

PONTOON PANDEMONIUM

(RWS)

Game Rules

Version 4

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1. Definitions

In these rules:

Bust

In cases where cards are drawn exceeding the point count of 21 for either the Player or the Dealer.

Games Multiplier

Refers to the odds displayed on the Pontoon Pandemonium jackpot meter after the Pontoon Pandemonium Jackpot Button is pressed by the Player for each amount wagered on the Pontoon Pandemonium Bet.

Hard Total

The point count of a hand which contains no Aces or which contains Aces that have a value of 1 point.

House

House means the Casino Operator.

Picture card

Refers to a card of any suit being a King, Queen or Jack.

Pontoon

A hand where the initial two cards have a point count of 21 comprising an Ace and any Picture card shall be deemed as a Pontoon. However, a two-card combination comprising an Ace and any Picture card derived from a Split shall not be deemed as a Pontoon.

Pontoon Pandemonium Jackpot Button

Refers to the button passed to the Players to press in the event they receive a Pontoon and have a wager on the Pontoon Pandemonium Bet.

Point count/point count

Refers to the total value of the cards in a hand.

Round of play

Refers to the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.

Soft Total

The point count of a hand which contains at least an Ace that has a value of 11 points.

Soft 21

A hand where the point count of the cards is 21, other than a Pontoon, is deemed as a Soft 21. This shall also include a hand resulting from a Split on an Ace or Picture card, which has a point count of 21.

Stand Off

Where the Player's hand has the same point count as the Dealer's hand. In a Stand Off, no payment is payable on the Player's wager.


Super Bonus

Where a Player having a pair of 7s of the same suit in hand, draws a third 7 of the same suit and the Dealer's first card is a 7 of any suit.

2. Mode of Play

2.1 The Layout

2.1.1 Pontoon Pandemonium may be played only on tables displaying the layout as shown in Appendices “A” and “B”.

- a) Betting boxes will be marked for each Player. The maximum number of boxes is as shown on each table layout.
- b) The layout will have the following inscriptions:
 - i. PONTOON PAYS 3 TO 2
 - ii. Dealer draws to hard 16 or soft 17
 - iii. INSURANCE PAYS 2 TO 1
 - iv. PAIR
 - v.  (denotes betting area for Pontoon Pandemonium bet)

2.2 The Cards

2.2.1 The game shall be played with four to eight standard decks of cards, each deck consisting of 48 cards excluding the four “10s”.

3. How to Play

- 3.1 Commencement of play shall begin when the Dealer announces "Place your bets, please".
- 3.2 Closing of bets shall take effect when the Dealer announces "No more bets".
- 3.3 All Players must place an initial bet to participate in a round of play of Pontoon Pandemonium. Thereafter, prior to the cards being dealt, the Player may choose to place a wager on "Pontoon Pandemonium" and/or "Player Pair".
- 3.4 The objective of the game is to obtain a point count of 21 but not over, or as close to a point count of 21 as possible, which may be either a Hard Total or a Soft Total.
- 3.5 The value of the cards shall be determined as follows:
 - 3.5.1 An Ace dealt to any Player in the game shall have a value of either 1 point or 11 points, at the discretion of the Player unless 11 points would give the hand a point count in excess of 21;
 - 3.5.2 Any Ace in the initial two cards of any double down shall have the value of 1 point and not 11 points;
 - 3.5.3 Any card from 2 to 9 shall have its face value; and
 - 3.5.4 Any Picture card shall have a value of 10 points.
- 3.6 Starting on his left and continuing in rotation clockwise round the table, the Dealer shall deal a card face up to each box containing a wager and a card face up to himself. Thereafter, he shall deal a second card face up to each of the said boxes except to himself.
- 3.7 The Dealer shall settle wagers on "Player Pair", if any, before the round of play continues:
 - 3.7.1 **Player Pair**
Where the Player's initial two cards are identical, being a pair which comprises the same number or picture type, regardless of colour and suit. The Player wins on "Player Pair" when the initial two cards are a pair and is paid in accordance with the Pay Table stipulated in rule 4.1. The "Player Pair" wager shall be separated from and shall not affect in any way the outcome of the hand on the box to which it relates.

- 3.8 If a Player has a Pontoon, the Dealer shall pay the wager on that hand immediately in accordance with the Pay Table stipulated in rule 4.1, and settle wagers on "Pontoon Pandemonium", if any, before the round of play continues:

3.8.1 Pontoon Pandemonium

A "Pontoon Pandemonium" wager wins when the box to which it relates to receives a Pontoon. Starting from the Dealer's left and continuing in rotation clockwise, the Dealer shall offer the Pontoon Pandemonium Jackpot Button to each seated Player who has a winning "Pontoon Pandemonium" wager. The Player shall press the Pontoon Pandemonium Jackpot Button once only. All winning "Pontoon Pandemonium" wagers for that Player's box will then be paid in accordance with the Games Multiplier.

- 3.8.2 If a Player who has a winning Pontoon Pandemonium Bet declines to press the Pontoon Pandemonium Jackpot Button, the Player may nominate another person without a winning "Pontoon Pandemonium" wager to press the Pontoon Pandemonium Jackpot Button on the Player's behalf. Such Player's winning "Pontoon Pandemonium" wager will then be paid in accordance with the Games Multiplier.

- 3.9 **Insurance** – When the Dealer's first card is an Ace, a Player can place an insurance bet against the Dealer's possible Pontoon to protect his initial bet. An insurance bet may be made by each Player against the House, and no other Player may participate in another Player's insurance bet.

An insurance bet can be placed on the line on the layout marked "Insurance Pays 2 to 1" (as shown on the layout in Appendices "A" and "B"), immediately after the second card is dealt to each Player but before any additional cards are dealt to any Player. Insurance bets must be half or less than half of the initial bet.

If the Dealer has a Pontoon, all wagers placed shall lose, except for Players who have placed insurance bets, which shall be paid in accordance with the Pay Table stipulated in rule 4.1. If the Dealer does not have a Pontoon, the insurance bets shall lose and the round of play proceeds.

- 3.10 **Surrender** – If the Dealer's first card is an Ace or any Picture card, a Player may surrender his hand by giving up half of his initial bet. The decision to surrender by the Player shall be made immediately after the second card is dealt to each Player but before any additional cards are dealt to any Player.

When a Player surrenders, a marker shall be placed on top or beside the surrendered bet and no further cards shall be dealt to that Player. Where the Dealer:

3.10.1 has a Pontoon, the surrendered bet shall be void and the Player shall lose his entire initial bet.

3.10.2 does not have a Pontoon, the Dealer shall collect half of the Player's initial bet.

3.11 **Hit** – The Player wishes to draw cards and may draw any number of cards provided that the point count of the cards in his hand does not exceed 21 (i.e. Bust). A Player having a Pontoon or a Soft 21 shall not draw any additional cards.

3.12 **Stand** – The Player does not wish to make any further request to draw cards and the Player shall play against the House on the point count of the cards in hand.

3.13 **Split** – Any initial two cards of identical value can be split into two different hands and the amount of wager to be placed on the new hand shall be equal to that placed in the original hand. The Player shall not be allowed to surrender his hand after the hand is split.

No hand can be split more than thrice into more than four hands. The Player must at least draw one card for each hand. The Dealer shall deal the second card to the first of the split hands so formed and shall proceed to deal additional cards to the other split hand only after the Player has made a decision with respect to the first hand. In the event of an Ace pair which is split, the Player can only split once and draw only one additional card for each hand.

Aces or cards with a value of 10 points which are split shall not be capable of achieving Pontoon. In the event a Player obtains a point count of 21 following a Split, the Dealer shall pay the wager on that hand immediately.

If a Player has decided to split a pair of 7s to form two separate hands, the "SUPER BONUS" shall not be paid out in the event that an additional 7 is drawn to any split hands.

The Dealer shall collect all the wagers on hands that bust after splitting. For wagers on hands that have not bust after splitting, if the Dealer obtains a Pontoon, the Dealer shall collect all the Player's wager, including the Player's initial bet and the additional wagers placed for the split hand.

- 3.14 **Double Down** – A Player may elect to double down on (i) the first two cards or (ii) the first two cards of any Split hand (except for an Ace pair) provided that such first two cards do not form a Pontoon or Soft 21. In order to double down, a Player shall make an additional wager equal to or less than his initial bet and must draw only one additional card.

Any Ace in the initial two cards of any double down shall have the value of 1 point and not 11 points. For example, when a Player elects to double down on a hand consisting of an Ace and a 5, the point count of the hand is 6. If a 4 is subsequently dealt to the hand, the point count of the hand is 10 and not 20. However, if the third card drawn to the doubled down bet is an Ace, this Ace can have a value of 1 point or 11 points, at the discretion of the Player.

After doubling down, if the point count of a Player's hand is less than 21, the Player may elect to withdraw the doubled down portion of his bet and loses his initial bet.

The Dealer shall collect all the wagers on hands that bust after double down. For wagers on hands that have not bust after double down, if the Dealer obtains a Pontoon, the Dealer shall only collect an amount equal to the Player's initial bet from each hand that has not busted.

All winning doubled down hands shall be paid at the odds of 1 to 1 and shall not be eligible for payout odds and Super Bonus odds as stipulated in rules 4.1 and 4.2.

- 3.15 Players having a point count of 21 are not permitted to draw additional cards. The Dealer shall pay the wager on that hand immediately, in accordance with the Pay Table stipulated in rule 4.1 except in respect of a doubled down hand.
- 3.16 Any Player who decides to "Hit" and exceeds a point count of 21 (i.e. Bust) shall lose his wagers immediately.
- 3.17 Any Player having cards of a point count of less than 12, except when subject to "Double Down", shall be required to draw an additional card or cards until his hand has a point count of not less than 12.
- 3.18 After all Players have decided on their cards, the Dealer shall draw card(s) to himself, provided always that the Dealer draws to Hard 16 or Soft 17. The Dealer shall then compare his hand against the Player's hand. If:
- 3.18.1 the Dealer goes "Bust", the Player wins;
- 3.18.2 the Player has a higher point count than the Dealer, the Player wins;

3.18.3 the Player has a lower point count than the Dealer, the Player loses;

3.18.4 the Player and the Dealer have the same point count, it denotes a
“Stand Off”.

4. Settlement

4.1 Odds of Each Winning Wager

TABLE 1: Pontoon Pandemonium Pay Table	
Bet/Rules	Pays
Pontoon wins	3 to 2
Insurance wins	2 to 1
Pair wins	11 to 1
Regular bet wins	1 to 1
Bet/Rules	Pays
5 Cards totaling 21 wins	3 to 2
6,7,8 mixed suits wins	3 to 2
7,7,7 mixed suits wins	3 to 2
6 Cards totaling 21 wins	2 to 1
6,7,8 same suits (except Spades) wins	2 to 1
7,7,7 same suits (except Spades) wins	2 to 1
7 or more cards totaling 21 wins	3 to 1
6,7,8 all Spades wins	3 to 1
7,7,7 all Spades wins	3 to 1

4.2 Pontoon Pandemonium Super Bonus Payout

TABLE 2: Pontoon Pandemonium Super Bonus	
Bet/Rules	Pays
7,7,7 same suits and Dealer's first card any 7 (Exclude Splits or Doubling)	\$1,000 if bet \$10 to \$99 \$5,000 if bet \$100 and above
All other bets in the same round of play in which there is a Super Bonus shall be eligible to receive Bonus Payment of \$50 per betting circle (Seated Player Only)	

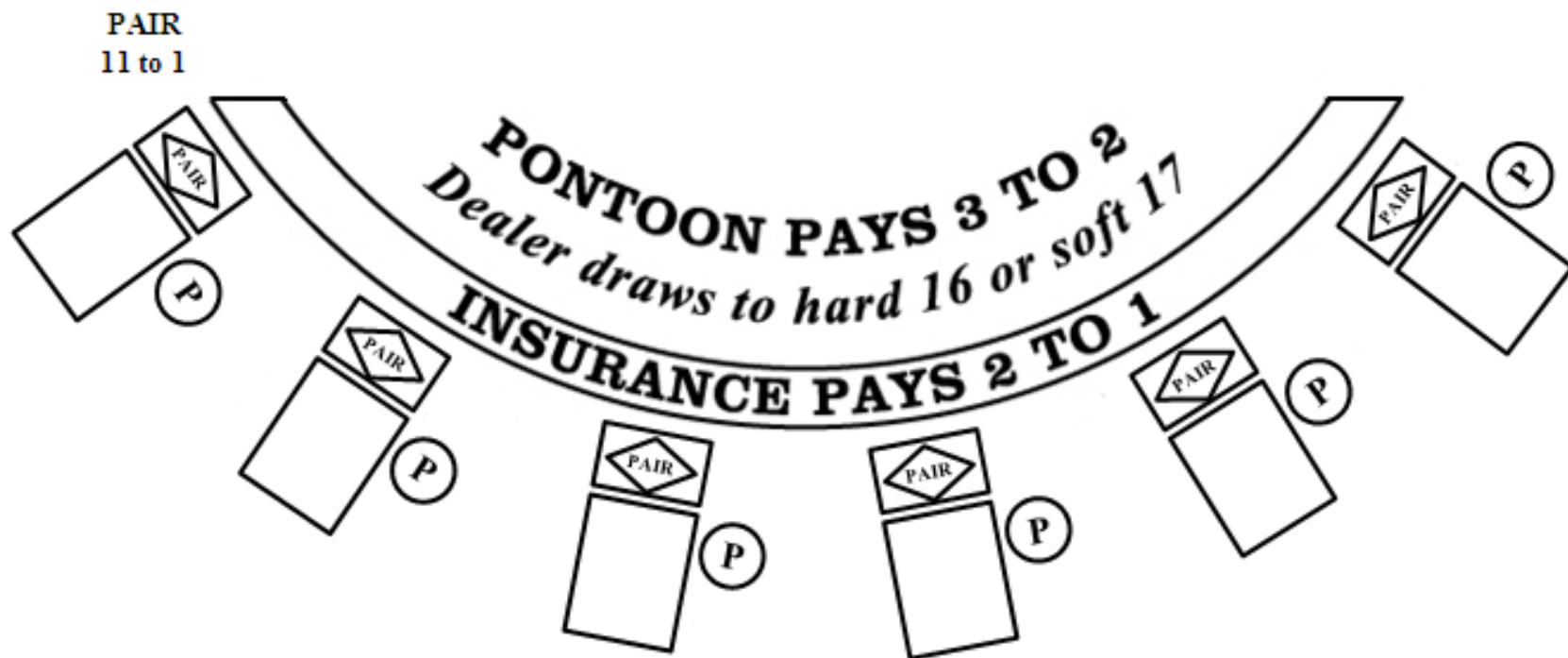
4.3 Odds of Pontoon Pandemonium Wager

TABLE 3: "Games Multiplier" for each \$1 wagered on the Pontoon Pandemonium Bet
100 to 1 (100x)
50 to 1 (50x)
25 to 1 (25x)
20 to 1 (20x)
10 to 1 (10x)
5 to 1 (5x)
3 to 1 (3x)
2 to 1 (2x)

5. Irregularities

- 5.1 In the event that any of the following situations occur, the round of play shall be considered void:
 - 5.1.1 Any foreign card that does not form part of the set of cards is found in the progress of a round of play. The outcomes of all previous rounds of play will stand; or
 - 5.1.2 Where the cards have been dealt incorrectly (prior to any interim settlement taking place or the subsequent deal commencing) and the cards cannot be reconstructed.
- 5.2 After the Dealer announces “No more bets”, no wager may be placed, increased or withdrawn and the Dealer will refuse all such wagers.

Appendix "A"



Appendix “B”

