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GAME RULES

SWEET 16

BLACKJACK

GENERAL

PAYTABLE: SWEET 16

SWEET 16 <small>ACE OF HEARTS + 5 OF HEARTS</small>	160 : 1
SUITED 16 <small>ANY 2 CARDS OF THE SAME SUIT ADDING UP TO 16</small>	16 : 1
SAME COLOUR 16 <small>ANY 2 CARDS OF THE SAME COLOUR ADDING UP TO 16</small>	12 : 1
MIXED COLOUR 16 <small>ANY 2 CARDS OF MIXED COLOURS ADDING UP TO 16</small>	6 : 1

SWEET 16 GAME RULES:

- SWEET 16 PAYOUTS ARE DETERMINED BY THE FIRST 2 CARDS DEALT TO THE PLAYER
- ANY 2 CARDS ADDING UP TO 16 WILL WIN A PRIZE
- PAYOUTS ARE DETERMINED BY A COMBINATION OF THE CARD VALUE, THE SUIT TYPE & THE CARD COLOUR
- ONLY HIGHEST WIN IS PAID FOR ANY WINNING COMBINATION
 MIN: CAD 0.50
 MAX: CAD 100.00
- MALFUNCTION VOIDS ALL PAYS & PLAYS

1.0.4-1.0.23

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GAME RULES

SWEET 16

BLACKJACK

GENERAL

PAYTABLE: BLACKJACK

NORMAL WIN <small>PLAYER HAND BEATS DEALER HAND</small>	1 : 1
BLACKJACK <small>PLAYER HAS "10, J, Q OR K" + "ACE"</small>	3 : 2
EVEN MONEY <small>PLAYER HAS BLACKJACK, DEALER HAS ACE FACE UP</small>	1 : 1
INSURANCE <small>DEALER GETS BLACKJACK, PLAYER DOES NOT</small>	2 : 1

BLACKJACK GAME RULES:

- THE OBJECT OF BLACKJACK IS TO BEAT THE DEALER
- A PLAYER BEATS THE DEALER WHEN NOT BUST, AND THE SUM OF HIS CARDS IS GREATER THAN THE DEALERS, OR THE DEALER GOES BUST
- THE SUM OF ANY HAND IS CALCULATED BY ADDING UP THE CARD VALUES OF ALL CARDS DEALT
 MIN: CAD 0.50
 MAX: CAD 100.00
- MALFUNCTION VOIDS ALL PAYS & PLAYS

BLACKJACK GAME PLAY

- THE DEALER WILL PEEK FOR BLACKJACK IF HE HAS AN ACE OR 10 FACE-UP CARD
- ONCE ALL PARTIES HAVE 2 CARDS, EACH PLAYER MAY HAVE THE FOLLOWING CHOICES TO MAKE:
 - STAND:** NO MORE CARDS WILL BE DEALT TO THAT BET BOX
 - HIT:** AN ADDITIONAL CARD WILL BE DEALT TO THAT BET BOX. A PLAYER MAY ELECT TO HIT MORE THAN ONCE
 - DOUBLE:** A PLAYER MUST DOUBLE HIS BET AND WILL ONLY RECEIVE ONE MORE CARD
 - EVEN MONEY:** IF THE DEALERS FACEUP CARD IS AN ACE AND THE PLAYER HAS A BLACKJACK, THEN THE PLAYER CAN ELECT TO TAKE EVEN MONEY
 - SURRENDER:** A PLAYER WILL GIVE UP THEIR HAND FOR HALF THE COST OF THE BET PLACED ON THAT BET BOX
 - SPLIT:** WHEN A PLAYER HAS RECEIVED 2 CARDS OF THE SAME VALUE HE MAY ELECT TO SPLIT THESE CARDS INTO SEPARATE HANDS
 - INSURANCE:** IF THE DEALERS FACE UP CARD IS AN ACE, THE PLAYER MAY ELECT TO PLACE AN INSURANCE SIDE-BET
- PLAYERS WILL BE ADDRESSED IN A CLOCKWISE DIRECTION
- AFTER ALL PLAYERS HAVE HAD THEIR TURN, THE DEALER WILL TURN OVER HIS HOLE CARD
- THE DEALER WILL CONTINUE TO DRAW CARDS UNTIL HE HAS A VALUE OF 17 OR HIGHER
- THE DEALER WILL STAND ON A SOFT 17
- IF THE DEALER GOES BUST, ANY REMAINING VALID BET WILL WIN
- IF THE DEALER DOES NOT BUST, THEN ANY BET WITH A HIGHER POINT TOTAL WILL WIN

DEALER BLACKJACK

- IF THE DEALER HAS A BLACKJACK, THEN ALL BETS WILL LOSE UNLESS ANY PLAYER HAS A BLACKJACK, WHICH WILL RESULT IN A PUSH

PUSH

- A PUSH RESULTS WHEN THE PLAYER & THE DEALER HAVE THE SAME HAND VALUE. THE PLAYER WILL RETAIN HIS ORIGINAL BET
- BLACKJACK BEATS ANY HAND THAT HAS A CARD SUM OF 21

DOUBLE RULES

- A PLAYER CAN DOUBLE ON ANY FIRST 2 CARDS, EXCEPT BLACKJACK
- A PLAYER MAY DOUBLE AFTER A SPLIT

SURRENDER RULES

- PLAYERS CAN ELECT TO SURRENDER ON ANY CARDS UNLESS THE DEALER HAS BLACKJACK UPON WHICH SURRENDERS WILL NOT BE ALLOWED

INSURANCE RULES

- IF THE DEALER HAS AN ACE SHOWING, A SIDE-BET CALLED "INSURANCE" WILL BE OFFERED
- INSURANCE SIDE-BETS ARE OPTIONAL AND MAY NOT EXCEED HALF OF THE BLACKJACK BET
- IF AN INSURANCE SIDE-BET IS PLACED AND THE DEALER HAS A BLACKJACK, THEN THE PLAYER WILL BE PAID OUT FOR THIS SIDE-BET
- IF AN INSURANCE SIDE-BET IS PLACED AND THE DEALER DOES NOT HAVE A BLACKJACK, THEN THE PLAYER WILL LOSE THIS SIDE-BET

SPLITTING HANDS RULES

- ADDITIONAL CARDS FOR EACH SPLIT HAND WILL BE DEALT WHEN THAT HAND BECOMES THE CURRENT HAND
- EACH SPLIT HAND IS BET ON AND PLAYED INDEPENDENTLY
- BETS ON EACH SPLIT HAND MUST BE EQUAL TO THE ORIGINAL BLACKJACK BET PLACED
- A PLAYER MAY SPLIT UP TO 2 HANDS
- A PLAYER MAY NOT RE-SPLIT ACES
- SPLIT ACES WILL ONLY RECEIVE ONE MORE CARD. A PLAYER CAN NOT HIT SPLIT ACES
- ON SPLIT ACES, AN ACE AND A 10 WILL ONLY COUNT AS 21 AND NOT BLACKJACK
- UNLIKE 10 VALUE CARDS MAY BE SPLIT

TERMINOLOGY

TERM	DEFINITION
HOLE CARD	THE SECOND CARD DEALT TO THE DEALER THAT WILL BE FACE DOWN
BUST	THE SUM OF CARDS IN ANY HAND IS GREATER THAN 21
SOFT 17	THE CARDS DEALT INCLUDE AN ACE AND ANY NUMBER OF CARDS TOTALING 17
SOFT HAND	ANY HAND WHERE AN ACE IS COUNTED AS 11 WITHOUT GOING OVER 21
HARD HAND	ANY HAND WITHOUT AN ACE OR ANY HAND WITH AN ACE WHERE THE ACE IS COUNTED AS 1 TO AVOID BUSTING

GENERAL GAME RULES:

- PLAYERS MUST STAKE A BET ON THE CORRECT BET BOX TO PARTICIPATE IN THE GAME
- PLAYERS ARE RESPONSIBLE FOR ENSURING BETS PLACED ARE CORRECT
- A BLACKJACK BET IS REQUIRED TO PLAY THE GAME OF BLACKJACK
- A SIDE-BET IS REQUIRED TO PLAY THE GAME OF SWEET 16
- THE BLACKJACK BET IS INDEPENDENT OF THE SIDE-BET
- SIDE-BETS CANNOT BE PLACED WITHOUT A BLACKJACK BET
- THE BET VALUE ON EACH BET BOX MAY NOT BE LESS THAN THE MINIMUM BET AND MAY NOT BE HIGHER THAN THE MAXIMUM BET
- PLAY BEGINS WHEN ALL BETS HAVE BEEN PLACED
- THE DEALER WILL DEAL CARDS TO EACH BET BOX THAT HAS A VALID BET
- CARDS WILL BE DEALT ONE CARD AT A TIME IN A CLOCKWISE DIRECTION
- EACH BET BOX THAT HAS A VALID BET WILL RECEIVE 2 CARDS THAT WILL BE DEALT FACE UP
- THE DEALER WILL RECEIVE 2 CARDS, THE SECOND OF WHICH WILL BE DEALT FACE DOWN
- CHIP VALUE = CURRENCY VALUE. EG. IF CHIP VALUE = 10 THEN CURRENCY VALUE = CAD 10
- ALL LANGUAGES HAVE BEEN TRANSLATED FROM ENGLISH. IN THE CASE OF ANY DISCREPANCIES OR DISPUTES, THE ENGLISH VERSION OF THESE RULES WILL BE REGARDED AS THE AUTHORITATIVE TEXT
- MALFUNCTION VOIDS ALL PAYS & PLAYS

The prizes are paid in accordance with the payout table available on the game interface.

CARD TYPES AND VALUES

- EACH CARD TYPE HAS A SUIT TYPE, A COLOUR AND A VALUE
- SUIT TYPES INCLUDE SPADES, HEARTS, DIAMONDS OR CLUBS
- CARD COLOURS INCLUDE RED OR BLACK
- THE VALUE OF EACH CARD TYPE IS INDICATED BELOW:

CARD TYPE	CARD VALUE
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10, J, Q, K	10
A	1 or 11

GAME HELP THIS GAME

GAME	SWEET 16: STANDARD	BLACKJACK
MAX WIN	160 : 1	3 : 2
RTP %	95.18 %	99.66 %

- RETURN TO PLAYER PERCENTAGE (RTP %) IS A THEORETICAL PERCENTAGE DETERMINED BY THE GAME RULES
- IN DECISION BASED GAMES THE RETURN TO PLAYER PERCENTAGE IS BASED ON PERFECT PLAY STRATEGY

GAME CONFIGURATION	
DETAIL	CONFIGURATION
DECKS OF CARDS IN USE	8
SHUFFLE FREQUENCY	AFTER EACH GAME
DEALER HITS / STANDS ON SOFT 17	STAND
DEALER CHECKS FOR BLACKJACK ON FACEUP ACE OR 10	YES

COMMUNICATION ERRORS

- IN THE EVENT OF A COMMUNICATION ERROR BETWEEN THE GAME AND THE SERVER, THEN GAME PLAY, INCLUDING BETS AND WINS WILL NOT BE POSSIBLE. THIS WILL ONLY RESUME WHEN COMMUNICATION IS RE-ESTABLISHED
- IN THE EVENT OF A COMMUNICATION ERROR AFTER A WIN RESULT HAS BEEN DETERMINED, THE WIN AMOUNT WILL AUTOMATICALLY BE TRANSFERRED TO THE PLAYERS ACCOUNT SUBJECT TO A SUCCESSFUL VALIDATION PROCEDURE OUTCOME BY THE OPERATOR

INCOMPLETE GAMES

- INCOMPLETE GAMES WILL BE PLACED IN A SUSPENDED STATE. THE GAME WILL RESUME FROM THE LAST RECORDED ACTION TAKEN




Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.

PLAY FOR FUN OR DEMO GAMES

- PLAY FOR FUN OR DEMO GAMES ARE FREE TO PLAY AND DO NOT PAY OUT ANY ACTUAL PRIZES

USER GUIDE

MENU		ENTER MENU
EXIT		BACK TO LOBBY
CLOSE		EXIT MENU
VOLUME	 	MUTE / UNMUTE
GAME SOUNDS	 	ON / OFF
MUSIC	 	ON / OFF
GAME INFO		GAME RULES & INFORMATION
GAME HELP		GAME HELP & INFORMATION
DEPOSIT		DEPOSIT MONEY INTO ACCOUNT
FREE SPINS		SAVED FREE SPINS
PLAY FOR REAL		PLAY FOR REAL
HISTORY		GAME HISTORY
DEAL		DEAL
UNDO		UNDO YOUR LAST ACTION

CLEAR		CLEAR ALL BETS
REBET AND DEAL		REBET PREVIOUS BET VALUE AND DEAL
HIT		TAKE ANOTHER CARD
STAND		TAKE NO MORE CARDS
DOUBLE		DOUBLE DOWN AND TAKE 1 CARD
SPLIT		SPLIT PAIRS
SURRENDER		SURRENDER CURRENT HAND

Menu

Pay table

Within the game menu, press the "T" icon to view pay table and game information.

Help

Within the game menu, the "?" icon opens the game's help file.

Sound / Music

Use the sound option to mute or enable all game sounds. Where applicable, you can use the music option to turn off just the background music, while leaving other game sounds on.

Other

Please note, the performance of your network or devices (e.g. the speed of your connection or processor) may have, or may appear to have, an effect on the game such as in making decisions where speed is a factor or the update of progressive jackpot values.