

PLAYER'S EDGE 21

In Player's Edge 21 a standard deck of playing cards is used, but with all the 10s and the Jokers removed. Player's Edge 21 is derived from the game of Blackjack. The object of the game is to get a hand closer to 21 than the dealer, without exceeding 21.

To begin, the dealer deals two cards to each player. The dealer's first card faces up, the second card faces down. All face cards (King, Queen or Jack) count as 10 each; all other cards count at face value except the Ace, which counts as 1 or 11 as the player decides.

An Ace with any Jack, Queen or King on the first two initial cards is a Blackjack. The dealer pays 1½ times your bet for a Blackjack. In Player's Edge 21 a Blackjack always wins regardless of the dealer's hand.

If the player does not have a Blackjack, they can stand, hit, double down or split the cards (create two hands) according to rules posted at the table. The player may draw as many cards as they like, but if they go over 21 they bust and lose. A player's hand of 21 always wins. After all players have acted on their hand, the dealer turns their down card face up and stands or draws as necessary. The dealer must hit a soft 17 or less. A soft 17 is any combination containing an Ace that equals 17; this hand is hit because it cannot bust.

INSURANCE

If the dealer's up card is an Ace, the player may purchase insurance. Insurance pays 2 to 1 if the dealer has a blackjack or pays 5 to 1 if the dealer has a suited blackjack. The player may wager up to half their bet or less for insurance.

DOUBLE DOWN

A player may double down on any amount of cards, including after splitting. A player may double-double down up to three times and not exceed eight times their regular Player's Edge 21 wager. Table limits apply to each double-double down wager.

DOUBLE DOWN RESCUE

After doubling down, if a player is dissatisfied with their non-busted hand, they may rescue (take back) the doubled portion of the bet and forfeit the original wager. A player may also rescue a double-double down wager. A player may not rescue a busted double down wager.

SPLITTING PAIRS

A player may split any pair up to three times creating four separate hands. The player may hit or double down on each, including Aces.

SURRENDER

Once the dealer has checked their hand for a blackjack, a player when acting on their hand may surrender their first two initial cards, and forfeit half of their wager. Once a player hits their hand, they cannot surrender.

MATCH THE DEALER

Match the Dealer wager is a bet that one or both of the player's first two cards match the dealer's up or down card in rank. The player must have a regular Player's Edge 21 wager to play Match the Dealer wager. The Match the Dealer wager must be equal to or less than the regular Player's Edge 21 wager. In order to play the Match the Dealer Down a player must play the Match the Dealer Up wager.

MATCH THE DEALER PAYOUTS

Player's Hand	Payout Odds
1 Non-Suited Match	4 to 1
2 Non-Suited Matches	8 to 1
1 Suited Match	9 to 1
1 Non-Suited Match & 1 Suited Match	13 to 1
2 Suited Matches	18 to 1
No Match	Bet Loses

BONUS 21 PAYOUTS (No additional wager required)

Player's Hand	Payout Odds
5 Card 21	3 to 2
6 Card 21	2 to 1
7+ Card 21	3 to 1
6-7-8 Mixed	3 to 2
6-7-8 Suited	2 to 1
6-7-8 All Diamonds	3 to 1
7-7-7 Mixed	3 to 2
7-7-7 Suited	2 to 1
7-7-7 All Diamonds	3 to 1

Doubling Voids Bonus 21 Payouts

SUPER BONUS PAYOUTS

A player is eligible for a Super Bonus if they receive a hand of three suited sevens, and the dealer's up card is any seven. No additional wagers are required for the Super Bonus payout. All other regular wager betting players receive a \$50 Envy Bonus when another player wins a Super Bonus, even if they lose the regular Player's Edge 21 wager. The Super Bonus winner does not receive the Envy payout. Splitting or doubling down voids the Super Bonus. The payouts for the Super Bonus and Envy Bonus are as follows.

Regular Player's Edge 21 Wager	Bonus Payout	Envy Bonus
\$5 - \$24 bet	Wins \$1,000	\$50
\$25+ bet	Wins \$5,000	\$50

Player's Edge 21 Monster Match is an optional Progressive bet. The bet considers the best hand possible among each individual player's first two cards combined with the dealer's first two cards. When there is more than one (1) qualified progressive jackpot hand, requiring a 100% payout, the jackpot is divided equally amongst each qualifying 100% winner. Multiple qualifying progressive winners other than 100% are each paid according to the Progressive Table. The displayed Progressive prize may be modified or discontinued at any time without prior notice.

MONSTER MATCH PROGRESSIVE PAY TABLE

Player's Hand	Pay Table*
Same Color Four-of-a-Kind	100%
Four-of-a-Kind	\$200
Same Color Three-of-a-Kind	\$20
Three-of-a-Kind	\$10
Suited Pair	\$2

*Original Wager is Not Returned

Side wagers are prohibited.

