2 CARD ACTION

(RWS)
Game Rules

w.e.f. 26 November 2019, 0800hrs

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1. Definitions

In these rules:

Bet shall have the same meaning as wager.

Card Shoe refers to an electronic or non-electronic device from which cards are dealt.

Dealer refers to the person responsible for the dealing of the game.

Electronic Card Shuffler refers to a device specifically designed to automatically shuffle one or more decks of cards and from which the cards are dealt.

Field Bet refers to a Bet which would win when the Total Sum of Two Cards is equal to 3, 4, 5, 6, 7, 13, 14, 15, 16 or 17.

House refers to the Casino Operator.

Pair refers to two cards in a Round of play with the same number or picture type, regardless of colour and suit.

Picture Card refers to a card of any suit being a King, Queen or Jack.

Player refers to a person who places a Bet during a Round of play.

Reconstruction refers to the returning of card(s) to their original intended sequential order.

Round of play refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.

Suited refers to the cards dealt being of the same suit.

Total Sum of Two Cards refers to the total value of the points of the cards for a Round of play.

Unsuited refers to the cards dealt being of different suits.

Void refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

- 2.1 The Layout
 - 2.1.1 2 Card Action may be played only on tables displaying the layout as shown in Appendices A, B and C.
- 2.2 The Cards
 - 2.2.1 The game shall be played with four to eight decks of cards with each deck consisting of 52 cards.

3. How to Play

- 3.1 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.2 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.3 The objective of the game is to win on combinations and/or value(s) of each and/or both of the cards dealt (listed under paragraph 4.1).
- 3.4 The value of the cards shall be determined as follows:
 - 3.4.1 any Ace card shall have the value of 1 point;
 - 3.4.2 any card from 2 to 10 shall have its face value; and
 - any Picture Card, when tabulating the Total Sum of Two Cards, shall have a value of 10 points. This sub-rule shall only apply when determining the outcome for "Field Bet" and "Total Sum of Two Cards", and shall not apply for all other betting options.
- 3.5 The Dealer shall draw two cards from the Card Shoe/Electronic Card Shuffler face up on the layout.
- 3.6 The winning Bet(s) is determined by the combination and/or the value(s) of each and/or both of the cards dealt.
- 3.7 All losing Bets shall be collected before winning Bets are paid in accordance with the 2 Card Action Pay Table stipulated in paragraphs 4.1.1 and 4.1.2.
- 3.8 The Bet(s) wins if the combination and/or the value(s) of each and/or both of the cards dealt matches the combination and/or value(s) indicated on the designated betting areas on the layout where the Player has placed that Bet.
- 3.9 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by Player or by Player through the House or someone else on the betting layout at the gaming table.

4. Settlement

4.1 Odds of Each Winning Bet

4.1.1 TABLE 1: 2 Card Action Pay Table applicable when the game is played on tables displaying the layout as shown in Appendix A and Appendix B.

TABLE 1: 2 Card Action Pay Table				
Bet/Rules	Pays			
Any Pair	11 to 1			
Field Bet	Pays			
Total Sum of 2 cards equal to 3,4,5,6,7,13,14,15,16 or 17	1 to 1			
Total Sum of Two Cards	Pays			
2	160 to 1			
3	75 to 1			
4	50 to 1			
5	38 to 1			
6	30 to 1			
7	25 to 1			
8	22 to 1			
9	18 to 1			
10	16 to 1			
11	9 to 1			
12	9 to 1			
13	10 to 1			
14	11 to 1			
15	12 to 1			
16	13 to 1			
17	14 to 1			
18	16 to 1			
19	18 to 1			
20	8 to 1			

Bonus	Pays
A,8 (Suited)	30 to 1
A,8 (Unsuited)	15 to 1
2,7 or 3,6 or 4,5	6 to 1
K,9 or Q,9 or J,9 or 10,9	4 to 1
A,7 or 2,6 or 3,5 or 4,4	2 to 1
K,8 or Q,8 or J,8 or 10,8 or 9,9	1 to 1
Ace Plus	Pays
A,A (Suited)	30 to 1
A,A (Unsuited)	15 to 1
A,K or A,Q or A,J or A,10 (Suited)	10 to 1
K,K or Q,Q or J,J or 10,10	6 to 1
A,K or A,Q or A,J or A,10 (Unsuited)	4 to 1
9,9 to 2,2 (i.e. 9,9 or 8,8 or 7,7 or 6,6 or 5,5 or 4,4 or 3,3 or 2,2)	3 to 1
A,9 to A,2 (i.e. A,9 or A,8 or A,7 or A,6 or A,5 or A,4 or A,3 or A,2)	1 to 1
Any Single Card Bet	Pays
One Card	5 to 1
Two Cards Identical Value (Unsuited)	10 to 1
Two Cards Identical Value (Suited)	30 to 1

4.1.2 TABLE 2: 2 Card Action Pay Table applicable when the game is played on tables displaying the layout as shown in Appendix C.

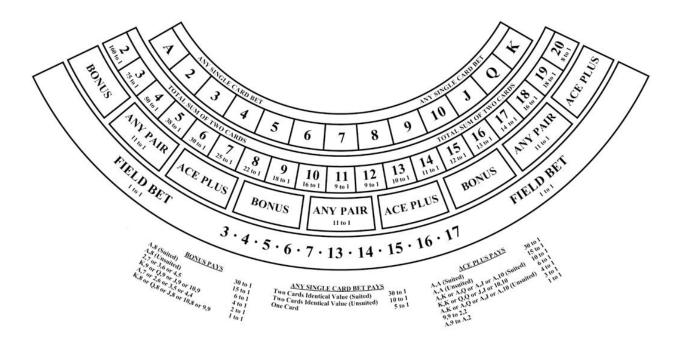
TABLE 2: 2 Card Action Pay Table				
Bet/Rules	Pays			
Any Pair	11 to 1			
Specific Pair	160 to 1			
Field Bet	Pays			
Total Sum of 2 cards equal to 3,4,5,6,7,13,14,15,16 or 17	1 to 1			
Total Sum of Two Cards	Pays			
3	75 to 1			
4	50 to 1			
5	38 to 1			
6	30 to 1			
7	25 to 1			
8	22 to 1			
9	18 to 1			
10	16 to 1			
11	9 to 1			
12	9 to 1			
13	10 to 1			
14	11 to 1			
15	12 to 1			
16	13 to 1			
17	14 to 1			
18	16 to 1			
19	18 to 1			
20	8 to 1			

Bonus	Pays
A,8 (Suited)	30 to 1
A,8 (Unsuited)	15 to 1
2,7 or 3,6 or 4,5	6 to 1
K,9 or Q,9 or J,9 or 10,9	4 to 1
A,7 or 2,6 or 3,5 or 4,4	2 to 1
K,8 or Q,8 or J,8 or 10,8 or 9,9	1 to 1
Ace Plus	Pays
A,A (Suited)	30 to 1
A,A (Unsuited)	15 to 1
A,K or A,Q or A,J or A,10 (Suited)	10 to 1
K,K or Q,Q or J,J or 10,10	6 to 1
A,K or A,Q or A,J or A,10 (Unsuited)	4 to 1
9,9 to 2,2 (i.e. 9,9 or 8,8 or 7,7 or 6,6 or 5,5 or 4,4 or 3,3 or 2,2)	3 to 1
A,9 to A,2 (i.e. A,9 or A,8 or A,7 or A,6 or A,5 or A,4 or A,3 or A,2)	1 to 1
Any Single Card Bet	Pays
One Card	5 to 1
Two Cards Identical Value (Unsuited)	10 to 1
Two Cards Identical Value (Suited)	30 to 1
Specific Single Card Bet	Pays
One Card	23 to 1
Two Cards Identical Value (Suited)	100 to 1

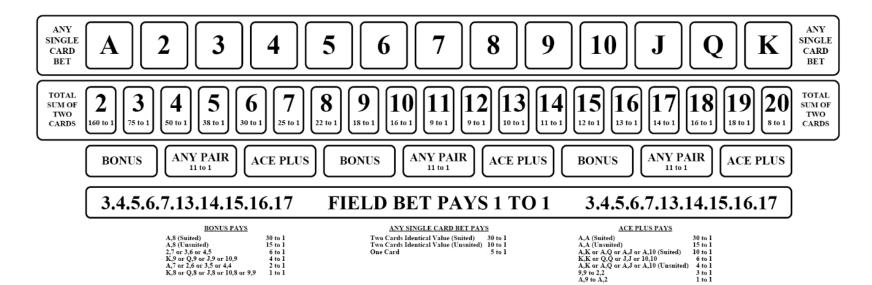
5. Irregularities

- 5.1 In the event that any of the following situations occur, the Round of play shall be Voided:
 - 5.1.1 if a card that does not form part of the set of cards is found during the Round of play; or
 - 5.1.2 if there is any shortage or excess of cards in the deck; or
 - 5.1.3 if an incorrect number of cards are dealt during the Round of play, and this is noticed before the commencement of the next Round of play and the cards for the current Round of play cannot be Reconstructed; or
 - 5.1.4 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete the Round of play; or
 - 5.1.5 if the playing cards are not shuffled.
- 5.2 Once the next Round of play has commenced, the outcome and settlement of all previous Round(s) of play shall stand.

Appendix A



Appendix B



Appendix C

