

USER MANUAL



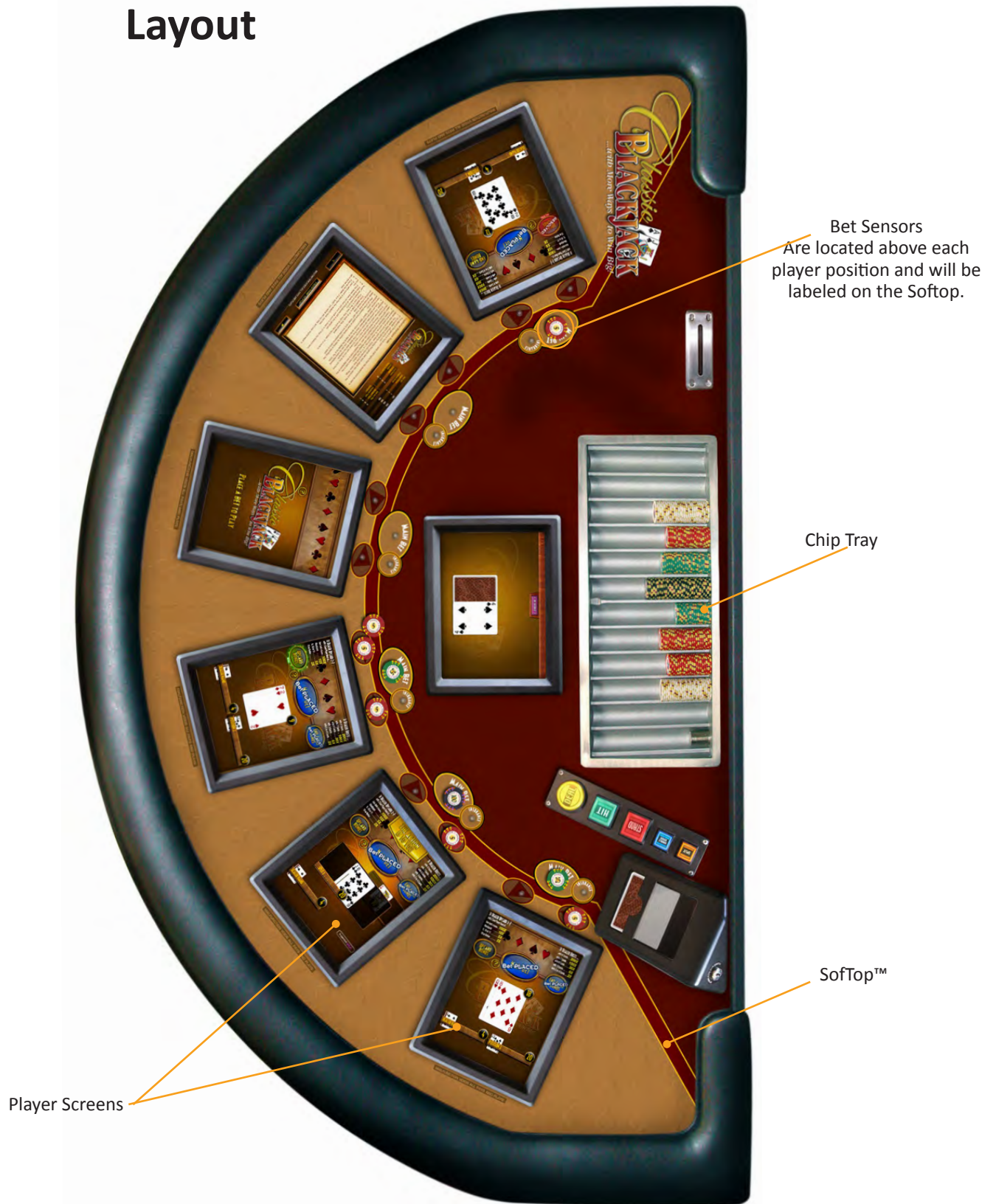
Model:
Classic Blackjack – Chip WA (CBJGMC01-04)



last modified April 26, 2011

Covered by one or more U.S. PATENTS Nos. 6,158,741...6,165,069...6,270, 404...6,481,718...6,722,974,...7,044,468. Other U.S. and foreign patents pending. South African Patent #2001/2425, Australian patent #764,869.

DTS-C Tabletop Layout



2 How to Play

Blackjack Terms

This section details gaming terms specific to Classic Blackjack.

- **Stand** – If the player is satisfied with their hand as-is, they may stand.
- **Hit** – If the player wants to take another card, they may continue to do so until they either stand or bust.
- **Double** – If the player feels they need one and only one more card, they may double their bet and be dealt one more card, good or bad. Unless the Double Allowed rule is set to Always, this option is only offered on the first two cards, and sometimes on the first two cards after splitting.
- **Even Money** – Getting paid the same as the original bet.
- **Split** – If the player’s first two cards are of equal point value and/or rank (depending on game rules), they may split them into two hands. In this event, each card is the first card of a new hand. The player must also make another wager, of equal value to the first wager, for the second hand. Splitting after splitting is allowed (the number of splits allowed is set by the house and can be viewed on the Information screen).
- **Insurance** – If the host’s “up” card is an Ace, the player has the option of making an “insurance” wager that is half their main wager.
- **Surrender** – Some casinos can offer the player the option to surrender on the first two cards. If the player does not like their prospects and decides to surrender, they forfeit half the bet as well as their cards.

General Game Play

1. The host begins the game by having the game deal each player two cards, and the host one card up and one card down.
2. Cards are counted at their face value.
 - Kings, Queens and Jacks count as 10.
 - Aces count as 1 or 11.
3. If the first two cards a player is dealt total 21 (any 10 value card and an Ace), they have a Blackjack. If the host is also dealt a Blackjack, there are two possibilities:
 - If the host Ace is showing and:
 - a. the Even Money option is enabled:
 - i. the player can take even money and get paid 1:1
 - ii. if the player opts out of even money, the worst that can happen is they push against a host blackjack



- b. the Even Money option is disabled:
 - i. the player can take insurance and get paid 2:1 on insurance (normally a 50% insurance bet would be equivalent to 1:1 on their main bet)
 - ii. if the player opts out of insurance, the worst that can happen is they push against a host blackjack
- If the host 10 card is showing and the player has no option for insurance or even money, then the worst that can happen is a push against the host blackjack. The house/casino has the option of paying the player blackjack how they want before they play out the host hand.
- 4. If a player is dealt any combination other than a blackjack, they can stand, hit, split, double, and/or surrender.
- 5. After all of the players have acted on their hands, the host exposes their down card and takes additional cards or stands.

Classic Blackjack Pay Table

Payback can be configured via the game rules. See Section 6 Options Menu.

Blackjack	pays 6:5, 5:4, 3:2, 1:1
21 and under	pays 1:1

Side Bets

One “early” bonus and one “late” bonus are offered. Bonus configuration is based on the game rules. Bonus bets are always configured independently of any other bets and have no effect on the game’s payback percentages. Note that not all of the bonuses support all of the available number of decks.

High Tie Bonus Bet (Early Bonus)

High Tie Bonus is an optional side bet. The High Tie Bonus bet is paid according to the pay chart selected by the House. This bet must be placed before the start of the round.

- Any first two cards listed on the pay chart are a winner for any player placing the High Tie Bonus bet.
- A High Tie Bonus winner is when both the player and the host have a Blackjack.

It pays as follows.

High Tie Bonus Pay Table

First two cards pay	Table 1	Table 2	Table 3
	4, 6 or 8 decks	2 decks only	single deck only
High Tie Blackjack	50X	25X	30X
Suited Pair	15X	8X	--
Suited Blackjack	10X	4X	8X
Blackjack	6X	3X	4X
Any Pair	3X	2X	2X
2 Suited	--	1X	1X

Deck and shuffling limitations:

- Pay Chart 1 – 4 decks – with Traditional Shuffle use 66% penetration or less
- Pay Chart 1 – 6 or 8 deck – with Traditional Shuffle use 75% penetration or less
- Pay Chart 2 – 2 decks only – with Traditional Shuffle use 50% penetration only
- Pay Chart 3 – single deck only – Shuffle Every Round (already a restriction for single deck)

Bad Beat Bonus Bet (Late Bonus)

The Bad Beat Blackjack bet is a side bet that the player will stand with a good initial two-card hand or stand on the first hand of one or more splits with two cards, but not win their main wager. Losing with a pat hand like this is called a “bad beat.” This bonus bet cannot exceed the amount of the main bet. It pays as follows.

Bad Beat Bonus Pay Table

If 1st two-card hand is	Table 1	Table 2	Table 3	Table 4
20 and is beaten	35X	25X	30X	20X
19 and is beaten	15X	20X	10X	15X
19, 20 or 21 and ties	5X	--	5X	--
21 and ties	--	10X	--	10X
19 or 20 and ties	--	5X	--	5X
19, 20 or 21 and wins	--	--	Push	Push

Deck and shuffling limitations:

- 1 deck – Shuffle Every Round
- 2-3 decks – with Traditional Shuffle use 50% penetration only
- 4-5 decks – with Traditional Shuffle use 66% penetration only
- 6 or more decks – with Traditional Shuffle use 75% penetration only

Bust Dodger Winner

Casino management can activate Bust Dodger Winner whereby a player's hand may become an automatic winner after receiving a predetermined number of cards (6, 7 or 8) without busting and if the dealer does not have blackjack.



Lucky Duo House Prize Winner

Casino management can activate Lucky Duo House Prize Winner whereby any player receiving the house's designated two-card combination as their first two cards win a prize (determined by the house). This does not affect the winning or losing of player's hand.



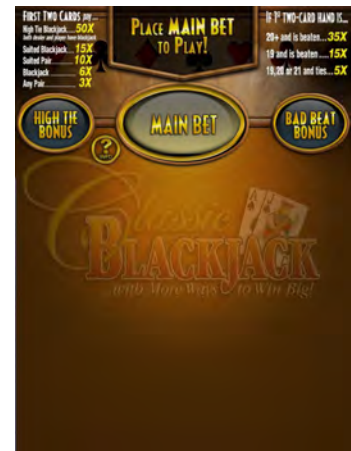
Management can set it to be two exact cards (for example, King of Spades and King of Spades) or two cards of any suit (for example, 2 of Diamonds and 2 of Spades).

When the Lucky Duo is enabled and a player triggers it, the game will pause until the host/casino management either presses the DEAL button or accesses the menus and touches the virtual DEAL button to progress the game. This enables the casino to present whatever house prize is associated with the Lucky Duo before the game progresses.

Playing Classic Blackjack

Classic Blackjack is played on a standard DTS-C Blackjack gaming table.

1. The player delivers cash to the host.
2. The host gives chips back to the player.
3. The player places chips on the sensor in the area above the Player screen. All bets must be placed inside the marked betting areas for the sensors to work properly.
4. The host acknowledges the player and position.
5. The player places a main bet (required) and bonus bets (if they want).
6. The host presses the **DEAL** button to start the round. This locks in bets.
7. There may or may not be a shuffle and cut sequence. Once this sequence is complete, the first two cards are delivered to all active players and the host. If there is no shuffle/cut, the cards are dealt immediately after bets are locked in.
8. All cards are automatically totaled for the player.
9. If the Lucky Duo feature is enabled, it is resolved.



10. The early bonus bet is resolved. If the bet is a loss, the bet sensor must be cleared for the game to progress.
11. The Insurance Sequence initiates when the host's up card is an Ace. **Insurance?** displays on each Player screen. The player places a chip on the **Insurance Bet** sensor. A confirmation banner displays. One of the following two outcomes occur.
 - Host blackjack ends the round and the corresponding outcome graphics are displayed. The message, **Insurance Pays** displays on each Player screen that placed an insurance bet.
 - **No Blackjack** displays on the Host screen momentarily, then game play continues.
13. If enabled, the Even Money Option initiates when the player has a blackjack and the host's up card is an Ace. The player has the option to be paid even money on their blackjack as an insurance bet. Otherwise, if host also has a blackjack, it is considered a push and the player does not win any additional money.
14. Casino management may allow a player to surrender after the first two cards are dealt. This feature may be turned on or off (see the Game Rules section).
 - a. If this feature is turned on and the player wants to surrender, they touch the **Surrender** button on their screen.
 - b. The player's cards are removed and the message **Surrendered!** displays. The host removes the player's bet from the sensor and pays half of that bet to the player; the remainder goes to the house. If the bet is a loss, the bet sensor must be cleared for the game to progress.
15. If the host does not have blackjack, the game continues to the first active player in the position designated by the First Deal Position game rule.
16. Each player hits, stands, doubles or splits. Based on game rule settings, the system can also provide the player a suggested play strategy.
 - If they hit, another card is dealt to them.
 - If they stand, no card is dealt to them.
 - If they choose to double, they may double their bet and be dealt one more card. This card is dealt face-up or face-down, depending on how the game rule is set.
 - If the player's first two cards are of equal point value and/or rank (depending on game rules), they may split them into two hands. In this event, each card is the first card of a new hand. The player must also make another wager, of equal value to the first wager, for the second hand. Splitting after splitting is allowed (the number of splits allowed is set by the house and can be viewed on the Information screen).
17. The host presses the appropriate Dealer button corresponding to the choice of each player.



18. The host continues with the first active player until the player chooses to stand or the card total is greater than 21, at which time the hand is a bust. When a hand busts, a Bust graphic displays.
19. The host removes any bet placed on a busted hand at the time of the bust.
20. The host moves to the next active player position after the previous hand busts or stands.
21. The host continues to move around the table until all players have completed their hands.
22. After all of the players have acted on their hands, the host exposes their “hole card” (down card) and takes additional cards or stands according to how the game rules are set. However, if the *Manually Playout Dealer* game rule is enabled (required in some jurisdictions), the host must manually play out the Dealer hand.
 - If the host’s two-card total is 17 or more (a hard 17), the suggested Host action is to stand.
 - The Host Soft 17 game rule whether the suggested Host action is to stand or hit on a soft 17.
 - If the host’s total is 16 or less, they must hit until their hand totals 17 or more or “busts” (exceeds a total of 21).
 - If the host busts, all of the players still in the game win.
 - If the host does not bust and the player’s card count is closer to 21 than the host’s hand, they win.
 - If the player’s card count is less than the host’s hand, they lose.
 - If the player ties the host, it is called a “push” and they neither win nor lose.
23. All outcomes are shown on the Player screens.
 - Splits on each Player screen arrange vertically so the Dealer can clearly see and resolve them for each player.
 - The host resolves losing bets and the late bonus and/or Bust Dodger feature, if enabled. If they want, players can “let it ride” on winning bets and leave the chips on the sensors for the next round.
24. The host presses the **DEAL** button to clear screens for a new round of betting.

Tournament Mode

Casino management can activate Tournament mode via the menu system.

1. The Game Administrator accesses the menu system and sets the game to Tournament Mode. When the game is set to this mode, the First Deal Position is set to Rotate.
2. When the Game Administrator touches the Save button, they are reminded they are entering tournament mode, that periodic meters will be cleared, and that permanent meters will not accumulate. They are prompted to save/export the meter history before proceeding.

3. Once they have confirmed they want to be in Tournament Mode and have exited the menu system, the game is played with chips and follows the flow detailed in the Playing Classic Blackjack section.
4. The Game Administrator accesses the menu system and exits Tournament Mode.