GAME RULES

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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.

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Digital 21

Players bet against the dealer, with the hand closest to 21 winning.

Digital 21 (D21) is a proprietary variation of the public domain (non-proprietary) game Blackjack. Game rules for the non-proprietary version of the game are available on the WSGC website. All rules pertaining to standard Blackjack remain the same except for those listed in these rules of play.

D21 is played on the Digital Card System (DCS) gaming platform, which performs card handling, card physics and display functions of a standard card-based game using Electronic Card Facsimiles (Washington State approved gambling equipment).

Note: Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Note: Card room employees must operate the DCS system (see WAC 230-15-116 (2)).

General Game Play

All DCS games begin with the player walking up to the table to play. The following section is a step-by-step process of playing a round.

Placing Bets

All bets must be placed inside the marked betting areas for the sensors to work properly.

1. Place bet in Main Bet area. Game will not begin unless main bets are placed.
2. Press DEAL to start the round.

Starting a New Round

1. After bets are placed, press DEAL to begin the round.
2. Deal the first two cards to each active player.

Insurance Sequence

Initiates when the dealer's up card is an Ace.

1. "Insurance?" will appear on each player's display.
2. Insurance bets (equal to no more than half the main bet)are placed within the

Insurance bet circle.

3. Press the DEAL button to peek at the Dealer's down card.
4. Outcomes:
   - Dealer Blackjack will end the round and the corresponding outcome borders will be displayed. The message, "Insurance Pays" is displayed at each player display that placed an insurance bet.
   - "No Blackjack" will appear on the dealer display momentarily.

Player Surrender

Casino management may allow a player to surrender after the first two cards are dealt. This feature may be turned on or off via the Rules Editor.

1. Remove the player's bet from the Main Bet area. Typically, half of the bet is paid to the house and half to the player.
2. Press DEAL to complete the surrender.
3. Player's cards remain displayed and a white dotted border with "SURRENDERED" appears.
4. The Active Player prompt automatically advances to the next player.

Playing D21

If the Dealer does not have Blackjack, the game continues to the first active player to the left of the Dealer position.

1. Invite the first active player to choose whether they want to take a card, double their bet and receive only one card, split the cards into multiple hands, or stand the hand.
2. Press the appropriate Dealer button corresponding to the choice of the player.
3. Continue 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."
4. Remove any bet placed on a busted hand at the time of the bust.
5. Move to the next active player position after the previous hand busts or stands.
6. Continue to move around the table until all players have completed their hands.
7. Play the Dealer's hand out and then Pay or Take the active wagers as determined by the outcomes displayed.
8. Press DEAL to return to the start of the next round.

DCS Tabletop Layout