT and press Enter. The system will prompt a confirmation that the correct result has been recorded in the electronic table game system and when the Dealer confirms by pressing the ‘OK’ button the automatic settlement process is activated.

12.2.2. The wagers defined in this rule shall be the permissible wagers by a player for the Sic Bo component of the electronic table game:

12.2.2.1. “Small” means a wager which shall:

- 12.2.2.1.1. win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the three dice, with the exception of a triple;
- 12.2.2.1.2. lose if any other total or a triple appears.

12.2.2.2. “Big” means a wager which shall:

- 12.2.2.2.1. win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the three dice, with the exception of a triple;

12.2.2.2.2. lose if any other total or a triple appears.

12.2.2.3. “Even” means a wager which shall:

12.2.2.3.1. win if the total of the three dice is an even number;

12.2.2.3.2. lose if a triple appears.

12.2.2.4. "Odd" means a wager which shall:

12.2.2.4.1. win if the total of the three dice is an odd number;

12.2.2.4.2. lose if a triple appears.

12.2.2.5. "Specific Triple" means a wager on any one of the specific triples 1, 2, 3, 4, 5, or 6, which shall win if that triple appears and shall lose if any other combination appears.

12.2.2.6. "Specific Double" means a wager on any one of the specific doubles 1, 2, 3, 4, 5 or 6, which shall win if that double appears, or win once only if a triple of the same number appears, and shall lose if any other combination appears.

12.2.2.7. "Any Triple" means a wager on any triple 1, 2, 3, 4, 5 or 6 which shall win if a triple appears and shall lose if any other combination appears.

12.2.2.8. "3 Dice Totals" means a wager on any one of the totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 which shall win if that total appears in any combination of the three dice and shall lose if any other total appears.

12.2.2.9. "Two Dice Combinations" of
1 and 2, 3, 4, 5 or 6
2 and 3, 4, 5 or 6
3 and 4, 5 or 6
4 and 5 or 6
5 and 6

means a wager on any one of these specific combinations which shall win once only if that combination appears on two or more of the dice and shall lose if any other combination appears;

12.2.2.10. "Any Number (Single Die)" means a wager on any one of the numbers 1, 2, 3, 4, 5, or 6, which shall win if that number appears on one or more of the dice and shall lose if that number does not appear;

12.2.2.11. "Four Number Combinations" means a wager that three of the four numbers selected will appear and shall:

12.2.2.11.1. win if the three numbers match three of the four numbers selected;

12.2.2.11.2. lose if any other combination appears.

12.3. Sic Bo component Play of the Game

12.3.1. At the commencement of each game the Dealer shall activate an electrical device that causes the dice to tumble within the covered dice tumbler at least three times by pressing the 'New Game' button on the DT. The Dealer may then call "place your bets".

12.3.2. When the countdown timer on the DT reaches zero, the Dealer shall uncover the tumbler.

12.3.3. Providing the dice are lying flat, the Dealer shall enter the result into the DT and may announce the result by calling the number on the uppermost face of each dice.

12.3.4. A Dealer shall confirm the result on the DT corresponds with the three winning numbers as shown on the dice and press 'OK' on the DT. The Dealer shall then replace the cover on the dice tumbler and commence a new game.

12.3.5. No person other than a Dealer or Gaming Supervisor (or above) responsible for the operation and integrity of the game, shall, at any time during play interfere with the dice tumbler or the action of the dice tumbler.

12.4. Sic Bo component Settlement

12.4.1. Winning wagers shall be paid:

Bet	Odds
Big/Small	1 to 1
Two Dice Combinations	6 to 1
Three Dice Total - 10, 11	6 to 1
Three Dice Total - 9, 12	7 to 1
Three Dice Total - 8, 13	8 to 1
Three Dice Total - 7, 14	12 to 1
Three Dice Total - 6, 15	18 to 1
Three Dice Total - 5, 16	31 to 1
Three Dice Total - 4, 17	62 to 1
Specific Double	11 to 1
Any Triple	31 to 1
Specific Triple	180 to 1

Single Die - one rolled	1 to 1
Single Die - two rolled	2 to 1
Single Die - three rolled	12 to 1
Even/Odd	1 to 1
4 Number Combinations	7 to 1

12.5. Sic Bo component Irregularities

- 12.5.1. In the event of a Dealer confirming an incorrect result, a Gaming Supervisor (or above) shall roll back the game via the options screen and re-enter the correct result. If the game is unable to be rolled back, the Gaming Supervisor (or above) shall void the game.
- 12.5.2. In the event of a Dealer lifting the dice tumbler cover prior to the end of the wagering period, the game system shall immediately end the wagering period. The game result will be entered and the round of play completed.
- 12.5.3. If any of the three dice fail to come to rest with one surface flat to the base of the tumbler, the Dealer shall announce "no result".
- 12.5.4. If the dice tumbler after being activated does not operate correctly, a Dealer or the Gaming Supervisor (or above) shall announce "no result".
- 12.5.5. In the event of the dice tumbler not being activated in accordance with these rules or the concealed dice being exposed before the announcement of "no more bets", the Dealer shall announce "no result".
- 12.5.6. In the event that one or more dice, or the dice tumbler are broken, a Dealer or the Gaming Supervisor (or above) shall announce "no result".
- 12.5.7. If a Dealer or the Gaming Supervisor (or above) announces "no result", all wagers for that game shall be void.

13. Blackjack Component

13.1. Blackjack Component Equipment

13.1.1. The Blackjack Component shall be played on a layout similar to that shown in diagram “I”.

13.1.2. The Dealer shall deal the cards on a layout similar to that shown in diagram “J”.

13.1.3. The following equipment must be used:

13.1.3.1. a shuffling device;

13.1.3.2. cards; and

13.1.3.3. a discard rack

13.1.4. The Blackjack component shall be played with six decks, each deck having 52 cards without jokers, with backs the same colour and design.

13.1.5. The value of the cards shall be as follows:

13.1.5.1. an ace shall have a value of 11 except when that would give a player or the Dealer a point total in excess of 21, in which case, it shall have a value of 1;

13.1.5.2. any card from 2 to 10 inclusive shall have its face value; and

13.1.5.3. any jack, queen or king shall have a value of 10.

13.1.6. Cards may be checked by a Dealer or a Gaming Supervisor (or above) or by use of a deck-checking device prior to use on a dealer station.

13.1.7. Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.

13.1.8. All cards used in the Blackjack component of the game shall be dealt face up from a shuffling device.

13.1.9. No player or spectator shall handle, remove or alter any cards used in the game and no Dealer or other person shall permit a player or spectator to do so.

13.1.10. At the completion of a round of play the cards may, at the discretion of a Gaming Supervisor (or above), be removed from the table and exchanged with a second set of cards. The second set of cards shall have a different coloured back to those removed.

13.1.11. Where a Gaming Supervisor (or above) forms the opinion that the cards

have become unfit for further use and provided no round of play is in progress, the Gaming Supervisor (or above) shall direct that the cards be replaced.

13.1.12. A Gaming Supervisor (or above) or an inspector may, at any time, instruct the Dealer to check and verify the cards.

13.1.13. The Dealer shall shuffle the cards so that they are randomly intermixed:

13.1.13.1. before the start of play (unless Angel pre-shuffled cards are introduced);

13.1.13.2. after a round of play if directed by a Gaming Supervisor (or above), where there is reason to suspect that the cards are not randomly intermixed.

13.1.14. Where Angel pre-shuffled cards are to be introduced the Dealer may with the approval of a Gaming Supervisor (or above), riffle shuffle the cards prior to placing them into the shuffling device.

13.2. Blackjack Component Wagers

13.2.1. The wagers defined in this rule shall be the permissible wagers by a player for the Blackjack component electronic table game:

13.2.2. A wager on the Player Bet shall:

13.2.2.1. Win if the player's hand is of a higher point total than the Dealer's hand without exceeding 21; or

13.2.2.2. Lose if the player's hand is of a lower point total than the Dealer's hand; or

13.2.2.3. Lose if the point total of the hand exceeds 21; or

13.2.2.4. Standoff if the player's hand and Dealer's hand are of the same point total.

13.2.3. A wager on the Kings Bounty side bet shall only be eligible with an eligible Player bet. A wager on the Kings Bounty side bet shall:

13.2.3.1. Win if the players first two cards form a point total of 20; and

13.2.3.2. Win if the players first two cards are both a King of Spades and the Dealer achieves Blackjack; and

13.2.3.3. Lose in any other instance.

13.2.4. A wager on the Royal Match 21 side bet shall only be eligible with an

eligible Player bet. A wager on the Royal Match 21 side bet shall:

13.2.4.1. Win if the players first two cards are a King and Queen of the same suit; and

13.2.4.2. Win if the players first two cards are suited; and

13.2.4.3. Lose in any other instance.

13.2.5. A wager on the Bet the Set 21 side bet shall only be eligible with an eligible Player bet. A wager on the Bet the Set 21 side bet shall:

13.2.5.1. Win if the players first two cards are a suited pair; and

13.2.5.2. Win if the players first two cards are an unsuited pair; and

13.2.5.3. Lose in any other instance.

13.3. Blackjack Component Play of the Game

13.3.1. The Dealer may announce 'Place your bets please' at the same time as pressing the 'New Game' button to commence the wagering period;

13.3.2. The game shall be dealt on a layout similar to that shown in diagram "J";

13.3.3. Should the Dealer be conducting two Rapid games they may, where possible, alternate between the games at the completion of each round of play.

13.3.4. Should the Dealer commence a round of play and no bet is placed, the DT will display 'Bet Now'. The countdown will start once a player places a bet.

13.3.4.1. The 'Bet Now' option is only available when the game is operated by a Dealer or Gaming Supervisor (or above). If the game is in RNG mode, the system will commence the timer and deal a hand without waiting for a player wager to be placed.

13.3.5. The process for dealing a round of play shall be:

13.3.5.1. the Dealer shall press the 'New Game' button on the DT;

13.3.5.2. at the end of the wagering period, the Dealer shall deal one card to the player area and one card to the Dealer area followed by a second card to the player area;

13.3.5.3. the Dealer may discard any cards that are in the discard rack while waiting for player decisions to be made;

- 13.3.5.4. the two cards dealt to the player area are acted on independently by each player terminal;
- 13.3.5.5. players will have a set time period during which to make their decision. This will be set by the Casino Operator and displayed by a countdown clock on the screen.
- 13.3.5.6. If a decision is not made within the set time period, the system shall act automatically as per rule 13.3.5.11.
- 13.3.5.7. If the Dealer's first card is an ace; the system shall offer the insurance option, which must be taken within the predetermined set time period;
 - 13.3.5.7.1. If the player has Blackjack and selects the Insurance option, the system shall then offer the option of taking 'Even Money' which must be taken within the insurance predetermined set time period;
 - 13.3.5.7.2. If a player selects the 'Even Money' option the system shall pay them an amount equal to their original wager, and any Insurance wager shall be void and the credits returned to the player.
- 13.3.5.8. If the point total of the player's first two cards equals a total of 9, 10 or 11 the system shall offer the player the option of doubling. If the player elects to double:
 - 13.3.5.8.1. The system shall place an additional amount equal to that of the original wager as a double down wager; and
 - 13.3.5.8.2. only one additional card shall be dealt to the hand.
- 13.3.5.9. If the player's first two cards are identical in value, the system shall offer the player the option of splitting. If the player elects to split:
 - 13.3.5.9.1. the system shall place an additional amount equal to that of the original wager as the split wager; and
 - 13.3.5.9.2. should the first two cards be aces, a player splitting aces shall receive one and only one additional card on each ace; and
 - 13.3.5.9.3. a player splitting aces or 10-point value cards shall not be capable of achieving Blackjack; and
 - 13.3.5.9.4. Subject to rule 13.2.2.3, should the Dealer obtain Blackjack after a player has split their hand, the system shall only collect an amount of the player's original wager.

- 13.3.5.10. The Dealer shall deal cards to the community area until all players have completed their decision making;
- 13.3.5.11. Should a player's hand have a point total less than a hard 12 or soft 17, the system shall automatically add additional cards to the hand point total until a total of at least a hard 12 or soft 17 is attained;
- 13.3.5.12. A player may elect to receive additional cards or stand independently of other players whenever their point total is less than 21 except that a player having blackjack or a hard or soft total of 21 may not draw additional cards.
- 13.3.5.13. The DT will indicate that additional cards are to be dealt to the player area until all players have completed acting on their hand. The DT will then indicate cards are to be dealt to the Dealer area until the Dealer's hand is complete.
- 13.3.5.14. The Dealer shall confirm the result on the DT.

13.4. Blackjack Component Settlement

- 13.4.1. Winning wagers for the Blackjack component shall be paid at the odds listed below:
- 13.4.1.1. a player having a blackjack shall win and be paid at odds of 3 to 2 if the Dealer does not also have a blackjack;
- 13.4.1.2. a player having a point total of 21 or less shall win and be paid at odds of 1 to 1 if the Dealer's hand has a point total in excess of 21;
- 13.4.1.3. a player having a point total of 21 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the Dealer's hand;
- 13.4.1.4. a player having a point total the same as the Dealer shall standoff and neither win nor lose;
- 13.4.1.5. an insurance wager shall win and be paid at odds of 2 to 1 if the Dealer achieves a blackjack;
- 13.4.1.6. A winning wager on the Kings Bounty side bet shall be paid at the following odds:

Two King of Spades and Dealer Blackjack	1000 to 1
Two Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1

Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1

13.4.1.7. A winning wager on the Royal Match 21 side bet shall be paid at the following odds:

King/Queen suited	50 to 1
2 Suited cards	2 to 1

13.4.1.8. A winning wager on the Bet the Set 21 side bet shall be paid at the following odds:

Suited pair	15 to 1
Unsuited pair	10 to 1

13.5. Blackjack Component Irregularities

13.5.1. If a card is found turned face upwards in the shuffling device after the first card of the hand has been dealt the card shall be played as if it were found face down.

13.5.2. Where a shuffling device is used and there is reason to suspect that further cards may be incorrectly faced in the shuffling device, a Gaming Supervisor (or above) may, after the round of play has been completed, direct that all remaining cards be removed from the shuffling device and checked.

13.5.3. Subject to rule 13.5.4, a card dealt in error shall be dealt to the players or the Dealer as though it were the next card from the shuffling device.

13.5.4. A card exposed and dealt in error to the Dealer's completed hand, or a card that would have been the first card of a round of play has been exposed or is found face up in the shuffling device, it shall be burned by placing it in the discard rack.

13.5.5. A card dealt in error to the Dealer's hand and not exposed will be placed under the shuffling device and used as the first card of the next round of play. In such circumstances the card shall be deemed not to have been removed from the shuffling device.

13.5.6. Should the round of play contain an error caused by the incorrect dealing of a card, and the error is detected and notified to the Dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction the Casino Operator and the players shall accept the result. However, should reconstruction not be possible, then

the Gaming Supervisor (or above) shall authorise that round being declared void and all monies returned for that round of play, providing any interim settlement made to a player shall stand.

13.5.6.1. Where the Gaming Supervisor (or above) authorises that a round of play be void, play will continue with the remaining cards in the shoe or shuffling device.

13.5.7. If there are insufficient cards remaining in the shuffling device to complete a round of play the hand shall be declared void and all cards shall be loaded back into the shuffle machine.

13.5.8. When a Dealer is conducting two Blackjack games and incorrectly deals from a shuffling device that does not correspond to the correct game, the Gaming Supervisor (or above) shall authorise that the round of play be declared void and all monies returned for that round of play. Play may then continue with the remaining cards from the correct shuffling device.

14. Casino War Component

14.1. Casino War Component Equipment

14.1.1. The Casino War component shall be played on a layout similar to that shown in diagram "K".

14.1.2. The Dealer shall deal the cards on a layout similar to that shown in diagram "L".

14.1.3. The following equipment must be used:

14.1.3.1. a shuffling device;

14.1.3.2. cards; and

14.1.3.3. a discard rack.

14.1.4. The Casino War component shall be played with six decks, each deck having 52 cards without jokers, with backs the same colour and design.

14.1.5. All suits have the same value.

14.1.6. The rank of each card from highest to lowest, shall be as follows:

14.1.6.1. Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

14.1.7. Cards may be checked by a Dealer or a Gaming Supervisor (or above) or by use of a deck-checking device prior to use on a Dealer station.

- 14.1.8. Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.
- 14.1.9. All cards used in the Casino War component of the game shall be dealt face up from a shuffling device.
- 14.1.10. No player or spectator shall handle, remove or alter any cards used in the game and no Dealer or other person shall permit a player or spectator to do so.
- 14.1.11. At the completion of a round of play the cards may, at the discretion of a Gaming Supervisor (or above), be removed from the table and exchanged with a second set of cards. The second set of cards shall have a different coloured back to those removed.
- 14.1.12. Where a Gaming Supervisor (or above) forms the opinion that the cards have become unfit for further use and provided no round of play is in progress, the Gaming Supervisor (or above) shall direct that the cards be replaced.
- 14.1.13. A Gaming Supervisor (or above) or an Inspector may, at any time, instruct the Dealer to check and verify the cards.
- 14.1.14. The Dealer shall shuffle the cards so that they are randomly intermixed:
- 14.1.14.1. before the start of play (unless Angel pre-shuffled cards are introduced);
 - 14.1.14.2. after a round of play if directed by a Gaming Supervisor (or above), where there is reason to suspect that the cards are not randomly intermixed.
- 14.1.15. Where Angel pre-shuffled cards are to be introduced the Dealer may with the approval of a Gaming Supervisor (or above), riffle shuffle the cards prior to placing them into the shuffling device

14.2. Casino War Component Wagers

- 14.2.1. The wagers defined in this rule shall be the permissible wagers by a player for the Casino War component electronic table game:
- 14.2.2. A wager on the Ante shall:
- 14.2.2.1. Win if the player's card is of a higher rank than the Dealer's first card;
or
 - 14.2.2.2. Lose if the player's first card is of a lower rank than the Dealer's first card; or

- 14.2.2.3. Be surrendered and forfeit half of the Ante if the player's first card is of equal rank to the Dealer's first card and the player declines to place a War Wager; or
- 14.2.2.4. Remain in play if the player's first card is of equal rank to the Dealer's first card and the player elects to place a War Wager; or
- 14.2.2.5. Be declared a standoff if the player's additional card is of equal or higher rank than the Dealer's additional card; or
- 14.2.2.6. Lose if the player's additional card has a lower rank than the Dealer's additional card.

14.2.3. a War Wager shall;

- 14.2.3.1. Win if the player's additional card is of equal or higher rank than the Dealer's additional card; or
- 14.2.3.2. Lose if the player's additional card has a lower rank than the Dealer's additional card.

14.2.4. an optional Tie Wager which may only be placed if the player has an Ante, and shall;

- 14.2.4.1. Win if the player's first card is of equal rank to the Dealer's first card; or
- 14.2.4.2. Lose if the player's first card is not of equal rank to the Dealer's first card.

14.3. Casino War Component Play of the Game

- 14.3.1. At the Casino Operator's discretion, the Casino War component may be played with 3, 5 or 7 playing areas.
- 14.3.2. Players can bet on one playing area, and up to the total number of playing area offered on the PT.
- 14.3.3. The Dealer may announce 'Place your bets please' at the same time as pressing the 'New Game' button to commence the wagering period
- 14.3.4. Should the Dealer be conducting two Rapid games they may, where possible, alternate between the games at the completion of each round of play.
- 14.3.5. Should the Dealer commence a round of play and no bet is placed, the DT will display 'Bet Now'. The countdown will start once a player places a bet.

- 14.3.5.1. The 'Bet Now' option is only available when the game is operated by a Dealer or Gaming Supervisor (or above). If the game is in RNG mode, the system will commence the timer and deal a hand without waiting for a player wager to be placed.
- 14.3.6. The process for dealing a round of play shall be:
 - 14.3.6.1. The Dealer shall press the 'New Game' button on the DT.
 - 14.3.6.2. At the end of the wagering period the Dealer shall deal one card to each playing area, regardless of if there is a player betting on that area, and one card to the Dealer.
- 14.3.7. Where a player has the option to go to War, they shall have a set time period during which to make their decision. This will be set by the Casino Operator and displayed by a countdown clock on the screen.
- 14.3.8. If a decision is not made within the set time period, the system shall act automatically, and surrender half of the player's Ante wager;
 - 14.3.8.1. The system will indicate that the player's wager has been surrendered, and no further action will be required on this playing area.
- 14.3.9. If the player's card and the Dealer's card are of equal rank, any player who has wagered on that playing area shall be given the option of surrendering half of their Ante, or placing a War wager.
 - 14.3.9.1. If the player elects to Surrender, the system will indicate as such, and no further action will be required on this playing area.
 - 14.3.9.2. If the player elects to go to War, the system shall place an additional amount equal to that of the original wager; and
 - 14.3.9.3. The Dealer shall deal one face up card to the player war hand; and
 - 14.3.9.4. Deal one face up card to the Dealer's war hand;
- 14.3.10. The DT will indicate to the Dealer to deal cards to player betting areas, to deal a card to the Dealer, to deal burn cards and to deal war cards.
- 14.3.11. The Dealer shall confirm the result on the DT.

14.4. Casino War Component Settlement

14.4.1. Winning wagers for the Casino War component shall be paid at the odds listed below:

14.4.1.1. A player having an initial card that is a higher rank than the Dealer's initial card shall receive 1:1 on the Ante;

14.4.1.2. A player that has placed a War wager and received a War card that is higher than the Dealer's War card shall receive 1:1 on the War wager, the Ante shall be a standoff;

14.4.1.3. A player that has placed a War wager and received a War card that is equal to the Dealer's War card shall receive 2:1 on the War wager, the Ante shall be a standoff;

14.4.1.4. A winning wager on the Tie side bet shall receive 11:1.

14.5. Casino War Component Irregularities

14.5.1. If a card is found turned face upwards in the shuffling device after the first card of the hand has been dealt the card shall be played as if it were found face down.

14.5.2. Where a shuffling device is used and there is reason to suspect that further cards may be incorrectly faced in the shuffling device, a Gaming Supervisor (or above) may, after the round of play has been completed, direct that all remaining cards be removed from the shuffling device and checked.

14.5.3. Subject to rule 14.5.4, a card dealt in error shall be dealt to the players or the Dealer as though it were the next card from the shuffling device.

14.5.4. A card exposed and dealt in error to the Dealer's completed hand, or a card that would have been the first card of a round of play has been exposed or is found face up in the shuffling device, it shall be burned by placing it in the discard rack.

14.5.5. A card dealt in error to the Dealer's hand and not exposed will be placed under the shuffling device and used as the first card of the next round of play. In such circumstances, the card shall be deemed not to have been removed from the shuffling device.

14.5.6. Should the round of play contain an error caused by the incorrect dealing of a card, and the error is detected and notified to the Dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction the Casino Operator and the players shall

accept the result. However, should reconstruction not be possible, then the Gaming Supervisor (or above) shall authorise that round being declared void and all monies returned for that round of play, providing any interim settlement made to a player shall stand.

14.5.6.1. Where the Gaming Supervisor (or above) authorises that a round of play be void, play will continue with the remaining cards in the shoe or shuffling device.

14.5.6.2. If there are insufficient cards remaining in the shuffling device to complete a round of play the hand shall be declared void and all cards shall be loaded back into the shuffle machine.

14.5.7. When a Dealer is conducting two Casino War games and incorrectly deals from a shuffling device that does not correspond to the correct game, the Gaming Supervisor (or above) shall authorise that the round of play be declared void and all monies returned for that round of play. Play may then continue with the remaining cards from the correct shuffling device

15. Stadium Three Card Poker Component

15.1. Stadium Three Card Poker Component Equipment

15.1.1 The game of “Stadium Three Card Poker” shall be played with one deck of 52 cards without jokers and with backs of the same colour and design.

15.1.2 The layout for this game is as shown in Diagram “M” with:

15.1.2.1 Playing areas for the placement of the “Ante”, “Play”, “Pair Plus” and “6 Card Bonus” wager.

15.2. Stadium Three Card Poker Component Rules of Play

15.2.1 The Dealer will begin the betting round by pressing “New Game” on the Dealer Terminal (DT) touchscreen.

15.2.2 Each player may select any 3 distinct card locations from the 9-card array on their player terminals.

15.2.3 Each player must place an “Ante” wager, along with the optional 6-Card Bonus (6CB) and Pairs Plus (PP) side wagers.

15.2.4 Players may also blind wager 6 Card Bonus and Pairs Plus on each of the columns and rows of the 9-card array.

15.2.5 When the countdown timer expires, 9 player cards are drawn followed by 3 Dealer cards if required.

15.2.6 Using the touchscreen on the Player Terminal, the Player will select their preferred 3 cards from the selection of 9 face down cards.

15.2.7 The players will now be given a timed opportunity to elect to “Play” or “Fold” their hands.

15.2.8 Players that do not make a decision in time are defaulted to “Fold”, as electing to “Play” would take an additional wager from their credit meter.

15.2.9 When all players have made their decisions, the Dealer’s 3 cards will be exposed.

15.2.10 Any winning bets will be paid, and losing bets will be collected by the system

15.2.11 A new game will commence automatically

15.3. Stadium Three Card Component Pay table options

15.3.1 The “Ante” and “Play” Pay Table

Ante	1 to 1
Play	1 to 1

15.3.2 The “Ante Bonus” Pay Table

Hand	Ante A	Ante B	Ante C
Straight Flush	5	5	4
3 of a kind	4	3	3
Straight	1	1	1

15.3.3 The “Pair Plus” Pay Table

Hand	Pair Plus A	Pair Plus B	Pair Plus C	Pair Plus D	Pair Plus E	Pair Plus F
Straight Flush	40	40	40	40	35	35
3 of a kind	30	25	30	30	25	33
Straight	6	6	5	6	6	6
Flush	4	4	4	3	4	4
Pair	1	1	1	1	1	1

15.3.4 The “6 Card Bonus” Pay Table

Hand	TCP-6B1	TCP-6B3	TCP-6B4
Royal Flush	1000	1000	1000
Straight Flush	200	200	200
Four of a Kind	50	100	100
Full House	25	20	20
Flush	20	15	15
Straight	10	9	10
Three of a Kind	5	8	7

15.4. Stadium Three Card Poker Component Irregularities

15.4.1 In the event of a power failure:

15.4.1.1 If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), players shall be given the option to withdraw their wagers. A player taking the option to withdraw must withdraw all his wagers. The round of play shall then be concluded.

15.4.1.2 With an outcome established (i.e. any of the available wagers has conclusively won or lost), play shall continue, and the round of play shall be concluded.

15.5 Three Card Poker Component General Provisions

15.5.1 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Assistant Gaming Manager (or above).

15.5.2 Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

16. Tournaments

16.1 Definitions

16.1.1 In these rules, unless the contrary appears:

“Buy-In” means the prescribed amount of money to be converted into tournament credits by each tournament player prior to each session or final for participation in the tournament;

“Entry Fee” – means the amount paid by a player in order to take part in a tournament.

“Re-Buy” – means an amount paid by a player in order to replenish tournament credits lost. Re-Buy(s) may or may not be offered for a particular tournament.

“Addon” – means an amount paid by a player in order to increase the standard starting amount of tournament credits. Add(s) may or may not be offered for a particular tournament.

“Lucky Chip” is a Bonus Feature that may be enabled for a tournament.

“Lucky Number” - is a Bonus Feature that may be enabled for a Roulette tournament.

“Play-Off” means any session of play the purpose of which is to determine a winner and/or placegetter(s) of a session where two or more tournament players have finished that session with an equal Session Score;

“Random Lucky Number” - - is a Bonus Feature that may be enabled for a Roulette tournament.

“Session” means a set time period or a designated period of play at the completion of which the winner and/or placegetter(s) advance to a further session or a final session;

“Session Score” means the score that accumulates during a tournament session by placing winning wagers. For each winning wager, the Session Score will increase by both the payout and the winning wager. Session Score alone will be used to determine leader board placings.

“Tie” means that two (2) or more tournament players have equal Session Scores at the conclusion of a heat or final;

“Tournament” means a competition for the playing of Roulette, and/or Baccarat, and/or Sic Bo, and/or Blackjack, and/or Casino War, and/or Three Card Poker , which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

“Tournament Credit(s)” are chips issued to tournament players for the purposes of wagering and scoring in tournament play, they have no cash value and are not redeemable for cash or any other type of chips. Tournament credits will decrease by the amount of each accepted wager.

“Tournament Manager” means a licensed person(s) appointed by the Casino Operator and responsible for the overall control of the tournament.

16.2 Application of Rules

16.2.1 The rules for playing each particular game (Baccarat, Roulette, Sic Bo, Blackjack, Casino War and/or Three Card Poker) on the Rapid Fusion Hybrid Unit shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.

16.3 Entry Fees/Prize Pool for Tournament

16.3.1 The Casino Operator may charge tournament players a fee to enter a tournament and may add value to the prize pool in the form of cash, goods or services.

16.3.2 All entry fees received by the Casino Operator shall be included in a prize pool for distribution to the winning tournament players in accordance with the conditions of play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.

16.3.3 The Casino Operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the Casino Operator may reserve the right to cancel the tournament.

16.3.4 The Casino Operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

16.3.5 The Casino Operator may charge an administration fee to cover the costs of running the tournament.

16.4 Tournament Conditions

16.4.1 The Casino Operator is to publish and provide to each tournament player a copy of the tournament conditions.

16.4.2 The tournament conditions must include, but is not limited to, the following:

- (a) the amount of the entry fee, buy-in, re-buy or add-on if any, including (if any) the administration fee;
- (b) the amount of tournament credits to be allocated to or purchased by the tournament player at the commencement of a session;
- (c) whether there is a minimum or compulsory wager for each round of play in a session;
- (d) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;
- (e) the structure of the tournament, including the number and duration of rounds or sessions and the number of player terminals and/or gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
- (f) the conditions of play applicable to the allocation of player terminals,
- (g) whether there are one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;

(h) in respect of eligibility for entry:

i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and

ii) if the Casino Operator is reserving the right generally to deny entry to the tournament, a statement that the Casino Operator may refuse any application; and

iii) if the Casino Operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria.

(i) the terms of entry (including the period within which a tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;

(j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the Casino Operator, if applicable;

(k) a statement declaring how final placings in a session or tournament will be determined should the following occur:

i) the remaining number of tournament players, having an equal session score, exceeds the number of tournament players to advance to the next session

ii) if two (2) or more tournament players have equal session scores

(l) a statement that the tournament is conducted by the Tournament Manager in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

m) If any Bonus Features are to be enabled for the tournament, a statement declaring this.

16.4.3. The Tournament Manager may require each tournament player to agree in writing with the approved Rules and Conditions of the tournament prior to accepting entry into the tournament.

16.5. Conduct of Play

16.5.1. The Tournament Manager shall designate the player terminals and/or gaming tables to be used in the conduct of the tournament.

16.5.2 A sample layout for tournaments is as shown in Diagram "O"

16.5.3. The Casino Operator must ensure that, during any session or round of a tournament, a player terminal designated under rule 16.5.1 is used exclusively for tournament play. In the event that a player abandons the terminal prior to completion in which case it may be returned to regular play.

16.5.4. The Tournament Manager may alter the starting time of any session, if reasonable notice (at least twenty minutes) has been given to the tournament players.

16.5.5. The Tournament Manager may determine the method of allocating player terminals to tournament players, providing those conditions are consistent with the relevant rules of the game.

16.5.6. The Tournament Manager may conclude the play of a session or round at a player terminal prior to the completion of the scheduled number of hands or the scheduled completion time:

16.5.6.1. if the tournament player or players to progress to the following session from that round have been determined; and

16.5.6.2. if the tournament conditions provide for the disposition of tournament credits in cash at the end of the session or round, providing all the tournament players in the session agree.

16.5.7. Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Manager may:

16.5.7.1. declare the tournament player's position cancelled and the tournament player disqualified. Once disqualified a tournament player will not be entitled to a refund of the entry fee except on the approval of the Tournament Manager but will retain the value of tournament credits won or purchased in accordance with these rules.

16.5.8. The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Baccarat, Roulette, Sic Bo, Blackjack, Casino War and/or Three Card Poker or tournament play and shall not be entitled to receive a refund of the entry fee.

16.5.9. At the completion of each session of play, the Tournament Manager shall determine and announce the winners or place getters based on the tournament leader board and the tournament conditions.

16.5.10. At the conclusion of each session of play, Dealers and/or Gaming Supervisors (or above) are to ensure that all tournament credits have been removed from the player console and the console returned to regular play. If a situation arises where this has not occurred, the Tournament Manager (or above) is to be advised and the quantity of tournament credits recorded.

16.6. Wagers

16.6.1. All wagers will be made with tournament credits

16.6.2. Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament credits at the player terminal.

16.6.3. Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.

16.6.4. Tournament players will be disqualified if they increase or attempt to increase their Session Score by any other means than the payment of winning wagers. No such tournament player shall be entitled to a refund of entry fee.

16.6.5. A tournament player shall wager only from their allocated player terminal.

16.6.6. Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.

16.6.7. The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

16.6.8 The Tournament Manager may enable the Lucky Chip feature. If enabled each player will receive one (1) Lucky Chip per betting round.

16.6.8.1 A player may choose to place the Lucky Chip on top of any existing valid wager. If that wager wins, the player will be paid two (2) times the normal win.

16.7 Bonus Features

The Casino Operator may decide to enable one (1) of the following Bonus Features to be available in a tournament.

16.7.1 Lucky Chip

If Lucky Chip Bonus Feature is enabled:

16.7.1.1 It will be available once per betting round to each player, participating in the tournament session.

16.7.1.2 The Lucky Chip can be placed on 1 betting area already containing a valid wager.

16.7.1.3 If the betting area containing the Lucky Chip wins, that player's Session Score will increase by double the win payout plus the bet amount.

16.7.2 Lucky Number

Lucky Number Bonus Feature is only available during Roulette Tournaments. If Lucky Number Bonus Feature is enabled:

16.7.2.1 Before a session starts, a registered player will have the opportunity to select a Lucky Number.

16.7.2.2 The Lucky Number can be changed up until the Tournament Session starts at which point it becomes locked in for that session.

16.7.2.3 If a player does not choose a Lucky Number before the Tournament Session starts, then that player will not have a Lucky Number for the entire session.

16.7.2.4 If the player has a winning Straight Up wager on the Lucky Number, their Session Score will be increased by double the win payout plus the bet amount.

16.7.3 Random Lucky Number

Random Lucky Number Bonus Feature is only available during Roulette Tournaments. Random Lucky Number can be configured to

refresh every game or every session. If Random Lucky Number Bonus Feature is enabled:

16.7.3.1 Each player will be randomly allocated a lucky number at the beginning of each session or each game depending on how the Random Lucky Number Bonus Feature is configured.

16.7.3.2 The Random Lucky Number cannot be changed by the player

16.7.3.3 If the player has a winning Straight Up wager on the Random Lucky Number, their Session Score will be increased by double the win payout plus the bet amount.

16.8. Session winners/placegetters

16.8.1. The number of tournament players to advance to the next session will be determined at the start of the tournament.

16.8.2. The winner(s) of each session/tournament will be the tournament player(s) with the highest session scores(s) at the end of the session. Should two (2) or more players have equal session score(s) the Tournament Manager will determine the rankings and/or prize(s) according to the conditions for that tournament.

16.8.3. If, at the completion of each session/, the remaining number of tournament players, having equal session scores(s), exceeds the number of tournament players to advance to the next session the Tournament Manager will determine which players advance or receive prizes based on the conditions for that tournament.

16.9. General provisions

16.9.1. Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.

16.9.2. In the event of a dispute relating to the rules or conditions of entry, the decision of the Tournament Manager will be final, and the game will not proceed until the dispute is settled.

16.9.3. At the Tournament Manager's discretion, a count of all tournament players' chips may be conducted.

16.9.4. A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry fee.

17. Random Number Generator

17.1 Each component of Rapid Fusion Hybrid may operate with a random number generator.

- 17.2 The Random Number Generator (RNG) facilitates a factual representation of the casino games of Baccarat, Roulette, Blackjack, Sic Bo, Three Card Poker and Casino War.
- 17.3 The instructions on how to play each electronic table game are displayed on each electronic table games artwork or screen.
- 17.4 Play options shall be in accordance with the instruction as displayed on the electronic table game's artwork or screen. Such options shall be initiated by the player activating the relevant function(s) of the electronic table game.

18 General Provisions

- 18.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 18.2 Rule 18.1 shall not apply to use or control by an agent or employee of the Casino Operator or an inspector where such person is acting in the course of their duty.
- 18.3 Where a Gaming Supervisor (or above) is satisfied that a person has contravened any provision of rule 18.1, he/she may:
- 18.3.1 declare that any wager made by the person is void;
 - 18.3.2 direct that the person shall be excluded from further participation in the game;
 - 18.3.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*;
- 18.4. A Gaming Supervisor (or above) may invalidate the outcome of a game if:
- 18.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 18.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the Gaming Supervisor (or above), affects the outcome of the game.
- 18.5. Where the outcome of a game is invalidated under rule 18.4, all wagers made by the players for that particular result may be refunded provided that a Gaming

Supervisor (or above) may direct that the wager of any player referred to in rule 16.4.2 be forfeited.

- 18.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 18.7. No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 18.8. A Gaming Supervisor (or above) may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 18.9. A player who abstains from placing any wagers for three consecutive rounds of play, while all other PTs are in use, may be required to vacate his/her seat or position.
- 18.10. Players and spectators are not permitted to have side bets with or against each other.
- 18.11. Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a Gaming Supervisor (or above), subject to a review (if requested) by a Gaming Supervisor (or above).
- 18.12. In any dispute arising from the playing of this game, the decision of the Casino Operator is final. Where any person is not satisfied with a decision of the Casino Operator relating to the playing of this game, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.
- 18.13. A copy of these rules shall be made available for inspection upon request.

19. Jackpots

19.1 A random Mystery jackpot shall operate by adding a percentage contribution of a gaming machine's turnover to a mystery jackpot pool(s). The number of gaming machines contributing to that pool, or pools, and the percentage contribution of each gaming machine's turnover allocated to the pool(s) shall be configured in accordance with procedures approved by the NICC.

19.2 The winner of a Mystery jackpot shall be selected by a process approved by the NICC. The winning gaming machine number of the mystery jackpot pool and the prize won shall be indicated on the Mystery jackpot display at the completion of the current game in play.

19.3 Jackpot wins, as indicated on the jackpot display, may be paid to the player:

19.3.1 by incrementing the credit meter according to rule 3.3; or

19.3.2 issuance of a redeemable ticket or payout voucher and the amounts so paid cleared from the jackpot display meter, or by provision of a non-monetary prize as indicated by the jackpot display as set out in Section 66(4)(a) of the *Casino Control Act 1992*;

19.3.3 where the provision of a non-monetary prize as indicated by the jackpot display occurs, the Casino Operator must give the winning player of the non-monetary prize the choice to be paid monetary alternative (in the form of electronic funds transfer or cheque) to the value of the non-monetary prize instead, as set out in Section 66(4)(a) of the *Casino Control Act 1992*.

19.4 In the event of a malfunction of either a jackpot display meter or jackpot controller, the Casino Operator may adjust, in accordance with procedures approved by the NICC, the value of the jackpot prize.

19.5 If a mystery jackpot system is operating, it will only be available on the games of Roulette, Baccarat and Sic Bo.

Diagram "A"
 Roulette Component Electronic Table Game PT Screen Layout



Diagram "B"
Single Zero Roulette Sequence



Diagram "C"
Roulette Layout Showing Wager Placement

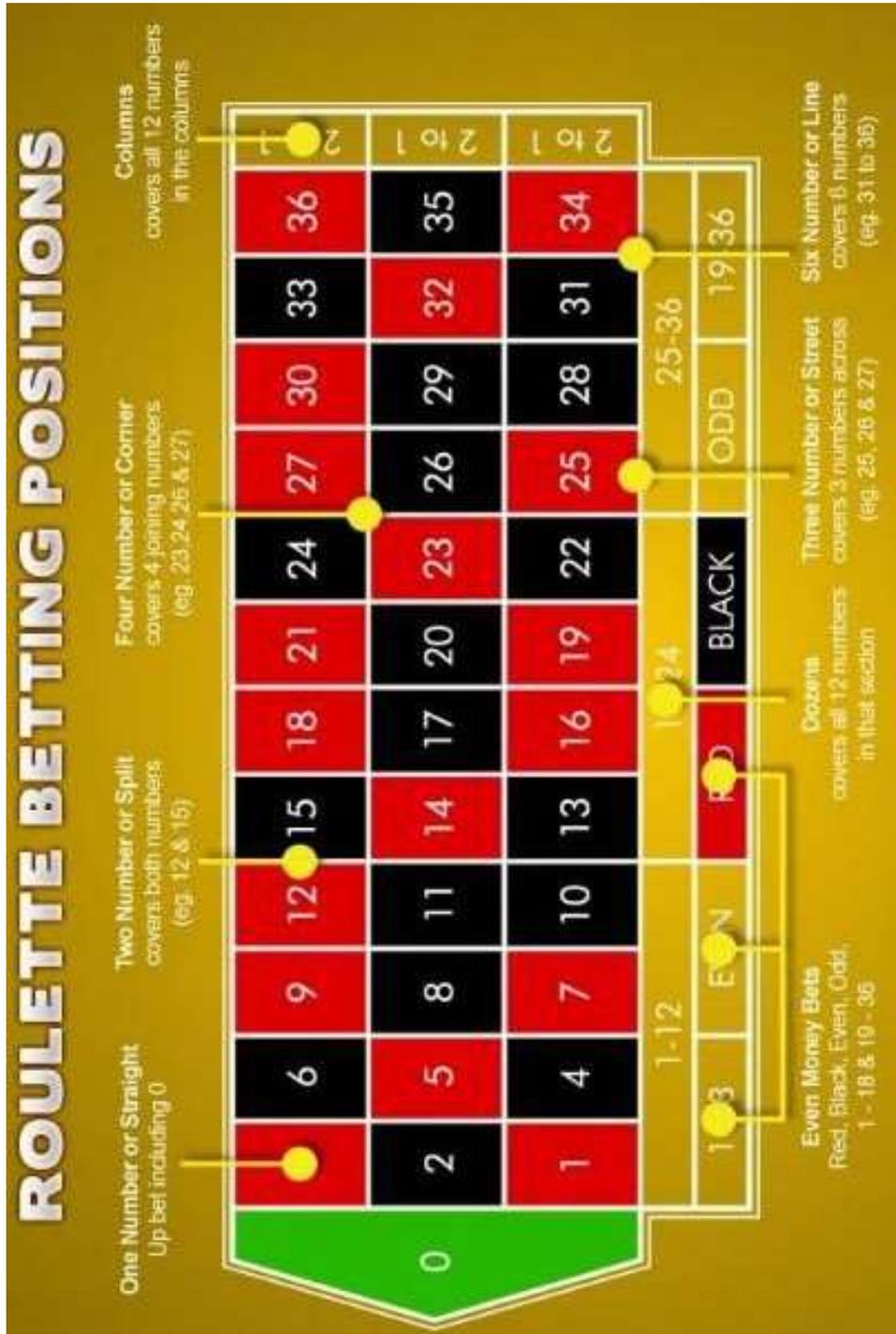


Diagram "D"
Roulette Racetrack Layout Showing Wager Placement



Diagram "E"

Baccarat Component Electronic Table Game PT Screen Layout

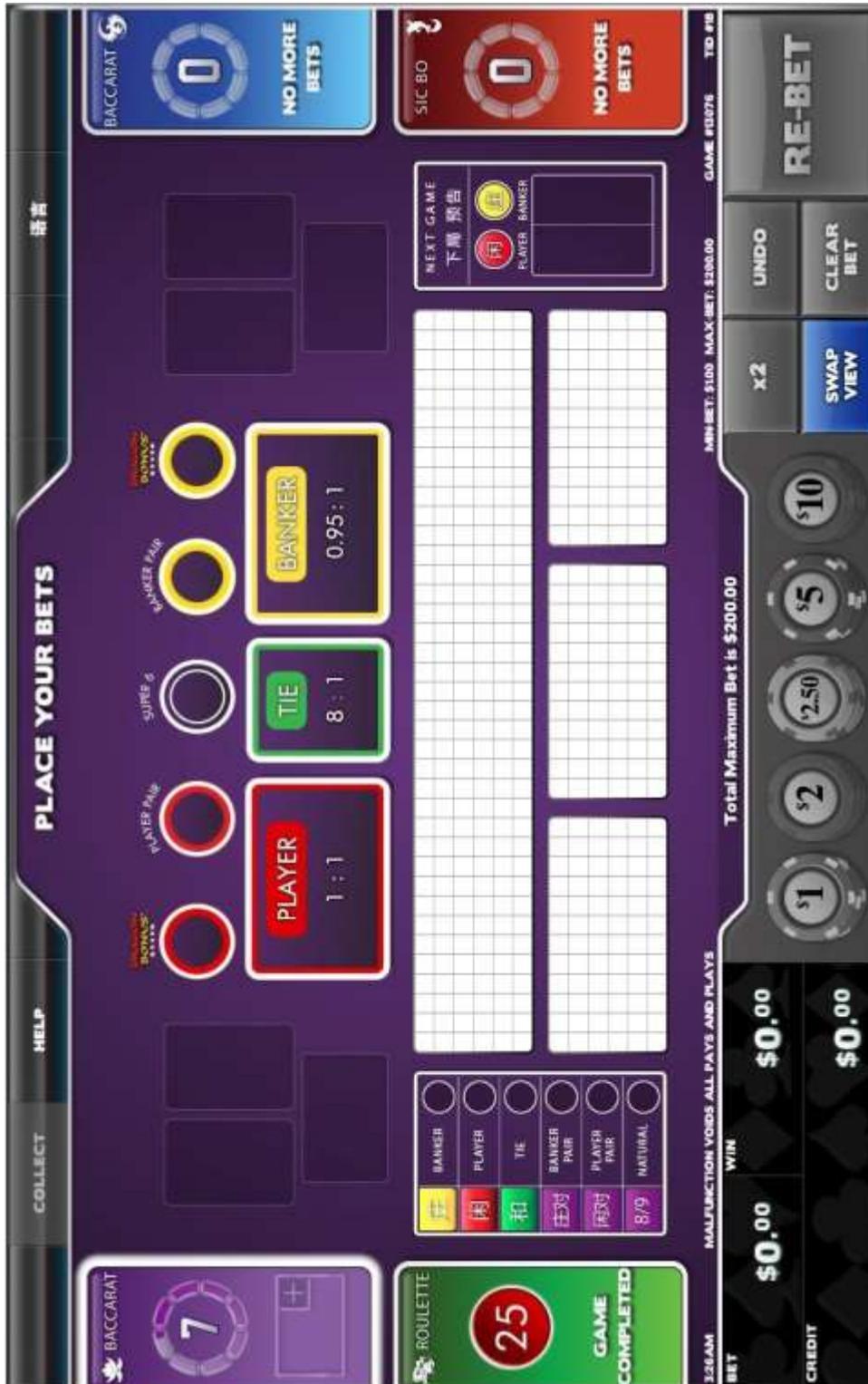


Diagram "F"

Even Money Baccarat Component Electronic Table Game PT Screen Layout

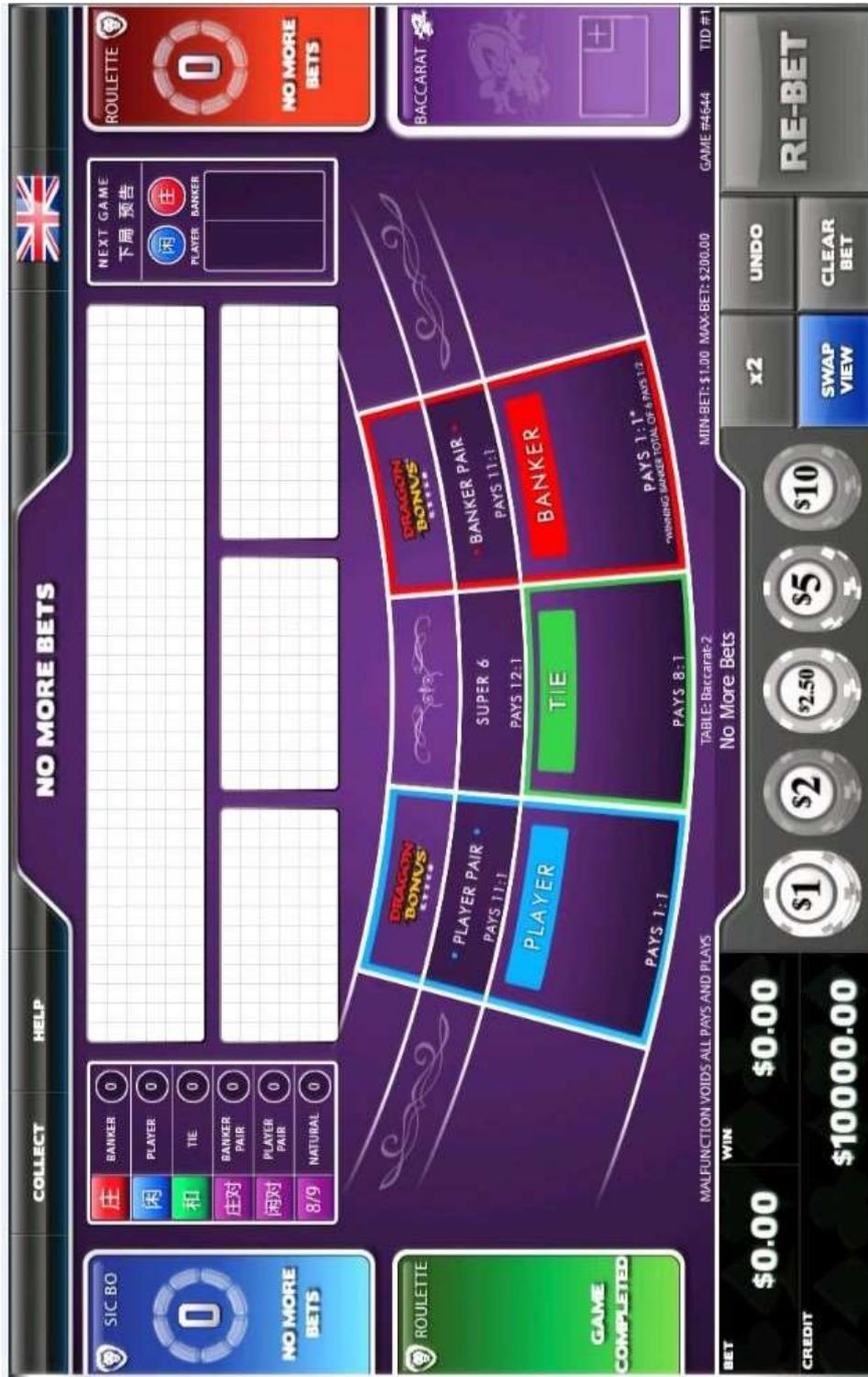


Diagram “G”
Baccarat Component Dealer Station

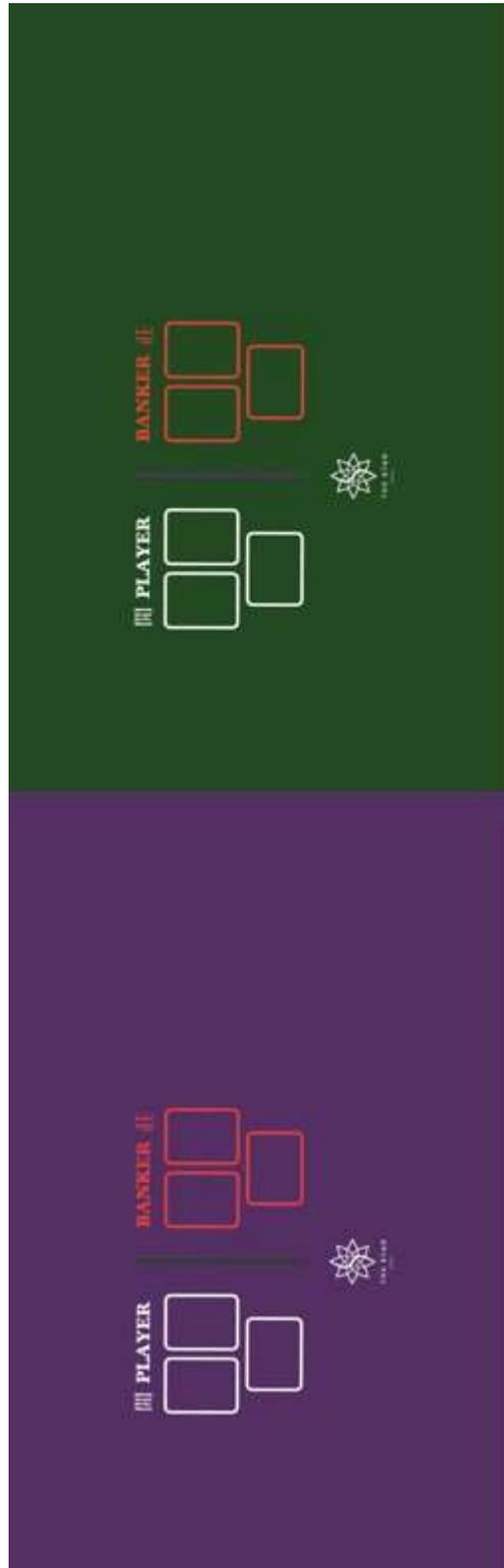


Diagram "H"

Sic Bo Component Electronic Table Game PT Screen Layout

The screenshot displays the Sic Bo component of an electronic table game. The interface is divided into several sections:

- Top Bar:** Includes a UK flag, a "VOID GAME" status, and a "RE-BET" button.
- Game Information:** Shows "TABLE: Sicbo-3", "Game Void Complete", "MIN BET: \$1.00", "MAX BET: \$1000.00", "GAME #005", and "TID #13".
- Previous Results:** A row of seven dice showing 1, 1, 2, 3, 11, 3, 5.
- Betting Area:**
 - Even/Odd:** "EVEN" (1 wins 1 except for any triple) and "ODD" (1 wins 1 except for any triple). "ANY TRIPLE" is also available (1 wins 31).
 - Small/Large:** "SMALL 4-10" (1 wins 1 except for any triple) and "BIG 11-17" (1 wins 1 except for any triple).
 - Number Bets:** Numbers 4 through 17, each with a 1:180 payout.
 - One/Two/Three:** "ONE" (1 wins 1 on one die), "TWO" (1 wins 2 on two dice), and "THREE" (1 wins 3 on three dice).
 - Four/Five/Six:** "FOUR" (1 wins 2 on two dice), "FIVE" (1 wins 12 on three dice), and "SIX" (1 wins 7).
- Bottom Bar:** Shows "BET" (\$0.00) and "CREDIT" (\$500.00). A "RE-BET" button is also present.

Diagram "I"

Blackjack Component Electronic Table Game PT Screen Layout



Diagram "J"
Blackjack Component Dealer Station

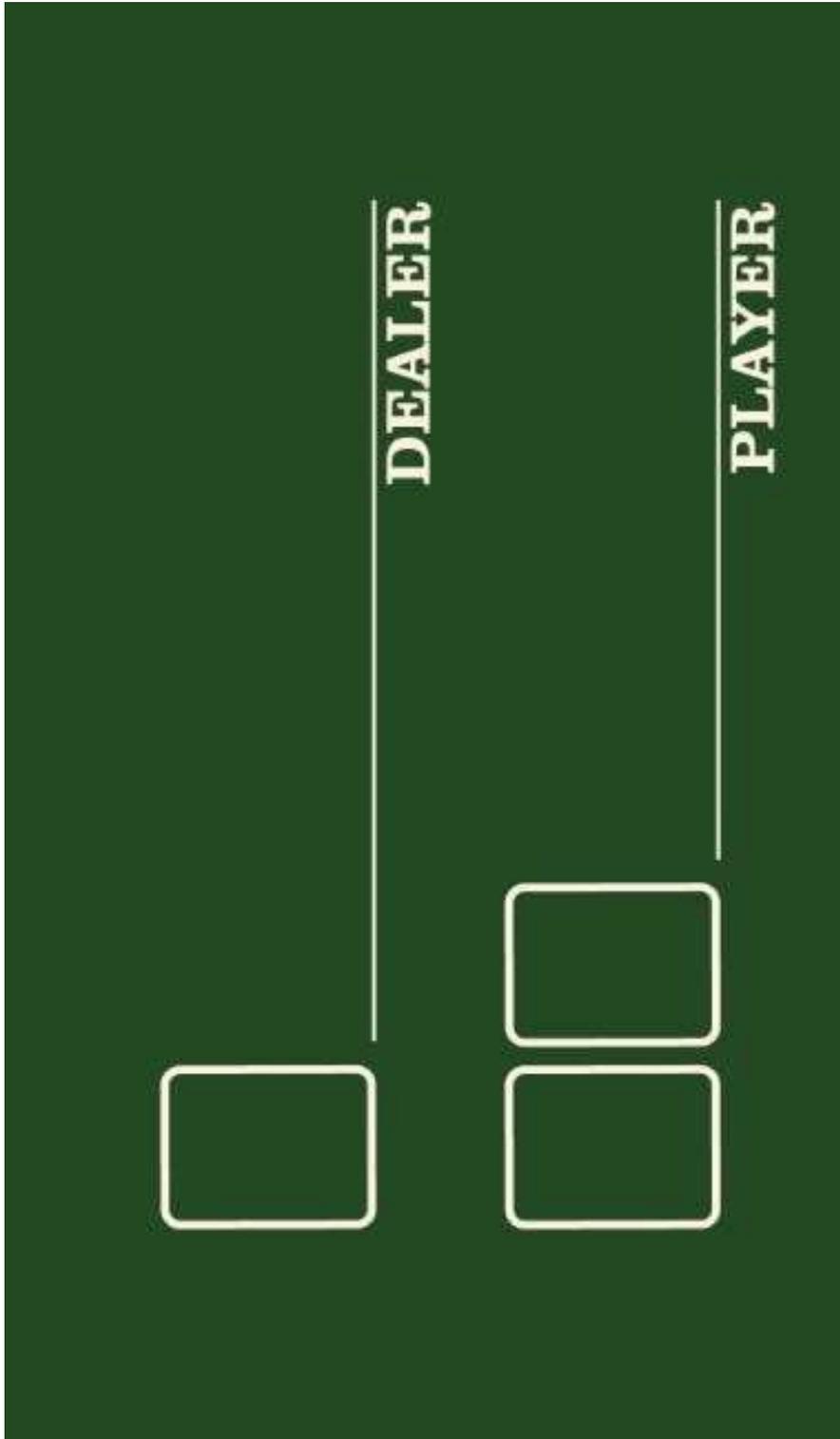


Diagram "K"
 Casino War Component Electronic Table Game PT Screen Layout



Diagram "L"
Casino War Component Dealer Station

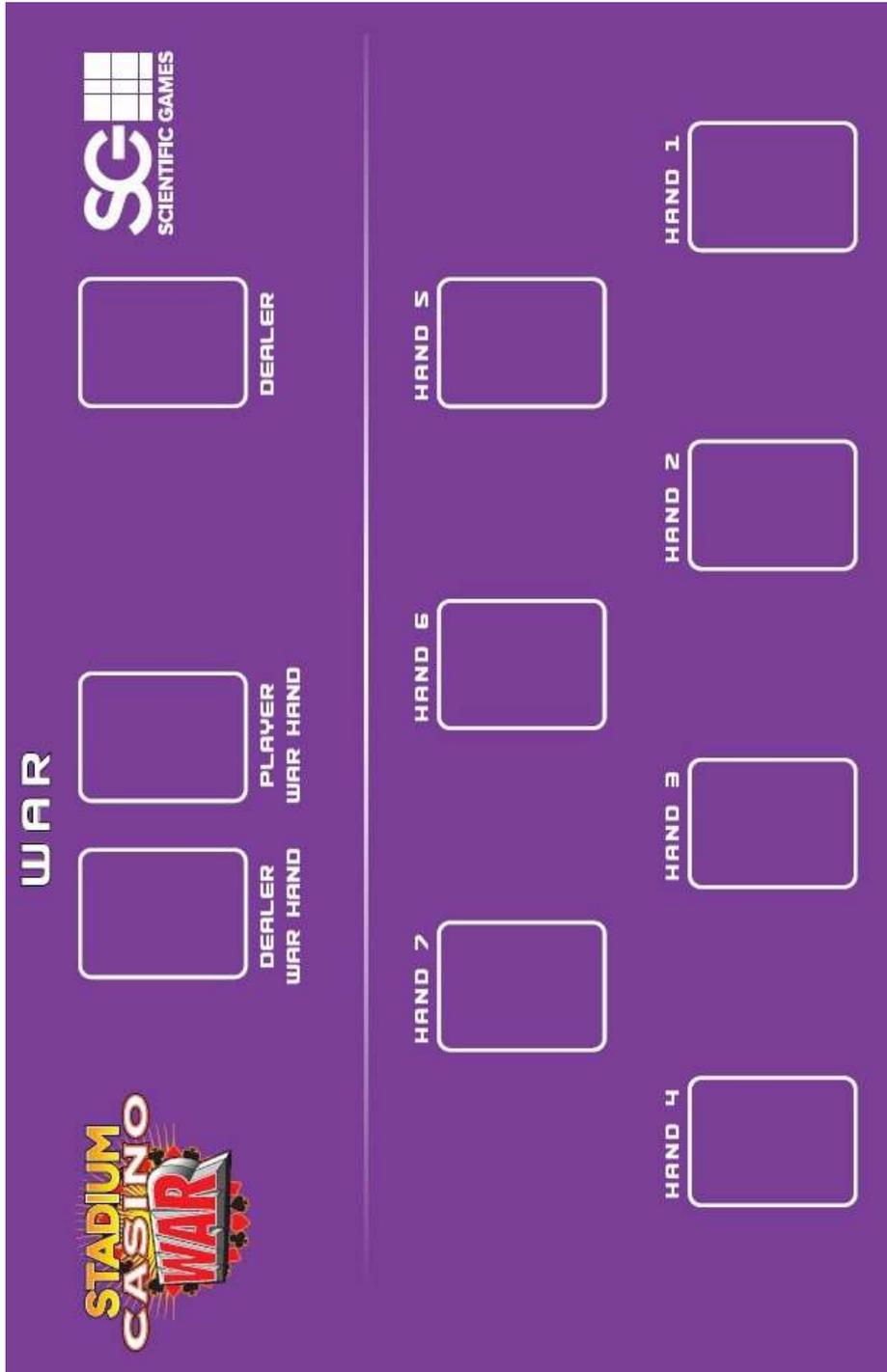


Diagram "M"
 Sample Player Terminal Layout for Three Card Poker



Diagram "N"
 Sample Player Terminal Layout for Tournaments

