

Ref: DF24/017484

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 game of Fusion Hybrid Electronic Table Game in the casino operated by The Crown Resorts Pty Limited under licence granted by the Regulator on the 8 July 2014:

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

The amended rules for the playing of the game of 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 Crown Sydney's website.

Signed at Sydney, NSW, this 16th day of August 2024.



Anthony Vescio

A/Director Licensing

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



Fusion Hybrid Electronic Table **Games Rules**

Version 3.2

Table of Contents

1. DEFINITIONS.....	3
2. EQUIPMENT	6
3. PLACEMENT OF WAGERS	7
4. PERMISSIBLE WAGERS	8
5. PLAYER CHIP ACCOUNTS	8
6. DEALING THE GAME	9
7. IRREGULARITIES	9
8. FULLY AUTOMATED ROULETTE	10
9. FULLY AUTOMATED BACCARAT	11
10. FULLY AUTOMATED SIC BO	12
11. FULLY AUTOMATED BLACKJACK	13
12. SEMI AUTOMATED BACCARAT	15
13. SEMI AUTOMATED ROULETTE.....	17
14. SEMI AUTOMATED SIC BO	19
15. PLAYER REWARDS AND PROMOTIONAL PRIZES	20
16. FULLY AUTOMATED TABLE GAMES TOURNAMENT PLAY	22
17. GENERAL PROVISIONS	27
Table 1: Crown Baccarat	29
Table 2: Baccarat Dragon Bonus.....	29
Table 3: Baccarat Pairs	31
Table 4: Super 6.....	31
Table 5: Tiger Baccarat	31
Table 6: Sic Bo payouts	32
Table 7: Single Zero Roulette.....	33
Table 8: Blackjack pay table.....	34
DIAGRAM A: Electronic Roulette Screen Layout.....	35
DIAGRAM B: Electronic Sic Bo Screen Layout	36
DIAGRAM C: Electronic Baccarat Screen Layout	37
DIAGRAM D: Virtual Roulette Wheel	38
DIAGRAM E: Electronic Blackjack Screen Layout.....	39

1. DEFINITIONS

1.1. In these Rules:

'Allocated Electronic Table Games Dealer' (AETG) means a Dealer (or above) responsible for the overall conduct of the game, including without limitation: the facilitation of cash-outs and player service requests.

'Area Manager' means the authorised person responsible for the on-floor supervision of Gaming operations, service, and Dealers (including AETG dealers) within an allocated area.

'Assistant Casino Manager' means the authorised senior manager responsible for the management of Gaming operations, service and employees.

'Crown Sydney' means Crown Sydney Gaming Pty Ltd, the casino operator licensed to operate the Barangaroo restricted gaming facility defined in section 6 of the *Casino Control Act 1992* (NSW).

'Deposit Account' means an account established with the casino operator into which cash equivalent including but not limited to money, chips or EFT can be deposited or withdrawn for the purpose of gaming.

'Display Controller' means a device that acts as an interface between the game controller and the display screen(s), which determines what is shown on the display screen(s).

'Electronic Display' means a device which displays the conduct of the game and the result of at least the most recent Round of Play and may also include promotional messages.

'Fully Automated Table Game' means a table game (that is approved from time to time under section 66 and 68 of the *Casino Control Act 1992* (NSW)) which comprises Player Terminals that access and have connectivity with one or more Game Controller that is delivered via the use of a fully automated, animated, or electronic system with no part of any mechanical or manual device remaining.

'Game Controller' means a central control unit which has the capability to run the game and may have connectivity with a Display Controller and Player Terminal.

'Game Hardware' means all the computer equipment needed for the conduct of the game, including one or more Player Terminals, a Dealer Terminal, an image content server, a data base, routing, networking and communications devices and cabling.

'Game System' means the configuration of software and game hardware-

- (a) Necessary to conduct the game at any time when it is not connected to a central monitoring system; and
- (b) Approved as gaming equipment for the purposes of these Rules-but does not include an Electronic Display.

'Hard Total' means the total of a hand which contains no Aces, or which contains Aces that are each counted as one (1) in value.

‘Higher Duties Dealer’ means the authorised person responsible for the supervision of routine operational matters relating to the conduct of gaming as maybe required from time to time.

‘Membership Card’ means a card issued to a member of Crown for use only by that individual.

‘Monitoring System’ means the system that tracks operational functions such as cash-outs and facilitates reporting and analysis.

‘NICC’ Means the NSW Independent Casino Commission.

‘Player Terminal’ means the device featuring a Touch Screen monitor which has connectivity with one or more game controllers and is —

- (a) Designed to allow a player to place wagers on a virtual table layout in accordance with these Rules and the Rules of the particular game in play; and
- (b) Approved as an item of gaming equipment.

‘Player Card Account’ means an account where monetary value is stored and accessed using a Crown Membership card.

‘Player Chip Account’ means the account on a Player Terminal where credits are transferred for the purpose of gaming on that terminal.

‘Proxy Betting’ means a prohibited form of betting, where one person places a wager on behalf of another person who is not present in the casino boundary.

‘Round of Play’ means one (1) complete cycle of play which begins when the Wagering Period commences and concludes when all wagers placed have been settled.

‘Touch Screen’ means the interactive monitor of a Player Terminal and may also include promotional messages.

‘Side Wager’ means a betting option which is an accessory to the main game and on which players may place a wager in addition to, or instead of, the main game wager. For example: Tie, and/or Baccarat Pairs.

‘Soft Total’ means the total of a hand containing an Ace when the Ace is counted as eleven (11) in value.

‘Void’ means an invalid round of play or wager (as the context requires).

‘Wagering Period’ means the period determined under Rule 6.1.

1.2. A reference in these Rules to the game is a reference to an Electronic Table Game. Variations of Electronic Table Games may be played in accordance with these Rules.

1.3. A reference in these Rules to a:

1.3.1. Bet; is a reference to the contingency or outcome on which a player

may place a wager; and

1.3.2. Wager; is as described in Rule 3.

- 1.4. A Rule which is expressed to impose an obligation or a prohibition on a Player Terminal must be regarded as imposing an obligation on Crown Sydney to ensure that the Player Terminal operates in the manner described.

2. EQUIPMENT

2.1. The equipment for an Electronic Table Game:

2.1.1. Will comprise:

- (a) A Game Controller, and
- (b) Player Terminal(s); and
- (c) One (1) or more Display Screens.

2.1.2. May include a Display Controller.

2.2. Where the Electronic Table game is a Semi Automated Table Game, it will have the following equipment;

2.2.1. One (1) or more Player Terminals; and

2.2.2. A mechanical or manual device designed to deliver the result of the game; and

2.2.3. A game system (other than a Dealer terminal and one or more Player Terminals); and

2.2.4. An Electronic Display; and

2.2.5. As appropriate to the particular Semi-Automated Table Game, a Dealer terminal.

2.3. An Electronic Table Game will have connectivity to a Monitoring System.

2.4. Unless otherwise specified in these Rules for the particular game in play, an open Player Terminal may:

2.4.1. Be of similar appearance to **DIAGRAM A, DIAGRAM B, DIAGRAM C, DIAGRAM D, or DIAGRAM E.**

2.4.2. Contain any additional elements necessarily required by these Rules; and

2.4.3. Provide betting areas to allow players to place wagers on any of those betting areas described in the Rules of the particular game in play, including side wagers

2.4.4. Include features in addition to those shown in **DIAGRAM A, DIAGRAM B, DIAGRAM C, DIAGRAM D or DIAGRAM E** if those features are not inconsistent with **DIAGRAM A, DIAGRAM B, DIAGRAM C, DIAGRAM D or DIAGRAM E** approval of equipment by the NICC or these Rules.

3. PLACEMENT OF WAGERS

- 3.1. A wager in respect of an individual Round of Play is placed by a person appropriating money standing to the credit of their player chip account to a particular bet prior to the end of the Wagering Period for that Round of Play.
 - 3.1.1. Where a Player Terminal has connectivity to more than one (1) Electronic Table Game, a player may select the table they wish to wager on for each individual Round of Play, by selecting the relevant table from their Player Terminal.
- 3.2. The method by which a player appropriates money standing to the credit of their Player Chip Account is by touching the Touch Screen so as to make:
 - 3.2.1. One (1) or more chips appear to move from one part of the Touch Screen to another; or
 - 3.2.2. One (1) or more chips appear on, or disappear from, the Touch Screen with a corresponding change being made to the amount shown as standing to the credit of the player's chip account.
- 3.3. The player whom has control of a Player Terminal is solely responsible for:
 - 3.3.1. The placement of the chips appearing on the Player Terminal; and
 - 3.3.2. Where a Player Terminal has connectivity to more than one (1) Electronic Gaming Table, selecting the table they wish to wager on from the Player Terminal.
- 3.4. Subject to Rule 7, the wager or wagers placed on a Player Terminal may only be settled in accordance with the position in which they are displayed on the Player Terminal at the time a Wagering Period expires.
- 3.5. A Player Terminal must not allow a wager to be placed, changed or withdrawn after the expiry of the Wagering Period.
- 3.6. At the time for the settlement of wagers, each open Player Terminal must:
 - 3.6.1. Display the outcome of a Round of Play;
 - 3.6.2. Clear any losing wager(s), by causing the chips representing that wager(s) to disappear from the Touch Screen;
 - 3.6.3. Automatically calculate and display any winnings; and
 - 3.6.4. Automatically calculate and display the balance of the Player Chip Account as a result of the outcome.
- 3.7. Wagers may only be placed by or for a player present in the casino boundary.

4. PERMISSIBLE WAGERS

- 4.1. In respect of the game, Crown Sydney must ensure the display of the permissible minimum and maximum wagers to be played by a player and/or each betting area.
- 4.2. If:
- 4.2.1. A player attempts to place a wager or wagers that do not meet the table minimum for a round of play, the Player Terminal will not accept the wagers at the conclusion of the wagering period.
 - 4.2.2. A player attempts to place an individual wager—
 - (a) In a multiple over the minimum which is not permitted; or
 - (b) Which is greater than the permitted maximum wager;the Player Terminal must display only so many chips or such denomination of chips as is the next lowest permitted wager.
 - 4.2.3. By the end of the Wagering Period for a Round of Play, if a player has placed one (1) or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the Player Terminal for the Round of Play and will be automatically removed from the Touch Screen.

5. PLAYER CHIP ACCOUNTS

- 5.1. Crown Sydney offers Cashless to enable funds to be added to a Player Chip Account.
- 5.2. Cashless
- 5.2.1. To play the game a player will buy-in by:
 - (a) Attending the cage cashier with their Crown Membership Card, and
 - (b) Credit their Player Card Account by presenting cash or transferring funds from their Deposit Account.
 - 5.2.2. When a player inserts their Crown Membership Card into the card reader at a Player Terminal, the player may select the amount of credits to transfer from their Player Card Account to the Player Chip Account.
 - (a) The player may add available credits from their Player Card Account to their Player Chip Account.
 - (b) The player may select the amount of credits to transfer from their Player Chip Account to their Player Card Account.
 - 5.2.3. When a player leaves the game:

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- (a) the player is responsible for removing their Crown Membership card from the card reader.
 - (b) Any credits remaining on the Player Chip Account will be transferred to the Player Card Account.
 - (c) The Player may then present their Crown Membership card at a Casino Cage and receive cash or cash equivalents for the credits on their Player Card Account.
 - (d) The player is responsible for presenting their card for redemption.
 - (e) A manual payment may be completed if a fault occurs during the transfer of funds.
 - (f) The Crown Sydney Membership Card is protected by a pin number which is the responsibility of the player. Crown Sydney has no liability for any lost cards or compromised pin numbers.

6. DEALING THE GAME

- 6.1. A wagering period may differ between Electronic Table Games offered and shall be a length of time determined by Crown Sydney.
- 6.2. Each Player Terminal must clearly display a countdown of the remaining portion of the Wagering Period for the next Round of Play.
- 6.3. On a Semi Automated Table Game, where the Dealer has commenced a Round of Play prior to the expiry of the nominated Wagering Period as described in 1.1 or 6.1 above, the end of the Wagering Period will be indicated to the players and the amount of time available for wagering will automatically be reduced to zero (0).
- 6.4. On a Semi Automated Table Game, a Higher Duties Dealer (or above) may direct the Dealer to deal additional or continuous rounds of play (coups, spins, hands):
 - 6.4.1. At the commencement of a new shoe;
 - 6.4.2. At any time during the course of a shoe; and
 - 6.4.3. Continuously until a player places a wager at the table.

7. IRREGULARITIES

- 7.1. If, during a Round of Play, an error occurs that is not disclosed until after the commencement of a subsequent Round of Play, that error will not have any effect on the outcome of subsequent rounds of play.
- 7.2. Unless covered by the situations described in Rules 7.5 and 7.6 below, the Higher Duties Dealer (or above) may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.

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- 7.3. If it appears reasonable that an incorrect outcome has been recorded by the game system, all Player Chip Accounts must be frozen and the result recalculated based on the actual outcome.
- 7.4. If a player claims that an incorrect outcome has been announced or that any part of the game system has malfunctioned, Crown Sydney must consider the claim and take whatever reasonable action is permitted by this Rule.
- 7.5. If a Player Terminal experiences a malfunction:
- 7.5.1. Prior to the expiry of the Wagering Period, all wagers placed on the Player Terminal for the relevant Round of Play must be treated as void; and
 - 7.5.2. On or after the expiry of the Wagering Period, the Allocated Electronic Table Games Dealer (or above) must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 7.6. If, for the purposes of Rule 7.5, the relevant wagers placed cannot be confirmed through the analysis of available records, those wagers must be voided.
- 7.7. If a Touch Screen experiences a malfunction and the result of a game is neither visible nor audible to the players, as soon as the malfunction is noticed, the game will be shut down. The results of any previous rounds of play will stand.
- 7.8. If during a Round of Play, it is reasonably assumed that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, that Round of Play will be treated as Void.
- 7.9. The Electronic Display must be disregarded if it displays a result other than the actual outcome.

8. FULLY AUTOMATED ROULETTE

- 8.1. Where the Electronic Table Game in play is Fully Automated Roulette, should any inconsistency arise, the Fully Automated Roulette Rules as detailed herein, and Electronic Table Games Rules shall prevail over any Rule in the approved Rules for Roulette.
- 8.2. Additional Equipment
- 8.2.1. In addition to the equipment described in Rule 2.1, a Fully Automated Roulette table will include:
 - (a) A virtual roulette wheel which must have thirty seven (37) equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured red and black as shown in **DIAGRAM D** will be used for the game.
 - (b) A virtual ball will be used for the game.

8.3. Placement of Wagers

- 8.3.1. A wager in respect of a spin is placed by a person appropriating money standing to the credit of a Player Chip Account to a particular bet prior to the end of the Wagering Period for that spin.

8.4. Dealing the Game

- 8.4.1. The ball will be spun, and only come to rest in a compartment after the Wagering Period expires; and
- 8.4.2. When, the ball comes to rest in the compartment, the winning number will be displayed.

8.5. Settlement

- 8.5.1. The bets which can be placed in respect of a spin and the odds payable for them will be in accordance with the approved Rules for Roulette and with **Table 7: Single Zero Roulette (as applicable)**.

9. FULLY AUTOMATED BACCARAT

- 9.1. Where the Electronic Table Game in play is Fully Automated Baccarat, should any inconsistency arise, the Fully Automated Baccarat Rules as detailed herein, and Electronic Table Games Rules shall prevail over any Rule in the approved Rules for Baccarat.

9.2. Additional Definitions

'Super 6' means a side wager which wins if the Banker wins with a point count of six (6).

9.3. Additional Equipment

- 9.3.1. Fully Automated Baccarat will be played with virtual cards of six (6) to eight (8) decks. Each deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.
- 9.3.2. When the Baccarat Perfect Pairs side wager is offered, the game must always be played with eight (8) decks.
- 9.3.3. The value of the cards is exactly as described in the Rules of Baccarat.

9.4. Placement of Wagers

- 9.4.1. Crown Sydney may offer those wagers described in the approved Rules of Baccarat.

9.5. Squeeze View (optional)

- 9.5.1. Where Squeeze view is enabled one of the following can occur.

- (a) Highest Bet Squeeze – The patron with the highest bet amount will have the option to squeeze the cards. Where multiple patrons have wagered the same amount, the option

to squeeze will go to the patron playing on the machine with the lowest terminal ID number, or

- (b) Minimum Bet Threshold – All patrons with a bet above a pre-determined amount will have the option to squeeze.

9.5.2. The two (2) cards that have been dealt to the patron will be face down. If the patron/s who were chosen in 9.5.1(a) presses the screen where the cards are visible, the cards will flip to show the value.

9.6. The Play

9.6.1. After the initial deal the point count of each hand will be displayed, and if required, further cards will be dealt in accordance with the Table of Play as described in the Rules of Baccarat.

9.7. Settlement

9.7.1. The bets which can be placed in respect of a coup and the odds payable for them will be in accordance with the approved Rules for Baccarat (where offered) and with **Table 1** through to **Table 5: Tiger Baccarat** (inclusive).

10. FULLY AUTOMATED SIC BO

10.1. Where the Electronic Table Game in play is Fully Automated Sic Bo, should any inconsistency arise, the Fully Automated Sic Bo Rules as detailed herein, and Electronic Table Games Rules shall prevail over any Rule in the approved Rules for Sic Bo.

10.2. Additional Definitions

'Total' means the sum total of the uppermost sides of the three (3) dice resulting from a virtual spin.

10.3. Additional Equipment

10.3.1. A virtual Sic Bo tumbler containing three (3) virtual dice will be used for the game.

10.4. Placement of Wagers

10.4.1. In accordance with the additional wagers described in **Table 6: Sic Bo payouts**, of the Electronic Table Games Rules, '3 of 4 Dice' may also be referred to as '4 number combinations'.

10.5. Dealing the Game

10.5.1. The virtual tumbler will be activated at the call of 'No more bets'; and

10.5.2. At the conclusion of the Wagering Period, and the dice are uncovered, the winning number will be announced by declaring the

uppermost face of each die, followed by the sum total of the three (3) dice. and winning numbers displayed.

10.6. Settlement

- 10.6.1. The bets which can be placed in respect of an individual Round of Play when playing Fully Automated Sic Bo and the odds payable for them are in accordance with the approved Rules of Sic Bo and with **Table 6: Sic Bo payouts.**

11. FULLY AUTOMATED BLACKJACK

- 11.1. Where the Fully Automated Table Game in play is Fully Automated Blackjack, the approved Rules for Blackjack and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules of Blackjack and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Blackjack will prevail.

11.2. Additional Definitions:

- 11.3. 'Perfect Pairs' means a side wager which wins if the first two (2) cards dealt to the player's position are a:

- (a) 'Mixed pair' - means two (2) cards that are exactly alike except for suit and colour.
- (b) 'Coloured pair' - means two (2) cards that are exactly alike (including colour) except for suit.
- (c) 'Perfect pair' - means two (2) cards that are exactly alike including colour and suit.

11.4. The Cards:

- 11.4.1. Fully Automated Blackjack will be played with virtual cards of Six (6) to eight (8) decks. Each deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.

- 11.4.2. The rank of the cards is exactly as described in the Rules of Blackjack.

11.5. Placement of Wagers

- 11.5.1. Crown Sydney may offer those wagers described in the approved Rules of Blackjack.

11.5.2. Side Wagers

- 11.5.3. In addition to the side wagers offered in the Rules of the applicable variation of Blackjack, players may place wagers on the following side wagers (where offered):

- (a) Kings Bounty;

(b) Bet the Set 21; and

(c) Royal Match 21

11.5.4. In placing bets on any side wagers, players must first place a valid Blackjack wager.

11.6. Dealing the Game

Subject to Rule **Error! Reference source not found.**, the Wagering Period determined by Crown will be not be less than fifteen (15) seconds, unless otherwise approved by the Regulator.

11.7. Initial Deal:

11.7.1. The Dealer will:

(a) Deal one (1) card to the player's position(s); then

(b) Deal one (1) card to the Dealer's position; and

(c) In a like manner then deal a second card to the player's position(s).

11.8. Interim settlement

11.8.1. While some hands, wagers and/or side wagers may be resolved during the initial deal, all wagers will be settled at the conclusion of the Round of Play, i.e. after the subsequent deal.

11.8.2. An Insurance wager placed by a player must be equivalent to exactly half of that player's initial Blackjack wager.

11.9. Subsequent Deal:

11.9.1. Each player will indicate their decision to:

(a) Draw additional cards; or

(b) Double; or

(i) A Double wager placed by a player must be equivalent to that player's initial Blackjack wager; or

(c) Split; or

(d) Stand.

in accordance with the Rules of the applicable variation of Blackjack in play.

11.9.2. When the player fails to act on their hand within the required timeframe:

(a) If the players hand is equal or higher than a hard twelve (12) or soft seventeen (17), no further cards will be dealt to the player's hand and the player's hand will stand; or

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- (b) If the player's hand is less than a total of hard twelve (12) or soft seventeen (17), the dealer will draw additional cards to the player's hand until the player's hand is equal to or higher than a hard total of twelve (12) or soft total of seventeen (17).

11.10. The Dealer will not draw an additional card until a decision has been made on each previous card in accordance with Rule 11.6.

11.10.1. After each card is drawn, players will have time as determined by Crown to make a decision on their hands as described in Rule 11.6.

(a) Where a decision is required and a player:

- (i) Refuses or fails to act; or
- (ii) Is not present;

and the time to make a decision has elapsed; additional cards may be drawn to that player's hand in accordance with the Rules of the variation of Blackjack in play.

11.11. Where each player's hand(s) has been completed, the Dealer will draw one (1) or more cards, if and as required, to complete their hand in respect of each player's hand.

11.12. Settlement

11.12.1. All wagers will be settled simultaneously at the conclusion of each Round of Play.

11.12.2. For the avoidance of doubt, for all outcomes described in Rule 11.12.3 only the highest result wins and wagers will be settled accordingly.

11.12.3. In addition to the bets offered in the Rules of the applicable variation of Blackjack, the odds payable for wagers described in Rule 11.5 are as noted in **Table 8: Blackjack pay table**

12. SEMI AUTOMATED BACCARAT

12.1. Where the Electronic Table Game in play is Semi Automated Baccarat, should any inconsistency arise, the Semi Automated Baccarat Rules as detailed herein and Electronic Table Games Rules shall prevail over any Rule in the approved Rules for Baccarat.

12.2. Additional Equipment

12.2.1. The display of the Touch Screen monitor of an open Player Terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Bets offered on Semi-Automated Baccarat, which will be any of those described in the approved Rules for Baccarat;

-
- (b) Any additional wagers allowed for by Rule 11.10.

12.3. Cards

- 12.3.1. After the cards have been shuffled the Dealer will cut the cards by placing the cutting card in the stack a minimum of approximately one (1) deck in from either end of the stack. Once they have inserted the cutting card, the Dealer will:

- (a) Take all cards in front of the cutting card, and place them to the back of the stack, after which, they will insert the cutting card approximately twenty (20) cards (or more for the purpose of integrity, at the discretion of Table Games Management) in from the back of the stack and then place the cards in the dealing shoe ready for the commencement of play

- 12.4. When the cutting card appears during the course of play the Dealer must:

- 12.5. Remove the cutting card and place it on the table layout to the side; and

- 12.6. Complete any coup which is in progress; and

- 12.7. Indicate that the next coup is to be the last coup upon which wagers may be placed; and

- 12.8. Following completion of the last coup of the shoe, the cards must be shuffled or pre-shuffled cards, introduced to the table.

12.9. Placement of Wagers

- 12.10. Crown Sydney may offer wagers described in the approved Rules of Baccarat and also:

- 12.10.1. Super 6.

- 12.11. On a game where a side wager is offered:

- 12.11.1. Unless specifically permitted otherwise by Table Games Management, a player may only place a side wager when they have a valid Player and/or Banker wager.

- 12.12. Subject to Rule 11.11.1, a player may place simultaneous side wagers. For example: In any one coup, a player may place a wager on both Player Dragon Bonus and Banker Dragon Bonus.

12.13. Dealing the Game

12.13.1. The Initial Deal

- (a) The Dealer will retain the dealing shoe and deal two (2) hands - the Player hand and the Banker hand, as described in the Rules of Baccarat.

12.13.2. The Play

-
- (a) After the initial deal the point count of each hand will be displayed, and if required, further cards will be dealt in accordance with the Table of Play as described in the Rules of Baccarat. Under no circumstances will more than one (1) additional card be dealt to either hand.
 - (b) The result of the hand will be communicated to the player(s).

12.14. Squeeze View (optional)

12.14.1. Where Squeeze view is enabled one of the following can occur.

- (a) Highest Bet Squeeze – The patron with the highest bet amount will have the option to squeeze the cards. Where multiple patrons have wagered the same amount, the option to squeeze will go to the patron playing on the machine with the lowest terminal ID number, or
- (b) Minimum Bet Threshold – All patrons with a bet above a pre-determined amount will have the option to squeeze.

12.14.2. The two (2) cards that have been dealt to the patron will be face down. If the patron/s who were chosen in 12.14.1(a) presses the screen where the cards are visible, the cards will flip to show the value.

12.15. Settlement

12.15.1. The bets which may be placed in respect of a coup and the odds payable for them are in accordance with the approved Rules of Baccarat and with **Table 1** through to **Table 5** (inclusive).

12.16. Irregularities

12.16.1. If, despite no wagers being placed, the Wagering Period as described in Rule 6 has elapsed, the Dealer may deal the next coup in accordance with Rule 6.4.

12.16.2. If in a coup, despite no wagers being placed, the Wagering Period as described in Rule 6 has elapsed and the Dealer has:

- (a) Burned a card; or
- (b) With or without burning a card, dealt one (1) or more cards to the Player hand or the Banker hand, the Dealer must complete the coup in which:
 - (i) If a card had been burned, that card is treated as a burned card; and
 - (ii) The first of any cards so dealt becomes the first card of the coup

13. SEMI AUTOMATED ROULETTE

13.1. Where the Electronic Table Game in play is Semi Automated Roulette, should any inconsistency arise, the Semi Automated Roulette Rules as detailed herein and Electronic Table Games Rules shall prevail over any Rule in the approved Rules for Roulette.

13.2. Additional Definitions

13.2.1. In these Rules—

'Ball' means Roulette ball.

'Single Zero Roulette Wheel' means a Roulette wheel with equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured red and black as shown and marked in accordance with **DIAGRAM D**.

'Wheel' means Roulette wheel.

13.3. Additional Equipment

13.3.1. In addition to the equipment mentioned in Rule 2.1, a Rapid Roulette Table will include a Single wheel which will be either manually or mechanically activated.

13.4. Dealing the Game

13.4.1. The ball may be spun at any time after the start of the Wagering Period.

13.4.2. If the ball has not been spun before the end of the Wagering Period, it must be spun as soon as is practicable after the Wagering Period expires.

13.4.3. After the ball is spun and it comes to rest:

- (a) Where a manually activated wheel is in operation, the Dealer must confirm the outcome in the Dealer Terminal.
- (b) Where a mechanically activated wheel is in operation, the result will automatically be communicated to, and confirmed by the game system.

13.5. Settlement

13.5.1. The bets which may be placed in respect of a Round of Play and, the odds payable for them will be in accordance with the Approved Rules for Roulette and with **Table 7** (as applicable).

13.6. Irregularities

13.6.1. A no spin will be declared and communicated when any of the scenarios described in the irregularities of the approved Rules for Roulette occur.

14. SEMI AUTOMATED SIC BO

14.1. Where the Electronic Table Game in play is Semi Automated Sic Bo, should any inconsistency arise, the Semi Automated Sic Bo Rules as detailed herein and Electronic Table Games Rules shall prevail over any Rule in the approved Rules for Sic Bo.

14.2. Additional Definitions

14.2.1. In these Rules:

‘Dice Recognition System’ means a system that is designed to recognise the format of the dice in order to determine the result.

‘Dice tumbler’ means a container which houses the dice and is used to agitate the dice to determine the result.

‘Dice tumbler controller’ means the interface between the dice tumbler and the Dealer Terminal.

14.3. Additional Equipment

14.3.1. In addition to the equipment mentioned in Rule 2, a Semi Automated Sic Bo Table will be fitted with a dice tumbler, containing a set of three (3) dice sealed inside.

- (a) The dice will be approved as gaming equipment under sections 68 of the Casino Control Act 1992 (NSW); and
- (b) All three (3) dice will be identical in size and will be marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven.

14.4. Dealing the Game

14.4.1. The dice tumbler will be activated either manually by the Dealer or automatically by the game system:

- (a) At the commencement of a new game; or
- (b) At end of the Wagering Period.

14.4.2. The result will be determined by the number that appears on the uppermost face of each die, after the dice tumbler has been activated and the dice have come to rest.

14.4.3. The result will be entered either manually by the Dealer or automatically where a dice recognition system is in place.

14.5. Irregularities

14.5.1. A no spin will be declared and communicated when any of the scenarios described in the irregularities of the approved Rules for Sic Bo occur.

14.6. Settlement

- 14.6.1. The bets which can be placed in respect of an individual Round of Play when playing Semi Automated Sic Bo and the odds payable for them are in accordance with the approved Rules of Sic Bo and with **Table 6: Sic Bo payouts**.

15. PLAYER REWARDS AND PROMOTIONAL PRIZES

- 15.1. Crown Sydney may offer Promotional Prizes in connection with gaming.
- 15.2. Promotional Prize draws may be overseen by a scrutineer nominated by Crown Sydney where an individual prize has a value over \$10,000.
- 15.3. When offering a non-monetary prize as a Promotional Prize, with the exception of prizes consisting of player reward points, casino promotional tokens, promotional vouchers or complimentary chip purchase vouchers, Crown Sydney must give the winner the option to be paid a sum in cash equivalent to the value of the non-monetary prize instead (as determined by Crown Sydney) which will be clearly stated in the Terms and Conditions of the Promotional Prize promotion.
- 15.4. If a Promotional Prize is a cash prize and is greater than \$10,000, the prize winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 15.5. The non-monetary prize rules in section 66(4) of the Act apply such that Promotional Prizes will not comprise or include any of the following:
- 15.5.1. Tobacco in any form; or
 - 15.5.2. A firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996 (NSW); or
 - 15.5.3. A prohibited weapon within the meaning of the Weapons Prohibition Act 1998 (NSW); or
 - 15.5.4. More than twenty (20) litres of liquor; or
 - 15.5.5. Any item or service prescribed by the Casino Control Regulation 2019 (NSW).
- 15.6. Crown Sydney will document Terms and Conditions associated with a Promotional Prize promotion and refer to these Terms and Conditions in marketing material. These Terms and Conditions will be readily available within the casino boundary or through other appropriate means, including (but not limited to) being made available online, direct mail or brochures.
- 15.7. The Terms and Conditions for Promotional Prize promotions must include, but are not limited to, the following:
- 15.7.1. The manner in which a Promotional Prize is to be awarded;

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- 15.7.2. When and where the Promotional Prize will be awarded;
- 15.7.3. The criteria or requirements that must be met for a player to become eligible for a Promotional Prize;
- 15.7.4. If there is a minimum / compulsory wager a player must make in order to be eligible for a Promotional Prize;
- 15.7.5. The nature of the Promotional Prize and any qualification, reservation or guarantee given by Crown Sydney, if applicable;
- 15.7.6. The closing date and time for entries to be received into any Promotional Prize promotions;
- 15.7.7. The method for claiming a Promotional Prize (including any requirement for players to be physically present)
- 15.7.8. How the winners of a Promotional Prize will be notified and published; and
- 15.7.9. Details of the prizes and their value including any conditions in relation to receiving, using or accepting prizes, including specifically:
- (a) For machinery or appliances:
 - (i) Make;
 - (ii) Model; and
 - (iii) Included accessories:
 - (b) For motor vehicles:
 - (i) Make;
 - (ii) Model;
 - (iii) Include accessories; and
 - (iv) What other on-road costs are included (for example, registration).
 - (c) For travel / holidays:
 - (i) How many guests the winner is entitled to bring on the travel Promotional Prize;
 - (ii) Airfares, accommodation, transfers, meals;
 - (iii) Any restrictions as to when travel must be taken; and
 - (iv) Any spending money included.
 - (d) If the prize is real estate:
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- (i) The type of dwelling;
 - (ii) Floor plans;
 - (iii) Contract details;
 - (iv) Easement details;
 - (v) Address of other location; and
 - (vi) Any other inclusions – conveyancing, legal costs, fixtures and fittings.

15.8. When a patron is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by Crown Sydney to notify the winner of any Promotional Prize within two (2) days of the draw by the following methods:

15.8.1. In person; or

15.8.2. Mail; or

15.8.3. Telephone; or

15.8.4. E-mail.

15.9. Crown Sydney will provide the NICC with a copy of the Terms and Conditions of a Promotional Prize promotion under these Rules on request.

15.10. If Crown Sydney refuses to offer a Promotion Prize to a patron for reasons including (but not limited to) self-exclusions, cheating matters or other unacceptable behaviour that result in that patron being excluded or otherwise prohibited from entering the casino before or during the Promotion Prize promotion, Crown Sydney will inform that patron as soon as practicable and must retain all details of claims of Promotion Prizes over \$100 which have been refused.

15.11. In the event of a dispute in relation to the Terms and Conditions of a Promotional Prize promotion, the decision of Crown Sydney management is final. Where a patron is not satisfied with a decision made by Crown Sydney in relation to a Promotional Prize promotion, the patron will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Electronic Table Games.

15.12. Should Crown Sydney determine that the integrity of the Promotional Prize promotion has been compromised, the promotion may be postponed until such time where the integrity is validated or otherwise, cancel the promotion. For cancellations, an Inspector must be notified as soon as practicable.

16. FULLY AUTOMATED TABLE GAMES TOURNAMENT PLAY

16.1. Crown Sydney may conduct Tournaments in which all Tournament Players have the opportunity to play any variation of Blackjack being offered with an equal chance.

16.2. For each Tournament conducted by Crown Sydney, Crown Sydney must:

16.2.1. In accordance with Rule 16.4, document relevant Terms and Conditions;

16.2.2. Prior to a Tournament being conducted and entries having been taken, make the relevant Terms and Conditions available to patrons; and

16.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.

(a) The Tournament Director may, at their discretion, appoint one (1) or more Deputies whom may act as designees of the Tournament Director.

16.2.4. Designate the gaming tables to be used in the conduct of the Tournament.

16.2.5. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 16.2.4 is used exclusively for Tournament play.

16.3. Prior to the commencement of play in a Tournament:

16.3.1. The Tournament Director must brief the Tournament Players on the Terms and Conditions of the Tournament and be satisfied that they understand.

16.3.2. Tournament Players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

16.4. The Tournament Terms and Conditions referred to in Rule 16.2.1 must include the following information at a minimum:

16.4.1. Tournament Details:

(a) Information pertaining to:

(i) When the Tournament will be conducted.

(ii) The amount of the entry fee, buy-in re-buy or add-on, if any.

(iii) The minimum and maximum number of Tournament Players.

(iv) The location of the Tournament.

(b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.

16.4.2. Conditions of Entry

- (a) In respect of eligibility for entry:
 - (i) A statement to the effect that participation in the Tournament constitutes an acceptance of the Terms and Conditions for the Tournament.
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the Tournament.
 - (iii) If Crown is reserving the right generally to deny entry to a Tournament, a statement that Crown may refuse any application.
 - (iv) If Crown is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
- (b) In respect of the Terms and Conditions:
 - (i) A statement to the effect that all Tournament Players must abide by the Terms and Conditions or risk disqualification; and
 - (ii) Information detailing how the Terms and Conditions will be made available to Tournament Players.
 - (iii) The method of entry into the Tournament;
 - (iv) The terms of entry (including the period within which a Tournament Player may withdraw without financial penalty and/or nominate a substitute).

16.4.3. Tournament Format

- (a) Information regarding how the Tournament will be structured including:
 - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
 - (ii) The number of gaming tables (and or Player Terminals) to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;

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- (iii) If applicable, the method of progression from round to round or session to session;
 - (iv) If there is one or more opportunities for an eliminated Tournament Player to buy back into the Tournament, details of the method and timing of those opportunities; and
 - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a Tournament Player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch- up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all Tournament Players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
 - (c) As applicable, the disposition of tournament chips at the completion of the Tournament.

16.4.4. Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each Round of Play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or Round of Play and details of how to make a secret wager.
- (d) If pass cards are to be made available, the number of pass cards in a session or Round of Play and details of how to use a pass card.

16.4.5. Elimination

- (a) The criteria for how Tournament Players will be eliminated from the Tournament.

16.4.6. Winners

- (a) The criteria for how the winner(s) will be determined.

16.4.7. Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
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- (b) Details for how the prize pool will be distributed.

16.4.8. Conduct of Play

- (a) The circumstances under which a Tournament Player may:
 - (i) Be penalised and any relevant penalties;
 - (ii) Be disqualified from the Tournament;
 - (iii) Nominate a substitute; and
 - (iv) Have their entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
 - (i) Late arrival or non-attendance for a round or session in the Tournament;
 - (ii) Absence from the Tournament;
 - (iii) Use of a mobile phone or similar device during play;
 - (iv) Nominating a substitute;
 - (v) Disqualification, including action regarding tournament chips in the player's possession; and
 - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Blackjack and that in the event of any inconsistency, the Rules of the relevant variation of Blackjack prevail.
- (d) A statement to the effect that the Tournament Director may conclude Tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
 - (i) If the Tournament Player(s) to progress to the next round or session have been determined; or
 - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at

the end of the round or session, if all the players at the gaming table agree.

- (e) A statement to the effect that Tournament Players' personal information collected during the tournament will be handled in accordance with Crown Sydney's Privacy Policy (available on request or on Crown Sydney's website) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to Tournament Players' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likeness for the purpose of promoting and advertising Crown Sydney.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Blackjack.
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the Competition and Consumer Act 2010 (Cth), Crown Sydney (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by an Inspector, pursuant to legislative requirements and the Rules of Blackjack.

17. GENERAL PROVISIONS

- 17.1. A person will not, with respect to an Electronic Table Game or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting, or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 17.2. Where a player has contravened any provision of these Rules an Assistant Casino Manager (or above) may:
 - 17.2.1. Declare that any wager made by the player(s) will be Void; or
 - 17.2.2. Direct that the player(s) will be excluded from further participation in the game; or
 - 17.2.3. Exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 17.2.4. Immediately escalate a matter to an Inspector or a police officer as appropriate in the event a player(s) is found in possession of a

prohibited device.

- 17.3. An Assistant Casino Manager (or above) may declare the outcome of a Round of Play or any wager Void if:
- 17.3.1. The game is disrupted by circumstances outside Crown Sydney's reasonable control, including (but not limited to) forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery, or an act of God; or
 - 17.3.2. Any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 17.4. Where the outcome of a Round of Play or wager is declared Void, those wagers for that particular outcome will be refunded to the players.
- 17.5. A Higher Duties Dealer (or above) may close a gaming table or Player Terminal at which players are present provided a minimum of three (3) Rounds of Play notice is given to the player.
- 17.6. A player will not be advised by an employee of Crown Sydney on how to play, except to ensure compliance with these Rules.
- 17.7. No onlooker or any player wagering at any table or Player Terminal may, unless permitted by a player, influence another player's decisions of play.
- 17.8. Proxy Betting is not permitted.
- 17.9. Players are not permitted to have side wagers with or against each other.
- 17.10. A seated player who abstains from wagering for three (3) consecutive Round of Play whilst all other Player Terminals at that table are occupied may be directed to vacate that Player Terminal.
- 17.11. In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the Area Manager (or above) will be final. Where a player is not satisfied with the decision of the Area Manager (or above) relating to the conduct of gaming, the player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Electronic Table Games.
- 17.12. A copy of these Rules will be made available upon request.

Table 1: Crown Baccarat

Crown Baccarat		
Name	Definition	Odds
Player	The cards dealt to the Player hand have a higher point count than that of the cards dealt to the Banker hand.	1 to 1
Banker	The cards dealt to the Banker hand have a higher point count than that of the cards dealt to the Player hand.	1 to 1 except where the Banker wins with a point score of 6, where winning wagers are paid at odds of 1 to 1 less 50% commission. (i.e. \$100 pays \$50).
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value	8 to 1

Table 2: Baccarat Dragon Bonus

Baccarat Dragon Bonus		
Name	Definition	Odds
Banker wins with a Natural	The cards dealt to the Banker hand form a Natural and have a higher point count than that of the cards dealt to the Player.	1 to 1
Banker wins by 4 points	The cards dealt to the Banker hand do not form a Natural and have a point count four (4) greater than that of the cards dealt to the Player hand.	1 to 1
Banker wins by 5 points	The cards dealt to the Banker hand do not form a Natural and have a point count five (5) greater than that of the cards dealt to the Player hand.	2 to 1
Banker wins by 6 points	The cards dealt to the Banker hand do not form a Natural and have a point count six (6) greater than that of the cards dealt to the Player hand.	4 to 1
Banker wins by 7 points	The cards dealt to the Banker hand do not form a Natural and have a point count seven (7) greater than that of the cards dealt to the Player hand.	6 to 1
Banker wins by 8 points	The cards dealt to the Banker hand do not form a Natural and have a point count eight (8) greater than that of the cards dealt to the Player hand.	10 to 1
Banker wins by 9 points	The cards dealt to the Banker hand do not form a Natural and have a point count nine (9) greater than that of the cards dealt to the Player hand.	30 to 1

Baccarat Dragon Bonus		
Name	Definition	Odds
Player wins with a Natural	The cards dealt to the Player hand form a Natural and have a higher point count than that of the cards dealt to the Banker.	1 to 1
Player wins by 4 points	The cards dealt to the Player hand do not form a Natural and have a point count four (4) greater than that of the cards dealt to the Banker hand.	1 to 1
Player wins by 5 points	The cards dealt to the Player hand do not form a Natural and have a point count five (5) greater than that of the cards dealt to the Banker hand.	2 to 1
Player wins by 6 points	The cards dealt to the Player hand do not form a Natural and have a point count six (6) greater than that of the cards dealt to the Banker hand.	4 to 1
Player wins by 7 points	The cards dealt to the Player hand do not form a Natural and have a point count seven (7) greater than that of the cards dealt to the Banker hand.	6 to 1
Player wins by 8 points	The cards dealt to the Player hand do not form a Natural and have a point count eight (8) greater than that of the cards dealt to the Banker hand.	10 to 1
Player wins by 9 points	The cards dealt to the Player hand do not form a Natural and have a point count nine (9) greater than that of the cards dealt to the Banker hand.	30 to 1
Natural Tie	The cards dealt to the Player hand and the Banker hand both form a Natural and have the same point count.	Stand-off.
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand do not form a natural and have the same point count	All Dragon Bonus wagers lose.

Table 3: Baccarat Pairs

Baccarat Pairs		
Name	Definition	Odds
Baccarat Pair	The first two cards of either the Player hand or the Banker hand as nominated by the player, form a pair (for example 10, 10 or K, K).	11 to 1

Table 4: Super 6

Super 6		
Definition	Odds	
	Option 1	Option 2
Banker wins with a total of six (6)	12 to 1	15 to 1

Table 5: Tiger Baccarat

Tiger Baccarat						
Name	Definition	Odds Option 1	Odds Option 2	Odds Option 3	Odds Option 4	Odds Option 5
Tiger Tie	Where the result of the coup is a tie on a point total of six (6)	45 to 1	45 to 1	45 to 1	45 to 1	45 to 1
Tiger Pair	Where the initial two (2) cards of Player hand OR the initial two (2) cards of the Banker hand form a pair, the Tiger Pair shall win as a Single Tiger Pair.	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
	Where the initial two (2) cards of the Player hand AND the initial two (2) cards of the Banker hand form a pair AND the pairs do not have the same face value, the Tiger Pair shall win as a Double Tiger Pair.	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1
	Where the initial two (2) cards of the Player hand AND the initial two (2) cards of the Banker hand form a pair AND the pairs have the same face value, the Tiger Pair shall win as a Twin Tiger Pair.	100 to 1	150 to 1	150 to 1	120 to 1	120 to 1
Tiger	Where the Banker has won with two (2) cards totalling six (6), the Tiger wager shall win as a Two-card Tiger.	12 to 1	12 to 1	12 to 1	12 to 1	12 to 1
	Where the Banker has won with three (3) cards totalling six (6), the Tiger wager shall win as a Three-card Tiger.	22 to 1	23 to 1	25 to 1	23 to 1	25 to 1
Big Tiger	Where the Banker has won with three (3) cards totalling six (6).	55 to 1	55 to 1	55 to 1	55 to 1	55 to 1
Small Tiger	Where the Banker has won with two (2) cards totalling six (6).	22 to 1	23 to 1	23 to 1	23 to 1	23 to 1

Table 6: Sic Bo payouts

Name		Odds
Small		1 to 1
Big		1 to 1
Specific Triples		180 to 1
Specific Doubles		11 to 1
Any Triple		31 to 1
Three Dice Totals	4 or 17	62 to 1
	5 or 16	31 to 1
	6 or 15	18 to 1
	7 or 14	12 to 1
	8 or 13	8 to 1
	9 or 12	7 to 1
	10 or 11	6 to 1
Two Dice Combinations	1&2, 1&3, 1&4, 1&5, 1&6	6 to 1
	2&3, 2&4, 2&5, 2&6	
	3&4, 3&5, 3&6	
	4&5, 4&6	
	5&6	
Single Die Bet	Number on one Die	1 to 1
	Number on two Dice	2 to 1
	Number on three Dice	12 to 1
Additional Wagers		Odds
Even		1 to 1
Odd		1 to 1
3 of 4 Dice	1,2,3,4; 2,3,4,5;	7 to 1
	2,3,5,6; 3,4,5,6	

Table 7: Single Zero Roulette

Inside Bets	
Name	Odds
Straight-Up	35 to 1
Split	17 to 1
Street	11 to 1
Corner	8 to 1
Six-Line	5 to 1
Outside Bets	
Name	Odds
Column	2 to 1
Dozen	2 to 1
Low	1 to 1
High	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

Table 8: Blackjack pay table

King's Bounty (applies to 6 or 8 decks):

First Two Player's Cards:	Odds
2 Kings of Spades and Dealer Blackjack	1000 to 1
2 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

Bet the Set 21 (applies to 6 or 8 decks):

First Two Player's Cards:	Odds
Suited Pair	15 to 1
Unsuited Pair	10 to 1

Royal Match 21 (applies to 6 or 8 decks):

First Two Player's Cards:	Odds
King and Queen Suited	50 to 1
2 Suited Cards	2 to 1

DIAGRAM A: Electronic Roulette Screen Layout

Roulette



DIAGRAM B: Electronic Sic Bo Screen Layout



DIAGRAM C: Electronic Baccarat Screen Layout



DIAGRAM D: Virtual Roulette Wheel

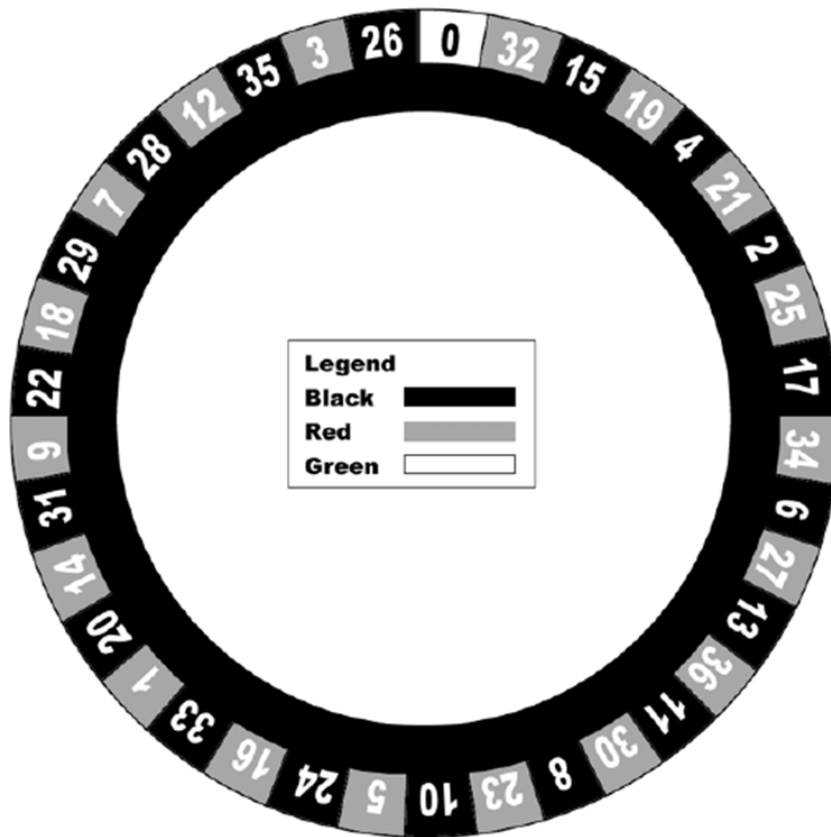


DIAGRAM E: Electronic Blackjack Screen Layout

