



HOLLAND CASINO

GAME RULES

December 2011



Game Rules 2000

Rules relating to casino games as referred to in section 4 paragraph 2, of the Gaming Act 1996 supplemented with provisions relating to slot machines within the meaning of sections 8 and 9 of the Gaming Act 1996.



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CHAPTER 1: GENERAL GAME DEFINITIONS

Section 1:1 General provisions

1. Holland Casino determines the gaming and betting proceedings at the gaming tables.
2. Bets can only be made at the gaming tables using the payment means designated by Holland Casino. That which is stated in section 6 paragraph 1 of the Gaming Act 1996, whereby Holland Casino guarantees the (general) supervision of betting and payments, does not release the players from an individual responsibility for their bets and the collection of the payments due to them. This also applies if Holland Casino has placed bets for the player.
3. Amounts of money or bets that have been left behind on the tables or abandoned during the game, without Holland Casino knowing to whom they belong or for which they could not reasonably be expected to discover the rightful owner, are considered for a maximum of three rounds of the game, along with any accumulated profit, to remain the property of the person who can provide incontrovertible proof of ownership. If no one then comes forward, the amount falls to Holland Casino.
4. Only after the signal given by the croupier for this purpose, may players place bets and then in a manner that does not displace the bets of other players. After the croupier has stated so, no bets may be placed, changed, touched or removed.
5. Holland Casino decides, with due regard to the general rules applying to this, when and which call bets are accepted.
6. Unless these rules stipulate otherwise, the maximum bet applies per betting opportunity per player. It is not permitted to use the help of others in order to place bets higher than the prescribed maximums. If, in Holland Casino's opinion a player is attempting to place a higher bet than is permitted by using one or more other persons, they can decide that the combined bet of these players may not exceed the maximum per betting opportunity as defined in these rules.
7. The betting schedule for each table must be clearly and legibly stated at each table. The Netherlands Gaming Control Board is also notified of these betting schedules. For all casino games an individual player may, with the consent of the Holland Casino management, play at a table designated for this purpose with a higher maximum with the minimum associated with this, provided this is stated under the betting categories for the game in question.
8. At a gaming table bets can only be placed in multiples of the stated minimum bet, unless Holland Casino decides otherwise.
9. Only Holland Casino can decide to consult the camera system in the case of disputes at a gaming table, slot machine, cash desk or at any other location in the casino. Guests of Holland Casino have no rights whatsoever to see camera images.
10. Losing bets fall to the bank, in this case Holland Casino. The actual outcome is binding; players can derive no rights from an outcome indicated on a display or an outcome mistakenly pronounced by a member of staff.
11. Holland Casino can end the game by announcing the last shoe, the last round of the game or the last 15 minutes.
12. The casino games mentioned in these rules can be offered in tournament form. Holland Casino can offer a jackpot on one or more gaming tables, whether or not these are linked to each other, whereby a starting amount can be set for the jackpot. That which is stipulated in section 8 paragraphs 5 and 6 of the Gaming Act 1996 correspondingly applies to casino games. The rules applying to the tournament and the jackpot are available for inspection by the players and the Netherlands Gaming Control Board is also notified of these.
13. Holland Casino can set the minimum bets mentioned in these rules at a lower level.
14. In cases for which these rules do not provide, Holland Casino determines the decision to be made and/or the procedure to be followed on the gaming table or slot machine according to the nationwide practice.



15. Holland Casino determines the manner in which a jackpot/payment at tablegames is made. In case a payment request of €100,000. = or higher is made (for location Schiphol is this amount is €10,000. = or higher), Holland Casino reserves the right to take extra time in consideration before payment occurs.



CHAPTER 2: ROULETTE GAMES

Section 2:1 General provisions

1. Roulette games are played by means of a wheel on which are placed the numbers 0 to 36 inclusive in the usual order for this game. A double zero can also be placed in a wheel. For a wheel with a double zero the order is as follows: 00, 1, 13, 36, 24, 3, 15, 34, 22, 5, 17, 32, 20, 7, 11, 30, 26, 9, 28, 0, 2, 14, 35, 23, 4, 16, 33, 21, 6, 18, 31, 19, 8, 12, 29, 25, 10 and 27.
2. Among other reasons the game is stopped if while the ball is spinning any other object lands in the wheel, the ball spins in the same direction as the wheel, the ball does not fall into any of the numbers on the wheel and if the ball is going to fail to complete seven circuits. In these cases the ball is spun again in accordance with the applicable rules.
3. Tables can be set up, whereby a higher minimum can apply for bets on columns, dozens and single numbers than for the other chances.
4. 4. Terminals can be set up on one or several gaming tables to enable bets to be placed electronically in order to participate in the game on the gaming tables in question. Funds are inserted using payment means designated by Holland Casino, as these apply for the slot machine set-up. Credits are paid out at a cash desk allocated for this purpose. The player is only permitted to play at one terminal. The player is not permitted to exceed the maximum bets on the betting opportunities by placing bets both on the relevant gaming table(s) and also on the terminal belonging thereto.
5. Holland Casino can set the minimum bet for the terminals at a lower level than the minimum bet on the gaming table to which they belong.

Section 2:2 French Roulette

1. The players can only make use of the following betting possibilities, which, if they win, yield the following:

Multiple chances

| | |
|---|---------------------|
| Full number, including the zero (plein): | 35 times the stake; |
| 2 numbers, including the zero (a cheval): | 17 times the stake; |
| 3 numbers, including the zero (transversale plein): | 11 times the stake; |
| 4 numbers, including the zero (carré): | 8 times the stake; |
| 6 numbers (transversale simple): | 5 times the stake; |
| 12 numbers (douzaine) or on a column (colonne): | 2 times the stake; |

Even chances

- Even or odd numbers (pair or impair):
 - 1 times the stake;
- The numbers 1 to 18 inclusive together (manque) or the numbers 19 to 36 inclusive together (passe):
 - 1 times the stake;
- Red (rouge) or black (noir):
 - 1 times the stake.

The winning player keeps his bet in every case. If the zero is the winning number, the player who has bet on an even chance has two options:

- a. he can either lose half of his stake; or
- b. he leaves the entire bet "en prison". If he takes this option and then with the next spin the winning number is not zero, the player (if his bet wins) receives his original bet back. If he loses, then his stake is lost. If the zero comes up for a second time, the player has the same two options. Only then the original bet has already lost half its value. If the zero comes up for a third time, then the bet is permanently lost.

2. Holland Casino can offer tables on which columns, dozens and/or even chances cannot be played.

3. The minimum for the bets may vary per table and are € 2,-, € 2,50, € 5,-, € 7,50, € 10,-, € 15,-, € 20,-, € 25,-, € 30,-, € 35,-, € 40,-, 45,-, € 50,-, € 75,- or € 100,-. The bets stated for the minimum bets categories only indicate a maximum and Holland Casino can set these at a lower level per table.



Roulette:

| Bet categories | 2 | 2,5/5 | 7,5/10 | 15/20 | 25/30/ 35/40/ 50 | 75/100 |
|-----------------------|----------|--------------|---------------|--------------|---------------------------------|---------------|
| Single number | 100 | 200 | 300 | 400 | 500 | 1000 |
| 2 numbers | 200 | 400 | 600 | 800 | 1000 | 2000 |
| 3 numbers | 300 | 600 | 900 | 1200 | 1500 | 3000 |
| 4 numbers | 400 | 800 | 1200 | 1600 | 2000 | 4000 |
| 6 numbers | 600 | 1200 | 1800 | 2400 | 3000 | 6000 |
| 12 numbers | 2000 | 3000 | 4000 | 5000 | 6000 | 10000 |
| 18 numbers | 4000 | 6000 | 8000 | 10000 | 10000 | 10000 |

Section 2:3 American Roulette

1. A player can play with coloured chips, whereby the denomination chosen by the player is indicated on a marker board belonging to the table. If a player leaves the gaming table without first cashing in his coloured chips, these are automatically allocated a value equal to the minimum bet applying to the table in question.
2. Section 2:2 of these rules applies correspondingly, with the exception of section 2:2 paragraph 1 under b.
3. On a gaming table with a double zero, as soon as the single or double zero comes up, all bets on the even chances, the columns and the dozens lose.
4. An extra betting opportunity has been added to a table with a double zero, the so-called topline, comprising 0, 00, 1, 2 and 3, which pays out six times if it wins.



CHAPTER 3: CARD GAMES

Section 3:1 General provisions

1. Holland Casino determines the number of decks with which a card game is played.
2. The (co)playing on boxes and the placing of bets takes place according to directions given by Holland Casino.
3. For all card games the rule is that at the start of each game a maximum of the first three cards may be “burned” between the time the players have placed bets and the cards are dealt. If at any time the cards are burned, this will apply to all gaming tables with the casino game in question on the gaming floor and/or in a separate part of the gaming floor.
4. Holland Casino determines the way cards are shuffled/cut as well as the way in which the cutting card is used if a manual shoe is deployed on the gaming table.
5. In compliance with that which is stated in the House Rules, players are not permitted to provide each other with gaming advice and instructions or to record the cards drawn in any way whatsoever.
6. Playing cards are “burned” if they are illegally or mistakenly drawn, or drawn due to a misunderstanding or because the value of the card is already known, or could be known. These cards are not “burned” if a player or the bank must take a card, unless the player is still able to change his bet or still has another option to make a decision.
7. Card shuffling machines that no longer adequately function during the game are replaced by another shuffling machine or by a manual shoe. The round is declared invalid, except for the bets already lost or won in this round.

Section 3:2 Black Jack

1. The value of the cards is set in points as follows:
 - the cards 2 to 10 inclusive represent the value as stated on the cards;
 - the King, Queen and Jack represent a value of 10 points;
 - the Ace represents either 1 or 11 points.
2. Only the box holder, and not the co-players, can make game decisions at the gaming table.
3. Both a minimum and a maximum bet apply for a Black Jack table, which Holland Casino can change at any time. The minimum and the maximum can vary per table. The minimum bet is € 5. The maximum relates to the total for the box.
4. An initial hand (the first two cards drawn for a box or the bank) with a value of 21 points counts as Black Jack. A Black Jack pays out 3:2, providing the bank does not have Black Jack. Other winning chances pay out at 1:1. A player must stop when a points total of 21 is reached, even if the Ace can be counted at a lower value. The hand always loses when it has more than 21 points.
5. At sixteen or less points the bank always draws a card, providing there are still hands playing in the game. At seventeen or more the bank stands (passes). An Ace counts for 11 points, if with this value the bank reaches 17 or more, to a maximum of 21. If the bank “busts” then the hands still in the game win. If the bank has more points than the player, the bank wins. If the bank and the players have the same points total, including Black Jack, the game is drawn. The players can leave their bets, change them or take them back. Black Jack always beats 21 points. Notwithstanding the foregoing, Holland Casino can determine that the bank wins if the player and the bank have the same score from 17 to 20 points.
6. When the first card for the bank is an Ace, the players can take out insurance against a Black Jack for the bank. For this purpose, the player wishing to insure his initial bet places an amount, with a value of half his bet, on the insurance line. The dealer indicates when the option to insure the bet has ended. If the bank has Black Jack, the dealer collects the losing bets and he pays the insurance stakes at 2:1. If the bank does not get Black Jack, the dealer takes the insurance stakes.



7. Once the dealer has dealt any additional cards to the last box holder, he draws a second card for the bank, unless all box holders are “bust” and none of the players have taken insurance against a Black Jack as referred to in paragraph 6 of this section.

8. If the initial hand has a value of 9, 10 or 11 points, the players may double their bet, whereby only one card is drawn. If the initial nine points were formed with an Ace, then the Ace keeps the value of 1 point throughout the game.

9. An initial hand can be split into two separate hands if they have the same points value, after which the second hand must have the bet as the initial hand. If a second card on one of these two hands again forms a pair, then a split can be made under the same conditions, and so on. Players may double one or more bets in accordance with the rules in paragraph 8 if the hands arising from the split have a value of 9, 10 or 11 points. If a pair of Aces is split, only one card is drawn for each Ace. The Ace-ten or ten-Ace combination obtained after splitting does not count as Black Jack, it is paid at 1:1 if it wins.

10. If the first three cards on a box each has a value of seven, and no option to split has been used, a bonus of one times their bet is paid to the box holder and the co-players on his box regardless of whether they have won or not.

11. If Holland Casino offers Multi Jack (three progressive jackpots and three bonuses) on the Black Jack table concerned, only the box holders can place a bet – hereafter: jackpot bet – at the start of each game using the credit meter intended for this purpose. Co-players on boxes are not permitted to place such a jackpot bet.

12. The level of the jackpot bets to be placed using the credit meter intended for this purpose can vary per table. A bonus is paid out if the initial hand consists of two sevens. In addition the player can still win a bonus or a jackpot if the card that immediately follows is also a seven, regardless of whether the initial hand has been split. The win schedule is as follows from high to low:

| Card combination | Payment |
|---|-----------------------|
| 777 of hearts | Jackpot 1 |
| 777 of same suit (not hearts) | Jackpot 2 |
| 777 of same colour (not 777 of hearts and not 777 of same suit) | Jackpot 3 |
| 777 no same suit and no same colour | 200 x the jackpot bet |
| 77 of hearts | 150 x the jackpot bet |
| 77 all other combinations | 30 x the jackpot bet |

Bonuses paid out are deducted from the jackpots. The box holder who is first to have a winning jackpot combination, is paid according to the reading on the relevant jackpot meter – for as far as this is higher than the starting amount – after which the meter is reset to the starting amount. Any second winner will receive the starting amount for the relevant jackpot. A jackpot to be paid out will never be lower than the starting amount, despite the possibility that a jackpot meter may indicate an amount lower than the starting amount. A jackpot is rounded up to the nearest whole Euro.

13. In the case of Holland Casino offering Black Jack Plus, at the start of each game a bet can be placed in the special BJ+ box, in combination with a normal bet on a box.

14. The bet being placed in the special BJ+ box is equal to only half of the relevant table minimum. The payment is determined with reference to the amount of the bet placed in the BJ+ box, which is multiplied in accordance with the win schedule below:

| Card combination | Black Jack Plus Win Schedule |
|---|-------------------------------------|
| Real Jack: Black Jack in spades | 100 times the BJ+ bet |
| Color Jack: Black Jack in clubs, hearts or diamonds | 10 times the BJ+ bet |
| Any Jack: Black Jack in any colour | 5 times the BJ+ bet |
| Bank Bust: The bank has more than 21 points | BJ+ bet stays |

15. If Holland Casino offers the side bet “Perfect Pairs” on the Black Jack table in question, at the start of each game box holders and co-players may each place a bet in the special Perfect Pairs box. Each player must always place a normal bet in order to be able to play the associated side bet. Only the player is allowed to place a bet in his own Perfect Pairs box.



16. For the initial hand there are three winning chances on the side bet:

- Perfect Pair: two cards of the same suit with the same depiction;
 Coloured Pair: two cards of different suits in the same colour and with the same depiction;
 Mixed Pair: two cards of different suits in different colours and with the same depiction.

17. The maximum bet in the Perfect Pairs box is equal to the relevant table minimum. The minimum bets to be placed in the Perfect Pairs box can vary per table.

18. If the initial hand does not form a pair as referred to above, the side bet loses and the bets fall to the bank. If the initial hand does form a pair, the pay out is determined by the amount of the bet placed in the Perfect Pair box; the bet is then multiplied according to the win schedule below:

| Card combination | Win schedule Perfect Pairs |
|------------------|---|
| Perfect Pair | Pays 25 x the bet placed in the Perfect Pairs box |
| Coloured Pair | Pays 12 x the bet placed in the Perfect Pairs box |
| Mixed Pair | Pays 6 x the bet placed in the Perfect Pairs box |

19. If Casino21 is offered, the bank wins if the player and the bank have the same number of points or a Black Jack and players cannot take out insurance against the bank getting a Black Jack. In departure from this, Holland Casino can decide that there is indeed a case of a drawn game, as referred to in paragraph five of this section, if the player and the bank have a Black Jack. Holland Casino can furthermore decide that in the case where the total value of the first five cards of a hand have a points value of 21 or less, a bonus of one times their bet will be paid to the box holder and the co-players on his box irrespective of whether they win or not. In the case where a player has reached a points total of 21, whereby one card is an Ace that represents the value of 11, then contrary to that stipulated in paragraph 4 of this section the player does not have to stop, unless there is a case of Black Jack.

20. If “Black Jack pays one to one” is offered, then here, contrary to that provided in paragraph 4, the card combination of Black Jack is paid at 1:1. The other rules relating to Black Jack remain unchanged.

21. If “Black Jack 6:5” is offered, then here, contrary to that provided in paragraph 4, the card combination of Black Jack is paid at 6:5. The other rules relating to Black Jack remain unchanged.

22. If Black Jack Switch is provided, the following, different rules apply:
 In Black Jack Switch each box receives two sets of two cards (two 'hands'). The box holder and any co-player(s) must bet the same amount for both sets.

The box holder has the choice to change (the switch) the 2nd card of both sets in order to obtain a better combination. If the switch results in a Black Jack, this combination counts as 21.

If a player has a Black Jack, if it wins it pays out at 1:1.

No bonus payment is won in the case of a hand comprising three sevens.

If the bank has an Ace the players and any co-player(s) are allowed to insure their bet per set of two cards (hand).

If the bank has a points total of 22, a Black Jack by the player pays 1:1 and the result for all other boxes remaining in the game at that point, is undecided.

If the player has placed a bet on the ‘super match’ chance, this bet is paid in accordance with the following table:

| First 4 cards from the box | Explanation | Payment |
|----------------------------|--|---------|
| Four of a kind | Four cards of equal value in one hand (e.g. four Queens) | 40:1 |
| Two pair | Two different pairs in one hand (e.g. pair of Jacks and Pair of sevens). | 8:1 |
| Three of a kind | Three cards of equal value in one hand (e.g. three queens). | 5:1 |
| Pair | Two cards of equally ranking value (e.g. two Kings). | 1:1 |



Section 3:3 Punto Banco

1. In Punto Banco Holland Casino acts as banker. Three versions of Punto Banco are offered: Punto Banco, Straight Punto Banco and High Low. In Punto Banco every win on the banco is paid at 19/20 times the winning bet. In Straight Punto Banco every win on the banco is paid at 1 times the winning bet, unless the banco wins by 5 points (5:4, 5:3, 5:2, 5:1, 5:0); in such a case the payment is 0.5:1. In both Punto Banco and Straight Punto Banco a win on the punto pays one times the bet and for égalité eight times the bet. The rules for High Low are defined in paragraph 7.

2. The outcome of the game depends on total of the points stated on the cards. Here 10, Jack, Queen and King have no value and the Ace counts as one, since tens are disregarded (e.g. 9+6=15=5) when counting the two cards, the maximum that can be achieved is 9 points. Based on the rules set out in the drawing table, the dealer decides whether the punto and/or the banco must draw a third card or not.

3. When the banco wins then the punto and égalité bets are first collected before the winning bets are paid. When the punto wins then the banco and égalité bets are collected first. When the outcome is égalité, then the dealer pays only égalité, the other bets are left where they are. The players are permitted to leave, change or remove these bets.

4. The cards are drawn according to the following schedule.

Punto

with 0-1-2-3-4-5, draws a card

6-7, passes

8-9, passes

Banco

Draws a card if he has:

0-1-2 draws a card

3 0-1-2-3-4-5-6-7-9

4 2-3-4-5-6-7

5 4-5-6-7

6 6-7

7 passes

8-9 passes

Does not draw a card if he has:

draws a card

8

0-1-8-9

0-1-2-3-8-9

0-1-2-3-4-5-8-9

5. If the punto has 6 or 7, then the bank buys up to and including 5, he passes at 6 or 7. If both first cards for the punto or banco together form 8 or 9 points, then no more cards may be drawn and the game is decided.

6. The minimum and maximum bet can vary per table. The minimum bet is € 5. The maximum bet on égalité is one tenth of the maximum in force on punto or banco at any one time.

7. If High Low is offered, the card order from low to high is: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace (the Ace is always the highest card). Two cards are drawn. One card for the players (hereafter referred to as: the communal card) and one card for the bank.

The outcome is decided as follows:

A bet on Low wins if the communal card is lower than that of the bank.

A bet on Low loses if the communal card is higher than that of the bank.

A bet on High wins if the communal card is higher than that of the bank.

A bet on High loses if the communal card is lower than that of the bank.

A bet on égalité loses if High or Low wins.

A bet on High and on Low wins one times the stake.

A bet on égalité wins if the communal card and the card for the bank are the same. In the case of a draw only the bets placed on égalité are paid times ten. All bets, including those on égalité, must stay where they are. In the case of égalité the bets on High and Low are in principle losing bets, but can be won back if the bet proves to have won when two new cards are drawn. The players are not permitted to change or remove these above-mentioned bets or to add new bets. If égalité comes up again, the above-mentioned is repeated.



Section 3:4 Red Dog

1. In Red Dog the value of the cards in ascending order is from 2 to Ace.
2. The minimum can vary per table and is € 2, € 2,50, € 5 or higher.
3. In Red Dog the dealer deals two cards face-up on the table. The dealer then announces the number of cards that can be positioned in value between the first and the second card. Players may then add an extra bet to their first bet.
The dealer then deals a third card between the first two. If the value of the third card lies between the first two, all bets are paid in the following ratio:

| | |
|---|-------------------|
| Number of positioning options 1 | - pays five times |
| Number of positioning options 2 | - pays four times |
| Number of positioning options 3 | - pays two times |
| Number of positioning options 4 or more | - pays one time |

4. If the value of the third card is equal to or lower than that of the lowest card dealt, or equal to or higher than the highest card dealt, the bets fall to the bank. If the first two cards have consecutive values then the hand is deemed to be undecided.
5. No extra bet can be placed if the first two cards have the same value. If the third card has the same value as the first two equal cards then the players receive a payment of eleven times the bet. However if the third card is not of equal value to the first two cards of equal value then the hand is deemed to be undecided.

Section 3:5 Poker

1. Depending on the type of poker Holland Casino acts as banker or player or it acts only as intermediary and derives for this the right to a levy of a maximum of 10% of the total bets made.
2. Depending on the type, poker is played with one or more decks of 52 playing cards, sometimes with the addition of a joker. In descending order the ranking of the cards is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. As is stated in paragraph 7, the Ace can also count as the lowest card (1). The suits spades, hearts, diamonds, clubs have no ranking order in determining the winning hand.
3. Holland Casino allocates the seating at the poker table.
4. Holland Casino can offer the following types of poker:
 - a. seven card stud;
 - b. Texas hold'em;
 - c. pai gow;
 - d. double down stud;
 - e. fast action hold'em;
 - f. let it ride;
 - g. Caribbean stud (see section 3:6);
 - h. pot limit;
 - i. Omaha;
 - j. three card poker (see section 3:7);
 - k. casino hold'em poker (see section 3.8);
 - l. multi poker (see section 3.9).
5. Holland Casino sets the minimum and maximum bets and these can differ per table. The maximum bet does not amount to more than € 10.000. The bets are placed in accordance with the rules set by Holland Casino. If a player does not play through to the end of a hand, he loses the bets he has made up to that point in this hand.
6. Depending on the type of game, the highest combination of cards wins.



7. From high to low the ranking for the most common combinations is:

Royal Flush: specific combination of five consecutive cards of the same suit, in this case: ten, Jack, Queen, King, Ace.

Straight Flush: combination of five consecutive cards of the same suit. If there are more Straight Flush combinations, the hand with the highest card wins.

Four of a Kind: combination of four equal ranking cards. If there are more Four of a Kind combinations, the hand with the highest-ranking combination wins.

Full House: combination of three equal ranking cards and two equal ranking cards. If there are more Full Houses, the hand with the highest three of a kind wins.

Flush: five cards, not consecutive, of the same suit. If there are more Flushes, the hand with the highest card wins.

Straight: five consecutive cards. If there are more Straight combinations, the hand with the highest card wins.

Three of a Kind: three equal ranking cards. If there are more Three of a Kinds, the hand with the highest three cards wins.

Two Pair: a combination of two pairs of two cards with equal ranking. If there are more Two Pair combinations then the hand with the highest pair wins. If these pairs are of equal ranking, then the second pair is decisive. If these are also of equal ranking, then the highest fifth card is decisive.

Pair: combination of a pair of two cards of equal ranking. If there are more pair combinations, the hand with the highest pair wins. If these pairs are of equal ranking, then in succession the highest third, fourth or fifth card are decisive.

High Card: combination of five cards that does not fit into any of the categories above. In the case of High Card combinations, the hand with the highest card wins. If cards have equal ranking, then in succession the highest third, fourth or fifth card are decisive.

8. The poker variants mentioned in paragraph four are played according to rules to be laid down by Holland Casino. These rules are available for the players to view. Holland Casino sends a copy of these rules to The Netherlands Gaming Control Board.

Section 3:6 Caribbean Stud

1. For Caribbean Stud Holland Casino acts as banker. The player must place his bet on the ante box before he receives cards. After the ante has been placed and before the cards have been received, the player can participate in the progressive jackpot, by placing a bet in the area intended for this purpose. If a player wants to play on more than one box, he must notify the dealer of this before the game begins. The player must place these bets for the box(es), both ante and bet, before the cards are dealt. The player is not permitted to touch or look at cards on the additional box(es) to be played. Participation in the progressive jackpot is also possible on the extra box(es).

2. At a signal given by the dealer for this purpose, the player may pick up the five cards he has been allocated. The player must keep the cards above the table at all times in a manner whereby other players cannot gain knowledge of the value of the cards.

3. The player loses his ante bet if he decides not to play against the bank and places his cards (closed) behind the ante box. A decision, once taken, cannot be revoked. Furthermore the player is no longer permitted to touch the cards.

4. If the player does decide to play against the bank with his cards, he places his cards closed on the Bet box and at the same time places on top of these cards twice the amount of the ante stake. The provision in the previous paragraph concerning a decision once taken and touching the cards correspondingly applies.



5. In the specified period between the moment of the signal referred to in the second paragraph and the moment that all players may no longer touch their cards, the players are not permitted to communicate or indicate to each other the value of their cards. During the period referred to above, if the players wish to communicate with each other this can only be done in one of the languages indicated by Holland Casino (so that the dealer can monitor this).

6. The bank must have a qualified hand, in other words Ace/King or higher, in order to have a chance of winning the Bet wager. If the player's hand ranks lower than that of the bank, the player loses the ante wager and bet wager to the bank. If the player's hand ranks equal to that of the bank, then the bets that have been placed stay where they are.

7. If the player's hand ranks higher than that of the bank, then the bank pays the player one times his ante wager. The bank pays the winning bet wager in accordance with the table below.

| Ranking | Payment | With bet on the progressive jackpot |
|-----------------|---------|--------------------------------------|
| High Card | 1 – 1 | - |
| Pair | 1 – 1 | - |
| Two Pair | 2 – 1 | - |
| Three of a kind | 3 – 1 | - |
| Straight | 4 – 1 | - |
| Flush | 5 – 1 | Plus 50 x jackpot bet |
| Full House | 7 – 1 | Plus 100 x jackpot bet |
| Carré | 20 – 1 | Plus 500 x jackpot bet |
| Straight Flush | 50 – 1 | Plus 5.000 x jackpot bet |
| Royal Flush | 100 – 1 | Plus 100% of the progressive jackpot |

8. If the bank does not have a qualified hand, in other words the bank's hand is lower than Ace/King, then the bank pays only one times the ante wager to the player, who has placed a bet wager.

9. The bet on the progressive jackpot is a side bet. The minimum bet to be placed in the coin acceptor intended for this purpose can vary per table. Amounts paid out are deducted from the progressive jackpot.

10. Only those players who have also placed a bet wager are eligible for a jackpot pay out. The player's hand determines whether he is eligible for a jackpot pay out, irrespective of the bank's hand. The bank pays a jackpot bet in accordance with the table in paragraph seven.

11. Jackpots that fall at the same time as the Royal Flush are taken from the new starting amount. This can cause the jackpot amount to fall below the starting amount. The minimum payment for a Royal Flush is always the starting amount. If two or more Royal Flushes fall in one round, then each Royal Flush is paid out at the level of the progressive jackpot at the start of that round.

Section 3:7 Three Card Poker

1. For Three Card Poker Holland Casino acts as banker. The player must place his bet on the ante box and/or the pair plus box before receiving cards. If a player wishes to play on more than one box, he must notify the dealer of this before the game starts. The player must place these bets for the box(es), both ante and play, before the cards are dealt. The player is not permitted to touch or look at cards on the additional box(es) to be played. Participation in pair plus is also possible on the extra box(es).

2. At a signal given by the dealer for this purpose, the player may pick up the three cards he has been allocated. The player must keep the cards above the table at all times in a manner whereby other players cannot gain knowledge of the value of the cards.

3. The player loses his ante bet if he decides not to play against the bank and places his cards (closed) behind the ante box. A decision, once taken, cannot be revoked. Furthermore the player is no longer permitted to touch the cards.

4. If the player does decide to play against the bank with his cards, he places his cards closed on the play box and at the same time places on top of these cards another bet equal to the ante stake. The provision in the previous paragraph concerning a decision once taken and touching the cards correspondingly applies.



5. In the specified period between the moment of the signal referred to in the second paragraph and the moment that all players may no longer touch their cards, the players are not permitted to communicate or indicate to each other the value of their cards. During the period referred to above, if the players wish to communicate with each other this can only be done in one of the languages indicated by Holland Casino (so that the dealer can monitor this).

6. If the bank has a qualified hand, in other words one of the bank's three cards is a Queen or higher and the player's hand ranks lower than that of the bank, the player loses the ante bet and the play bet to the bank. If the player's hand ranks equal to that of the bank then the bets placed remain where they are.

7. If the bank has a qualified hand and the player's hand ranks higher than that of the bank, then the bank pays the player one times the ante bet and one times the play bet. In addition a bonus is paid on the ante bet if the player has one of the following combinations:

| Ranking | Payment |
|-----------------|---------|
| Straight | 1 – 1 |
| Three of a kind | 4 – 1 |
| Straight Flush | 5 – 1 |

8. If the bank does not have a qualified hand then the bank pays only one times the ante bet to the player who has placed an ante bet. The play bet remains where it is.

9. A player can also place a Pair Plus bet. A bet on Pair Plus pays if the player has a pair or higher, irrespective of the value of the bank's cards. The player loses his Pair Plus bet if he does not have a pair or higher. The following payments are possible for Pair Plus:

| Ranking | Payment |
|-----------------|---------|
| Pair | 1 – 1 |
| Flush | 4 – 1 |
| Straight | 6 – 1 |
| Three of a kind | 33 – 1 |
| Straight Flush | 35 – 1 |

10. As in section 3:5 paragraph 7 the combinations rank, from high to low:

Straight Flush: combination of three consecutive cards of the same suit (for example eight, nine and ten of clubs). If there are more Straight Flush combinations the hand with the highest card wins.

Three of a kind: three cards the same (for example three Queens). If there are more Threes of a Kind the hand with the highest Three of a kind wins.

Straight: three consecutive cards, not of the same suit (for example five of hearts, six of spades and seven of hearts). If there are more Straight combinations the hand with the highest card wins.

Flush: three cards, not consecutive, of the same suit that do not make a Straight (for example three, six and ten of diamonds). If there are more Flush combinations then the hand with the highest card wins.

Pair: combination of a pair of cards with the same rank (for example two Kings). If there are more pair combinations then the hand with the highest pair wins. If the pairs rank equally, then the highest third card respectively wins.

High card: combination of three cards that do not fit into any of the categories above. If there are more of these combinations then the hand with the highest card wins. If cards rank equally then the highest second or third card respectively wins.

Section 3:8 Casino Hold'em Poker

1. For Casino Hold'em Poker Holland Casino acts as banker. The player must place an ante bet before he receives two cards. In addition the player may place an AA bonus bet.

2. At a signal given by the dealer for this purpose, the player may pick up the two cards he has been allocated. The player must keep the cards above the table at all times in a manner whereby other players cannot gain knowledge of the value of the cards.



3. The player's poker hand is always made up of five cards that are formed by the player's own two cards and five communal cards. The same applies to the bank but then with its own two cards. The five communal cards are dealt in two phases; three cards first and then after all the players have made their decisions, two additional cards.

4. The player loses his ante bet if he decides not to play against the bank and places his cards (closed) behind the ante box. A decision, once taken, cannot be revoked. Furthermore the player is no longer permitted to touch the cards.

5. The AA bonus bets are dealt with first before the game proceeds. If the player has a combination (comprising his own two cards and the first three communal cards) that is lower than a pair of Aces, then the player loses his AA bonus bet. The bank pays a winning AA bonus bet according to the table below.

| Ranking | Payment |
|-----------------|---------|
| Pair of Aces | 7 - 1 |
| Two Pair | 7 - 1 |
| Three of a kind | 7 - 1 |
| Straight | 7 - 1 |
| Flush | 20 - 1 |
| Full House | 30 - 1 |
| Four of a kind | 40 - 1 |
| Straight Flush | 50 - 1 |
| Royal Flush | 100 - 1 |

6. If the player decides to play against the bank, he places his closed cards on the call box and he places a call bet (an amount equal to twice the ante bet) on top of these cards. The provision in section 3:7 paragraph 5 and the provision in paragraph four of this section correspondingly apply.

7. Once the AA bonus bets have been dealt with, two communal cards are added to the first three communal cards. If the bank does not have a qualified poker hand (poker hand that is lower than a pair of fours) then the ante bets of the players remaining in the game are paid according to the table below. The call bet is not paid.

| Ranking | Payment |
|-----------------|---------|
| High Card | 1 - 1 |
| One Pair | 1 - 1 |
| Two pair | 1 - 1 |
| Three of a kind | 1 - 1 |
| Straight | 1 - 1 |
| Flush | 2 - 1 |
| Full House | 3 - 1 |
| Four of a kind | 10 - 1 |
| Straight Flush | 20 - 1 |
| Royal Flush | 100 - 1 |

8. If the bank has a qualified poker hand (a poker hand with a pair of fours or higher), then the player loses his ante bet and his call bet if the player's poker hand ranks lower than that of the bank. If the player's poker hand ranks equally to that of the bank, then the bets placed remain where they are.

9. If the player's poker hand ranks higher than that of the bank then the bank pays the player his ante bet in accordance with the table included in paragraph seven. The call bet is paid at 1:1.

Section 3:9 Multi Poker

1. Section 3:6 (Caribbean Stud) correspondingly applies to Multi Poker, with the exception of the jackpot provisions stated therein. The following jackpot provisions apply for Multi Poker. The player can participate in the progressive jackpots (three progressive jackpots and three bonuses) by placing a bet – hereafter: jackpot bet – before the start of each game using the credit meter for this purpose.



2. Only those players who have also placed a bet wager are eligible for a jackpot payment. The player's hand determines whether he is eligible for a jackpot payment, irrespective of the bank's hand.

3. The amount of the jackpot bet to be placed can vary per table. The win schedule is as follows, from high to low:

| Card combination | Payment |
|---|-----------------------|
| Royal Flush | Jackpot 1 |
| Straight Flush (except for Royal Flush) | Jackpot 2 |
| Four of a Kind Aces | Jackpot 3 |
| Four of a kind (except for Four of a Kind Aces) | 500 x the jackpot bet |
| Full House | 100 x the jackpot bet |
| Flush | 50 x the jackpot bet |

4. When bonuses are paid (Four of a kind, Full House and Flush) these are deducted from the jackpots.

5. The player who is first to have a winning jackpot combination, which is determined by the time on the display, is paid in accordance with the level of the relevant jackpot meter – for as far as this is higher than the starting amount – after which the meter is reset to the starting amount.

If there is a second winner with the same jackpot combination, but who is not playing at the same table, he will receive the starting amount of the relevant jackpot. If the second winner is playing at the same table, then he will also be paid at the level of the relevant jackpot meter.

6. A jackpot will never be paid at a level lower than the starting amount, despite the fact that a jackpot meter may indicate an amount lower than the starting amount. A jackpot is rounded up to the nearest whole Euro.



CHAPTER 4: OTHER CASINO GAMES

Section 4:1 Sic Bo

1. Sic Bo is played using two or three dice. The minimum can vary per table and is € 2, € 2,50, € 5 or higher. The betting opportunities and the payments associated therewith are stated at or on the table.
2. The dealer announces the result and the total for the three dice from low to high. The result is exclusively determined by the top view of the numeric value of the three dice.
3. The results are invalid if the dice are not lying separately and flat on the bottom surface.
4. The player can only make use of the following betting options, which pay as follows when they win:

Sic Bo with three dice (Sic Bo)

| Chance | Description | Payment |
|------------------|--|---|
| Small | total numeric value is 4 to 10 inclusive | 1:1 (except for triple) |
| Big | total numeric value is 11 to 17 inclusive | 1:1 (except triple) |
| any single die | numeric value 1, 2, 3, 4, 5, 6 | 1:1 (with 1 die) 2:1 (with 2 dice) 12:1 (with 3 dice) |
| two dice | combinations of two dice | 6:1 |
| three dice total | total numeric value is: | |
| | 4 of 17 | 60:1 |
| | 5 of 16 | 30:1 |
| | 6 of 15 | 18:1 |
| | 7 of 14 | 12:1 |
| | 8 of 13 | 8:1 |
| | 9 of 12 | 6:1 |
| | 10 of 11 | 6:1 |
| Double | double 1, 2, 3, 4, 5, 6 | 11:1 |
| any triple | any three of the same value (1 to 6 inclusive) | 30:1 |
| specific triple | three times 1, 2, 3, 4, 5, 6 | 180:1 |

Sic Bo with two dice (Rocket 7)

| Change | Description | Payment |
|---|--|-----------|
| Low / High | Total of 3,4,5,6 / 8,9,10,11 | 1:1 |
| Low / High | Total of 2 / 12 | stand-off |
| Low / High | Total of 7 | stand-off |
| Single die (outcome 1,2,3,4,5,6) | Outcome non-double | 2:1 |
| Single die (outcome 1,2,3,4,5,6) | Outcome double | 4:1 |
| Any double | Outcome random double | 4:1 |
| Specific double | Outcome specific double | 32:1 |
| Any 7 | Total numeric value is 7 | 4:1 |
| Specific 7 - A specific combination with a total numeric value of 7 | Specific combination with a total numeric value of 7 | 16:1 |
| Totaal 3 resp. 11 | Total numeric value of the dice | 16:1 |
| Totaal 4 resp. 10 | | 10:1 |
| Totaal 5 resp. 9 | | 7:1 |
| Totaal 6 resp. 8 | | 6:1 |



5. The bets stated for the minimum bets categories only indicate a maximum and Holland Casino can set these at a lower level per table.

Sic Bo with three dice (Sic Bo)

| Betting categories | € 2 | € 2,50 | € 5 | € 7,50 | € 10 |
|---------------------|------|--------|------|--------|------|
| specific triple | 10 | 10 | 20 | 40 | 40 |
| any triple | 60 | 60 | 120 | 240 | 240 |
| Double | 160 | 160 | 320 | 640 | 640 |
| 4/17 | 30 | 30 | 60 | 120 | 120 |
| 5/16 | 60 | 60 | 120 | 240 | 240 |
| 6/15 | 100 | 100 | 200 | 400 | 400 |
| 7/14 | 150 | 150 | 300 | 600 | 600 |
| 8/13 | 225 | 225 | 450 | 900 | 900 |
| 9/12 | 300 | 300 | 600 | 1200 | 1200 |
| 10/11 | 300 | 300 | 600 | 1200 | 1200 |
| two die combination | 300 | 300 | 600 | 1200 | 1200 |
| any single die (1x) | 150 | 150 | 300 | 600 | 600 |
| any single die (2x) | 150 | 150 | 300 | 600 | 600 |
| any single die (3x) | 150 | 150 | 300 | 600 | 600 |
| Big / Small | 1800 | 1800 | 3600 | 7200 | 7200 |

Sic Bo with two dice (Rocket 7)

| Betting categories | € 2 | € 2,50 | € 5 | € 7,50 | € 10, € 20, € 50 |
|---|------|--------|------|--------|------------------|
| Low / High | 2000 | 2000 | 5000 | 10000 | 10000 |
| Single die (outcome 1,2,3,4,5,6) | 200 | 200 | 500 | 1000 | 1000 |
| Any double | 200 | 200 | 500 | 1000 | 1000 |
| Specific double | 200 | 200 | 500 | 1000 | 1000 |
| Any 7 | 200 | 200 | 500 | 1000 | 1000 |
| Specific 7 - A specific combination with a total numeric value of 7 | 200 | 200 | 500 | 1000 | 1000 |
| Totaal 3 resp. 11 | | | | | |
| Totaal 4 resp. 10 | | | | | |
| Totaal 5 resp. 9 | | | | | |
| Totaal 6 resp. 8 | 200 | 200 | 500 | 1000 | 1000 |

Section 4:2 Big Wheel

1. Big Wheel is played by means of a wheel on which paying numbers are arranged.
2. The dealer sets the wheel in motion and before the wheel stops, spins the wheel for a second time.
3. The indicator points to the winning chance. This indicator fitted to the top of the wheel then hangs between two pins on either side of the chances on the wheel.
4. If the indicator comes to rest on a pin between two chance compartments, or if anything or anyone interferes with the free motion of the wheel, or the wheel does not complete four revolutions, the game is invalid. In such cases the game is stopped and the spinning procedure is then started again.
5. The minimum for the bets can vary per table and is € 2,-, € 2,50, € 5,-, € 7,50, € 10,-, € 15,- or € 20,-... Hereby the maximum bets are as follows:

| payment | maximum (2) | maximum (2,50 / 5) | maximum (7,50 / 10) | maximum (15 / 20) |
|---------|-------------|--------------------|---------------------|-------------------|
| 1:1 | 450 | 900 | 1800 | 3600 |
| 3:1 | 150 | 300 | 600 | 1200 |
| 5:1 | 90 | 180 | 360 | 720 |
| 10:1 | 45 | 90 | 180 | 360 |
| 20:1 | 20 | 45 | 90 | 180 |
| 45:1 | 10 | 20 | 40 | 80 |



6. If a jackpot is linked to Big Wheel, the player who has successfully bet on the appropriate jackpot positions can choose to either receive a payment of 45 times the bet or a chance for the jackpot. If they choose to play for the jackpot, the payment of 45 times the bet is cancelled, and they can win between at least 20 times the original bet and up to 200 times the original bet.

Section 4:3 Keno

1. Every Keno form is printed with 2 blocks each with 40 compartments, which are numbered from 1 to 40 and from 41 to 80. The numbers 1 to 40 are in the top block and the other numbers in the bottom block. These numbers correspond with the numbered balls in the Keno machine. In the course of each game 20 numbers are drawn from this machine by means of a random generator. These same 80 numbers are displayed on an electronic wall panel (Keno board) and they light up as the corresponding ball is drawn. There can be several wall panels in the casino displaying this same information.

2. A player can participate in the game by placing a cross on 1 to 15 numbers on a blank Keno form. This form must also be completed in full stating for which amount they wish to play, whether they are participating in 1 or more games and also stating the amount of numbers crossed on the form. The player then hands the Keno form together with the bet in at the Keno desk or to a so-called Keno runner. This is a person who collects the forms from the player if he is not present in the Keno lounge. The Keno form is then 'written' which means that the information from the form is entered into the computer. The player receives a copy of the form as proof of participation in the relevant game. A serial number, the date and time the form was entered into the computer and the number for the game are all on this copy.

3. Every game is allocated a number that is clearly stated on the wall panel. A form can take part in a game until the 'closed' text lights up for the number of the game in question. Forms presented after this time do not participate in the game.

4. A payment for a player is determined by the combination of the amount of the bet on the form, the amount of numbers crossed and the amount of numbers that has come up. The payment table is available for the players' information. Holland Casino sends a copy of this payment table to The Netherlands Gaming Control Board.

5. When a player has won a prize, the winning form must be handed in to the Keno desk, either directly, or directly via a Keno runner. Handing the form in to the Keno desk remains the player's own responsibility. The amount of the prize won will determine the verification procedure and the method of payment.

6. Holland Casino is not liable should a Keno form not be 'written' in time to participate in the game that the player wishes.

7. The following special game combinations can be played during the game:

- A player can play other combinations outside of the standard way of playing whereby from 1 to 15 numbers are crossed. An example of this is the progressive jackpot, whereby 20 numbers are filled in. An amount on the jackpot meter is then paid out either in full or a part thereof depending on how many numbers are guessed correctly.
- There are also special combinations of ways to play whereby groups of equal amounts of numbers can be played in various mutual contexts.
- One of the options is also to automatically play more than 1 game with the same combination of numbers. For this the player plays in a series, up to 20 times, and must collect his winnings at the Keno desk at the end of the last game of the series he has played and before the next game starts.
- Finally it is also possible to play even longer series of games provided that the total time taken by these games does not exceed the length of the gaming day. For this and the other game combinations mentioned above it is also possible to have the computer select the numbers.

8. There are very many different betting combinations available in Keno. However the minimum bet for each card or combination will not be less than € 0.50 cents. The maximum payment will be no higher than € 25,000.



CHAPTER 5: GAMING MACHINES

Section 5:1 General provisions

1. Players are themselves responsible for inserting or placing their bets in the proper manner.
2. The right to a prize or a jackpot only arises once Holland Casino has established that the gaming machine has functioned in the correct manner. Only the winner is entitled to a prize or jackpot.
3. During a gaming day Holland Casino is the legal guardian of unclaimed prizes, amounts left on a credit meter or amounts left in the chip tray of a gaming machine.
4. General terms and conditions apply to the Holland Casino Card with saving function. The general terms and conditions are available for inspection at the entrance to the casino.

Section 5:2 Jackpots

1. A jackpot is a main prize as referred to in section 8 of the Gaming Act 1996.
2. Holland Casino provides both local and nationwide jackpots.
3. Progressive, bonus and mystery jackpots and their associated prizes are always indicated on the signs present on the gaming floor.
4. In the case of a nationwide jackpot Holland Casino can at any time decide to temporarily unlink one or more of the casinos from the national link.
5. Holland Casino determines the manner in which a jackpot payment at the slot-machine is made. In case a payment request of €100,000. = or higher is made (for location Schiphol is this amount is €10,000. = or higher), Holland Casino reserves the right to take extra time in consideration before payment occurs.
6. In compliance with a notification term of at least two weeks one or more gaming machines with a progressive jackpot can be removed from the gaming floor. The value of the progressive jackpot being removed, after deduction of the starting amount put in by Holland Casino, is distributed at the discretion of Holland Casino, across one or more jackpots present on the gaming floor.
7. If two or more guests have the same required winning combination, each of them with this combination is paid the jackpot, provided that no more than five seconds has elapsed between the first winning combination falling and the last winning combination falling. When more than five seconds have elapsed, only the starting amount and the growth arising for the new nationwide jackpot will be paid to the player with the required winning combination falling last.



CHAPTER 6: CONCLUDING PROVISIONS

Section 6:1 Coming into force

The Secretary of State for Justice and the Minister of Economic Affairs, on the advice of The Netherlands Gaming Control Board, have approved the Game Rules 2000 in accordance with section 4 paragraph 2 of the Gaming Act 1996 as new regulations for Holland Casino and these come into force on January 1st 2002, latest amendment on December 21st 2011.

