



TDC

TDC



Game  
description

**BLACKJACK**

## BLACKJACK

### Game description

Six standard decks of 52 cards are used in Blackjack; Players have 1 to 7 boxes to place their bets. The purpose of the game is to achieve a hand total greater than the Dealer's without exceeding 21 points.

### Cards value:

Ace is valued as **11** or **1** point(-s).  
Pictures (King, Queen, Jack) are valued as **10** points.  
All other cards have their numerical face values.

Blackjack is a first two cards combination, where one card is an Ace and the other is a Picture or 10. Blackjack is the highest combination and paid immediately at a ratio 3:2 in case the Dealer has no 10 or Ace.

One to seven boxes are available at the table. Up to three players can play on one box. When Dealer says **“No more bets”**, Players are not allowed to touch or adjust their bets, with exception from the below situations.

The Dealer hands one faced-up card to all the boxes where bets are made, starting from the first box clockwise until each Player receives their first card. The Dealer will receive the next card, also face-up and then deals a second card to each of the betting boxes.

The number of points in each box is determined by summing the value of the cards, for example, the Player's cards: 6 and the King - the total amount on the box is 16. The Player can choose to stop or draw a card (in order to improve the scores). If the total number of points on the box exceeds 21, the Player's bet on this box loses.

If Player's combination gives **21** points in total, it cannot be considered as **11**. The Dealer must draw a card if his score is 16 points or lower and must stop at 17 points or more. The Dealer loses if score exceeds 21, in this case all Players' bets at the table win.

The Player wins if his score is closer to 21 than the Dealer's, and being paid at a ratio 1:1. If the Player has lower score than the Dealer, the bet loses. If the Player has the same number of points as the Dealer, no payouts are made for this box as the **“Standoff”** is announced.

### Split

In case the Player's first two cards have same value, the Player can split them by placing an additional bet equal to the original bet on the box. In this case, both Player's cards become equal boxes, and cards are dealt separately to each box according to the established procedure.

If several Players bet on this box, only the “owner” (who bet first) has the option to split. If the other Players do not want to Split, their bets remain on the first box. Three Splits maximum are available on one box. In case of splitting Aces, the Player receives only one card per Ace. The Ace with Ten or Picture is not considered as Blackjack.

### Double

On any two cards, except Blackjack or 21, the Player can double the initial bet. In this case, the Dealer can issue the Player only one additional card (third card) to the box. Double is equal to the original bet. If “owner” of the box bets Double, the other players are not obliged to follow his lead, but only one additional card will be dealt to the box anyway.

### Surrender

When first two cards were dealt to the box, before the third card is issued, the Player can refuse to continue the game, losing half of his original bet. This situation is called **“Surrender”**.  
Player can surrender against any Dealer's card except an Ace.

### Insurance

In case the Dealer's first card is an Ace, Players may put Insurance on their bets against Dealer's possible Blackjack. If the Dealer has a Blackjack, Insurance is paid in 2:1 ratio. In other cases Insurance will not be paid. The minimum bet for insurance is a half of the table minimum; maximum is a half of the Player's initial bet.

### Even money

If the Dealer's first card is an Ace and the Player has a Blackjack combination, before issuing an additional card, the Dealer will offer the Player “equal money” for his Blackjack – 1:1 payout of the Player's initial bet. If the Player chooses “equal money”, the Dealer will pay out accordingly and collect the Player's cards. If the Player refuses and the Dealer gets a Blackjack, the Player's bet will not be paid due to “standoff” situation. If the Dealer does not get a Blackjack combination, the Player's bet will be paid in 3:2 ratio.

### Bonus and Wheel of Fortune

Bonus is an optional bet the Player makes before cards distribution that wins in case the first two cards of the initial hand have a combination of “Blackjack of different suits” or higher (The three-card bonus combinations consist of 2 cards of the initial hand plus 1 additional card. Check the bonus payout table). The bonus bet loses if the Player's score is lower than “Blackjack of different suits”.

The Wheel of Fortune is an optional bet that the Player makes before cards distribution. The Wheel of Fortune can be played if the Player receives a Wheel of Fortune card during the first two cards initial distribution.

### Bonus payout ratio:

Combination	Payout ratio	Combination	Payout ratio
777 Spades	от 20% от Джекпота	BJ of the same suit	10 to 1
777 of the same suit	от 10% от Джекпота	BJ of different suits	5 to 1
678 of the same suit	240 to 1	Bonus card	10 to 1
777 of different suits	120 to 1	Wheel of Fortune	Determined by system
678 of different suits	60 to 1	Mystery Jackpot	Determined by system (100 to 500 TDC)



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Game  
description  
**RUSSIAN  
POKER**

## RUSSIAN POKER

### Game description

Standard 52 card deck is used.

Players have 1 to 4 boxes to place their bets.

Game starts with the **Ante** (Bonus is optional) on the first box; with **Ante** and **Bet** (Bonus is optional) on subsequent boxes.

When dealer says “**No more bets**”, bets cannot be adjusted and new bets are not accepted.

***If there are empty boxes at the table, the player is allowed to play more than one box, however subsequent boxes are played 'blind'. To play several boxes the Player needs to put Ante and Bet equal to the bet on the first box before cards distribution. When playing 'blind' the player cannot see the received cards on subsequent boxes. The subsequent box allows to bet on the bonus, insurance, purchase the sixth card - all bets must be made before the cards distribution.***

After all Players have placed their bets, the Dealer hands each of them and himself five cards face down. The Dealer turns one of his card face-up and then gives the Players their cards to check and make further decisions.

Players are not allowed to exchange information about their cards.

In case the Player decides to withdraw (pass) he loses his Ante. If the Player decides to continue, he places a bet that equals to two Antes placed on the “**Bet**” box. When decisions are made Players are not allowed to touch the cards and chips.

The lowest combination for Dealer is Ace/King. The Player loses if his combination is lower than the Dealer's.

Players with combinations higher than Dealer's get paid only for their **Bet** in accordance of the payout table, no payout is made for the **Ante**.

If the Dealer and the Player have identical hands, the winner is determined by the highest card. If there is no such card, a “**Standoff**” is announced: The Player neither wins nor loses, the Dealer removes the cards. All suits have same meaning.

Ante is paid out (1:1) in case the Dealer has no game. The Player may have up to two combinations on a box, however second combination must include at least one card that is not used in primary combination. Ace-King is the only possible five-card second combination. The Player has more opportunities with six-card combination. The Player wins and get paid for the second combination only if primary combination is higher than the Dealer's.

### Card exchange and purchase

Before making a decision the Player may change from 1 to 5 unsuitable cards or buy an additional 6th card for a bet equal to Ante.

### Insurance

Players with Three of a Kind combination or higher may put insurance against Dealer's possible “no game”. The minimum bet for insurance is the Player's initial Ante. The maximum insurance bet is a half of the total payment of all anticipated combinations for a Bet.

### Maximum payout

The total payment for all combinations and insurance available on one box should not exceed maximum payout of the table.

### Payout table:

Combination	Payout ratio
Ace-King	1:1
One pair	1:1
Two pairs	2:1
Three of a Kind	3:1
Straight	4:1
Flush	5:1
Full House	7:1
Four of a Kind	20:1
Straight Flush	50:1
Royal Flush	100:1

### Bonus payout:

Combination	Payout ratio
Royal Flush	50% of Jackpot
Straight Flush	15% of Jackpot
Four of a Kind	150:1
Full House	60:1
Flush	40:1
Straight	21:1
Three of a Kind	10:1
Bonus card	10:1
Lucky game	Determined by system
Wheel of Fortune	Determined by system
Mystery Jackpot	Determined by system (100 to 500 TDC)



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Game  
description  
**TEXAS  
HOLD'EM**

## TEXAS HOLD'EM

### Game description

Standard 52 card deck is used.

Players have 1 to 7 boxes to place their bets.

Game starts with the **Ante** (Bonus is optional) on the first box; with **Ante** and **Call** (Bonus is optional) on subsequent boxes.

When dealer says **“No more bets”**, bets cannot be adjusted and new bets are not accepted.

Two private (hole) cards are dealt to each player and a dealer, three community cards are dealt face-up to form the **Flop**. The Dealer hands the cards to the players and, after viewing the cards, they need to decide to bet a **Call** that equals double Ante or make a pass (**“Fold”**).

Players are not allowed to pass the information about their private cards.

If Player refuses to continue the game, he loses his Ante.

After all Players make their final decision, Dealer deals two more cards face-up to the Flop and opens his private cards. Thus, all Players including the Dealer have 7 cards: 5 community cards and two hole cards, from which they have to choose a five-card poker hand. The Dealer's minimum game is a Pair of Fours.

Players whose hand is lower than the Dealer's lose their bets. **Call** is paid 1:1 to Players whose hand is higher than the Dealer's, Ante is paid in accordance with the payout table. In case of equal combinations, the winner is the one with the highest remaining card. If Dealer's and Player's cards are same, “Standoff” is announced. All suits have same value.

If Dealer has no combination, **Call** is not paid, Ante is paid in accordance with the payout table.

### Maximum payout

The payment for the winning combination (per box) should not exceed the maximum payout.

### Payout table:

Combination	Ratio
Straight or lower	1 to 1
Flush	2 to 1
Full house	3 to 1
Four of a kind (quads)	10 to 1
Straight flush	20 to 1
Royal flush	100 to 1

### Bonus and Fortune wheel

Bonus is an optional bet, that Player makes before cards distribution and wins if the first 5 cards (three Flop cards and two hole cards) have a **«Pair of Aces»** combination or higher. The bonus bet loses if the Player's hand is lower than «Pair of Aces».

The Wheel of Fortune is a separate Player's bet made before cards distribution. The Wheel of Fortune can be played if one of the two Player's cards is the Card of Fortune (if the Card of Fortune is the Flop cards, the Wheel of Fortune is not played).

### Bonus payouts:

Combination	Ratio
Royal flush	From 50% of Jackpot
Straight flush	From 15% of Jackpot
Four of a kind (quads)	100:1
Full house	40:1
Flush	20:1
Straight	10:1
Set (triple)	8:1
Two pairs	4:1
Pair of Aces	4:1
Mystery jackpot	Determined by system (100 to 500 TDC)
Wheel of Fortune	Determined by system





TDC

TDC



Game  
description

No commission  
**BACCARAT**

## No commission BACCARAT

The game is played with eight decks of cards, with each standard deck having 52 cards

Possible bets: Player/Banker, Egalite (Tie), Banker or Player Pair.

### Value of the cards

The court cards King, Queen, Jack and Ten are valued as zero. An Ace is valued as one and all other cards have their numerical face values. All suits have same values. The point count of a hand shall be a single digit number from 0 to 9 which is determined by totaling the value of the cards in hand and as required, subtracting the tens. For example if the cards are 6 and 10, the total score is 6. **Baccarat** is a card combination with a zero score.

### Game Start

Players place the bets and, after Dealer announce “**No more bets**”, are not allowed to increase, withdraw or replace their bets. Four initial cards shall be dealt from the shoe. The first and third cards will be the Player hand and the second and fourth cards will be the Banker hand. Subsequent cards (5th and 6th cards) can be dealt in accordance with Baccarat table of play.

### Payouts

The hand (Player or Banker) with the higher point count is the winner. If the Player and the Banker hands have the same point count, it denotes a Tie game. The original bets placed on the “Player” and “Banker” may be withdrawn by the Player. Egalite bets are paid at **8:1** ratio.

“Player” and “Banker” winning bets are paid at **1:1** ratio. However, in case banker wins with 6, the bet is paid **1:2**. Egalite bet loses if Player or Banker wins.

Pairs are paid **11:1**.

### Baccarat table of play

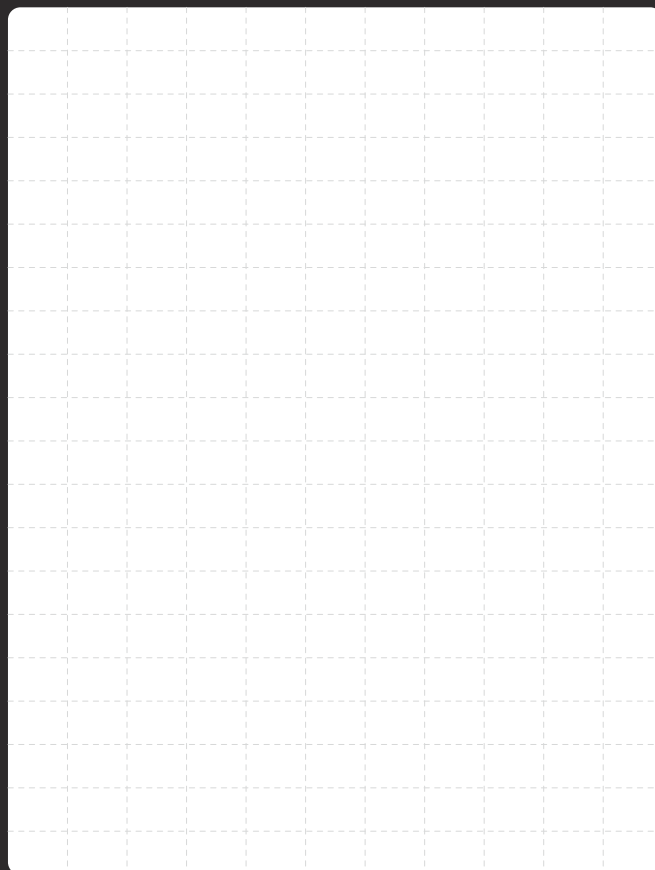
#### PLAYER'S HAND

Player's first two cards total points are:	Player draws a third card:
0-1-2-3-4-5	Player draws a card, unless Banker has 8 or 9.
6-7	Player stands (no third card)
8-9	Natural – both Player and Banker cannot draw

#### BANKER'S HAND

When Banker's first two cards total points are:	Banker draws when Player's 3rd card is:
0-1-2	Banker draws a card, unless Player has 8 or 9.
3	Any card except 8.
4	2-3-4-5-6-7
5	4-5-6-7
6	6 or 7
7	Banker stands
8-9	Natural – Both Player and Banker cannot draw

**Note:** If Player two cards total is 6 or 7 total points and Banker total is 0-1-2-3-4-5, Banker draws a card.







TDC

TDC



Game  
description  
**BACCARAT**  
with comission

**BACCARAT with comission**

The game is played with eight decks of cards, with each standard deck having 52 cards  
Possible bets: Player/Banker, Egalite (Tie), Banker or Player Pair.

**Value of the cards**

The court cards King, Queen, Jack and Ten are valued as zero. An Ace is valued as one and all other cards have their numerical face values. All suits have same values. The point count of a hand shall be a single digit number from 0 to 9 which is determined by totaling the value of the cards in hand and as required, subtracting the tens. For example if the cards are 6 and 10, the total score is 6.

**Game Start**

Players place the bets and, after Dealer announce "No more bets", are not allowed to increase, withdraw or replace their bets. Four initial cards shall be dealt from the shoe. The first and third cards will be the Player hand and the second and fourth cards will be the Banker hand. Subsequent cards (5th and 6th cards) can be dealt in accordance with Baccarat table of play.

**Payouts**

The hand (Player or Banker) with the higher point count is the winner. If the Player and the Banker hands have the same point count, it denotes a Tie game. The original bets placed on the "Player" and "Banker" may be withdrawn by the Player. Egalite bets are paid at **8:1** ratio. "Player" winning bets are paid at 1:1 ratio. All "Banker" winning bets are paid **1:1 minus 5% commission**. For example, if bet is 100, payout is 95. Egalite bet loses if Player or Banker wins. Pairs are paid **11:1**.

**Baccarat table of play**

PLAYER'S HAND

Player's first two cards total points are:	Player draws a third card:
0-1-2-3-4-5	Player draws a card, unless Banker has 8 or 9.
6-7	Player stands (no third card)
8-9	Natural – both Player and Banker cannot draw

BANKER'S HAND

Player's first two cards total points are:	Player draws when Players third card is:
0-1-2	Banker draws a card, unless Player has 8 or 9.
3	Any card except 8.
4	2-3-4-5-6-7
5	4-5-6-7
6	6 or 7
7	Banker stands
8-9	Natural – both Player and Banker cannot draw

**Note:** If Player two cards total is 6 or 7 total points and Banker total is 0-1-2-3-4-5, Banker draws a card.

