

Gaming Rules

APPLICABILITY OF THESE RULES

The following product-specific rules (the "Gaming Rules") govern the end user's (the "Player", "you" or "your") use of all the Operator's interactive casino products and services (the "Live Casino Games") available at the Website. They form part of the Operator's Terms and Conditions, which apply to all the Live Casino Games the Operator offers and which the Player has to accept upon registering for any of the Live Casino Games. To the extent there is any inconsistency between the Terms and Conditions and any of these Gaming Rules, the Terms and Conditions shall prevail.

GENERAL GAMING RULES

Liability

The Player shall have no cause of action and hereby waives any rights or claims against the software developer of the Live Casino Games for any matter, cause or thing involving the Player's participation in the Live Casino Games or otherwise.

Play for Fun

The Player agrees that the Live Casino Games are for entertainment value only. The Player understands and acknowledges that no monetary bet is necessary or required to play the Live Casino Games. If the Player wishes to play without betting money, they may do so in the "demo play" area only.

Personal Use Only

The Player's interest in the Casino and the Website is personal and not professional. A Player entering the Website does so solely for their own personal entertainment and any other entrance, access, use or re-use of the Live Casino Games is strictly prohibited.

Malfunctions

Unless otherwise specified, below (e.g. with certain live games) malfunctions of any sort (software or hardware) will void play. This means that any stake placed will be returned irrespective of any indicative result.

Smart Player and Artificial Intelligence

The Operator reserves the right to reject SMART players or any suspected SMART players and Card Counters. Any activities using artificial intelligence called bots are strictly prohibited. Any attempt to breach or violate this policy will result in suspension and exclusion of the Player's Account. All winnings and commissions will be forfeited.

Complaints for Live Gaming

If a Player wishes to make a complaint or dispute a Live Casino Game result, they must provide the Operator with their user ID the time of playing, the dealer's name, the Table ID and Round ID at the time of contacting the Operator. Failure to do so may result in the complaint being unable to be addressed by the Operator. Video images of Live Casino Games is kept for 24 hours and therefore Players must address their complaint within 24 hours of the dispute occurring. Any complaints submitted after 24 hours will be rejected by the Operator due to the absence of video evidence.

In case of any dispute, the Player acknowledges and agrees that the Operator's decision is final and official.

Maximum Win

There is no maximum gross win in any day.

Live Casino Games

For Live Casino Games, valid results on the Live Casino Games are those results which are detected by the electronic sensor equipment installed for that purpose. If for any reason a result is not detected and registered by the electronic sensors, then that result is deemed to have not occurred, and any bets locked will remain locked until a valid result is determined.

Specific rules on any malfunction in Live Casino Games are included in the specific Live Casino Games rules below. Please left-click on the names of any of the Live Casino Games to see the specific rules for that Live Casino Game:

- [LIVE DEALER BACCARAT / SUPER SIX](#)
- [LIVE DEALER ROULETTE](#)
- [LIVE DEALER SIC BO](#)

1. LIVE DEALER BACCARAT / SUPER SIX



Baccarat

Super Six

3.1. Introduction to Live Dealer Baccarat

The object of the game is to bet on whichever of two hands, the player's hand or the banker's hand, that the Player thinks will have a point value closest to 9. The Player can also bet on a tie.

The game is presented to the Player with a live person dealing the cards on screen to provide the Player with a realistic gaming environment in real time.

The theoretical return to player of this game is 98.41%.

Over a long period of time, the game is likely to average a return to the Player of 98.48% of the total bets made.

3.2. Participation Instructions and Bet Options

To place a bet, the Player moves the cursor to the pictures of the chips in the **lower-right corner** of the game window and left-click the chip value that they want to use. The Player then moves the cursor to the Betting Area on the table layout marked as players or bankers, tie or pair and / or **super six**, then left-clicks to place their bets. The chip will automatically appear in the betting box, with the total value of the bet written alongside. The bet amount will also appear at the **bottom** of the window.

Each left-click will increase the bet value by one chip of the same value, up to the maximum bet for that table. If the Player wants to use a different chip value of this bet, they must move the cursor back to the pictures of the chips at the **lower-right corner** of the game window on the screen and left-click on the new chip value that they want to use. Then the Player must move the cursor back to the Betting Area on the table layout, and left-click again to increase the bet.

Players must place their bets before the 30 second Betting Timer at the **centre** of the game window expires. Betting is not allowed once the Betting Timer has expired.

All bets are confirmed and taken into the Player's account once the **CONFIRM BET** button is left-clicked. Any bets placed after the **CONFIRM BET** button has been left-clicked but before the Betting Timer has expired must be followed by the **CONFIRM BET** button being left-clicked. If this is not done, then these additional bets will NOT be confirmed and NOT taken into the Player's account.

To remove all bets from the table layout, left-click the **CLEAR BETS** button. To remove the last bet from the table layout, left click the **UNDO** button. Note **both CLEAR BETS and UNDO** can only be done before the CONFIRM BET button has been left-clicked. If the **CLEAR BETS** is left-clicked, then these bets will NOT be confirmed and NOT taken into the Player's account.

As soon as the Betting Timer has expired, the dealer will deal two hands of cards, which are called the player's hand and the banker's hand. All cards are dealt face up. The cards will be drawn in the following order:

1. The first card for the player's hand.
2. The first card for the banker's hand.
3. The second card for the player's hand.
4. The second card for the banker's hand.
5. If dictated by the drawing rules, the third card for the player's hand.
6. If dictated by the drawing rules, the third card for the banker's hand.

More than three cards can never be drawn for either hand.

There are no values greater than nine in the game of baccarat. All card values are recalculated when the combined value of two or more cards is greater than nine. This new card value is determined by subtracting ten from the combined card value every time it reaches a number greater than nine. Below are a few examples of this equation.

$$4 + 2 + 6 = 2$$

$$5 + 6 + 8 = 9$$

$$7 + 3 = 0$$

$$10 + 10 + 10 = 0$$

The hand with the highest point value wins. All losing bets will be collected and all winning bets paid. If a bet is a winner, the winnings will be posted to the credit balance and updated in the credits display upon selecting the next game or upon returning to the Lobby.

If both hands have the same point value, that game is a tie and neither side wins or loses. In this case, tie bets win, but players and bankers bets do not win or lose so the bet is refunded back to the Player.

Some common Baccarat terms are provided below, complete with explanations.

Payout Odds

Payouts are determined at standard odds that you will find to be identical to those used in all of the major Casinos of America, Europe and Asia.

Baccarat

Winning players bets receive payout odds of 1 to 1 (even money).

Winning bankers bets receive payout odds of 1 to 1 (even money). However, a commission equal to 5% of the win amount is deducted automatically.

Winning tie bets receive payout odds of 8 for 1. If there is a tie, bets on the bankers or players are returned to the Player.

Winning player pair / banker pair bets receive payout odds of 11 to 1. Player / banker first and second hand have to make a pair in order to win.

Super Six (Non-Commission Baccarat)

Winning Player bets receive payout odds of 1 to 1 (even money).

Winning Banker bets receive payout odds of 1 to 1 (even money) except in the event when the Banker wins on Six Points.

Winning Banker bets with the Banker wins on Six Points receive payout odds of 1 to 2 (in such an event, only 50% of the amount placed on the Banker will be paid).

Winning Tie bets receive payout odds of 8 for 1. If there is a tie, bets on the bankers or players are returned to the Player.

Winning Player Pair / Banker Pair bets receive payout odds of 11 to 1. The Player / Banker first and second hand has to make a pair in order to win.

Winning Super Six bets receive payout odds of 12 to 1. The Banker has to make a point count of six in order to win.

Maximum and Minimum bets

The maximum and minimum bet limits will only be displayed within the Bet Limits menu in the gaming table after the Player has sit on the table.

3.3. Live Baccarat Terms

| | |
|-----------------------------------|--|
| Players/Bankers | The terms players and bankers are the names given to two hands of cards that are dealt from the shoe during each round of play. The Player may bet on either the player's hand or the banker's hand. The Player may also bet on a tie. |
| Natural | A natural hand is a two-card hand totalling eight or nine. The highest possible hand is a natural nine, which occurs when the first two cards drawn for either the bankers hand or the players hand total nine. The second highest hand is a natural eight. If a natural is drawn, this is an automatic winning hand and is called a natural winner. Neither of the hands will receive a third card when a natural is drawn. |
| Tie | If both hands have the same value, a tie hand is the result. |
| Player Pair or Banker Pair | The first two cards of either the Player or the Banker hand form a pair (for example 8, 8 or K, K). |
| Non-Commission Baccarat | A version of Baccarat where bets placed on the Banker shall receive payout odds of 1 to 1 except in the event when the Banker wins on Six Points (in such an event, only 50% of the amount bet on the Banker will be paid). |
| Super Six | A side bet placed on the Banker to win with a point count of six, with any other result being a loss. |

3.4. Card Values

All cards except for Tens, Picture Cards, (Jacks, Queens and Kings) and Aces, are worth their face value.

All Tens and "Picture Cards" are counted as zero.

Aces are counted as one.

3.5. Drawing Rules

There are no optional drawing rules in this game. Whether cards are drawn or not is determined according to the rules provided below. These rules are called the "Drawing Rules" or "Tableau", and are identical to those used in all of the major casinos of America, Europe and Asia.

The decision to draw a third card for the players hand is made automatically according to standard casino rules as below.

Drawing Rules

| Total of First Two Cards | Draw or Stand |
|--------------------------|---|
| 0,1, 2, 3, 4, 5 | DRAW a third card unless BANKER has a NATURAL |
| 6, 7 | Stand |
| 8, 9 | Stand (Natural) |

If the player's hand totals 0, 1, 2, 3, 4 or 5 a third card is automatically drawn for the players hand unless the banker's hand consists of a natural 8 or natural 9.

If the player's hand totals 6 or 7 the decision is to stand. A card will then be drawn automatically for a banker's hand that totals 0, 1, 2, 3, 4 or 5.

If a third card is drawn for the players hand, the decision to draw a third card for the bankers hand is made automatically according to standard casino rules as below.

| Total of First Two Cards | Draw when the players third card is | Stand when the players third card is |
|--------------------------|-------------------------------------|--------------------------------------|
| 0,1, 2 | 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 | |
| 3 | 1, 2, 3, 4, 5, 6, 7, 9, 10 | 8 |
| 4 | 2, 3, 4, 5, 6, 7 | 1, 8, 9, 10 |
| 5 | 4, 5, 6, 7 | 1, 2, 3, 8, 9, 10 |
| 6 | 6, 7 | 1, 2, 3, 4, 5, 8, 9, 10 |
| 7 | Stand | |
| 8, 9 | Stand (Natural) | |

3.6. No Burn Card

The dealer does not perform burn card between the games.

3.7. Reshuffles

The Operator reserves the rights to reshuffle the particular decks of cards if any human or non-human errors occur during cards shuffling.

3.8. Pair Bets

All bets are confirmed and taken into Players' account once the CONFIRM button is clicked.

Live Baccarat pair bet game rules are almost the same as traditional baccarat, the difference is you can also bet on player pair / banker pair as well as player / banker wins. Player / banker first and second hand have to make a pair in order to win.

Payout is 11 to 1.

3.9. Super Six

The Super Six bet option is only available on the Super Six (Non-Commission Baccarat) table. This is a side wager placed on the Banker to win with a point count of six, with any other result being a loss.

Payout is 12 to 1.

3.10. Electronic Malfunctions

The card is scanned by the dealer and the result will be displayed on the Players' computer screen. If any card fails to scan, the dealer will re-scan the card in order to display the result to the Players.

Any failure of the Players' equipment including but not limited to network connection or computer problems, will not void the game result. Players can check their own bet history on the Report section.

Any Operator's system malfunction and/or hardware failure during Live Baccarat will void the play and the particular table will be closed.

3.11. Physical Malfunctions

In the event of two or more cards are dealt simultaneously by accident, the current round will be voided, all bets will be returned and the particular shoe will be replaced with a new shoe.

In the event of any cards being revealed during shuffling, the dealer will reshuffle the cards before putting them into the shoe box.

In the event of any cards falling off the table, the current round will be aborted and the particular shoe will be replaced with a new shoe.

If the dealer deals an extra card after the current game is finished, the current game result will be considered valid and the particular shoe will be replaced with a new shoe.

In the event of a card being placed in the wrong position, the supervisor will correct the card position according to the computer screen (correct position).

3.12. Complaints

If a Player wishes to make a complaint or dispute a game result, they must provide the Operator, the date and time of playing, Table_ID, dealer's name and Round number at the time of contacting the Operator. Failure to do so will result in the complaint being rejected by the Operator. Video image of card dealing is kept for 24 hours. Players must address their complaint regarding the dispute within 24 hour of the dispute occurring. Any complaints submitted after 24 hours will be rejected by the Operator without further explanation.

2. LIVE DEALER ROULETTE



3.1. Introduction to Single Zero Roulette

Single zero roulette is played by spinning a ball on a round wheel with thirty seven numbered slots. The object of the game is to predict where the ball will come to rest in the spinning wheel. There are 37 individually numbered sections in the wheel, labelled with the numbers 0-36. Bets can be placed on any one of these 37 numbers or on various groups of numbers displayed on the table. By predicting the right number, you earn a return on your bet. The size of the payoff depends on how the bet was placed.

The theoretical return to player of this game is 97.38%.

Over a long period of time, the game is likely to average a return to the Player of 97.34% of the total bets made.

3.2. Participation Instructions

The Player's chips are stacked by denomination at the bottom right of the game window. To place a bet, the Player must move the cursor to the pictures of the chips and left-click the chip value that they want to use. The Player must then move the cursor to the positions on the table layout that they want to place bets and left-click in each of those positions. The system will not let the Player place a chip unless it is a valid bet position. Chips will automatically appear underneath the cursor. The bet amount will also appear at the lower left of the window. Each left-click with the cursor in the same position will increase the bet by one chip of the same value, up to the maximum bet for that position.

If the Player wants to change to a different chip value, they must move the cursor back to the pictures of the chips at the lower right corner of the game window on the screen and left-click on the new chip value that they want to use. Then move the cursor back to the table layout and left-click as before to place bets.

To remove all bets from the table layout, left-click the CLEAR BETS button. To remove the last bet from the table layout, left click the UNDO button. Note both CLEAR BETS and UNDO can only be done before the CONFIRM BET button has been left-clicked. If the CLEAR BETS is left-clicked, then these bets will NOT be confirmed and NOT taken into the Player's account.

To replace the same bets as made for the previous spin, left-click the RE-BET *button*.

Players must place their bets before the 60 second Betting Timer at the right section of the screen expires. Betting is not allowed once the Betting Timer has expired.

All bets are confirmed and taken into the Player's account once the CONFIRM BET button is left-clicked. Any bets placed after the CONFIRM BET button has been left-clicked but before the Betting Timer has expired must be followed by the CONFIRM BET button being left-clicked. If this is not done, then these additional bets will NOT be confirmed and NOT taken into the Player's account.

3.3. Bet Options

Depending on where the Player chooses to place their chips, they can bet on anywhere from one to eighteen numbers with a single bet.

The Player can place eight different kinds of bets on the Single Player European Roulette table. Each type of bet covers a certain range of numbers, and each type has its own payoff rate. The short lines of three numbers each are called rows on the Board, while the longer lines, each holding twelve, are called Columns. The first five types of bets are all made on the numbered space or on the lines between them and are called Inside Bets, while the last three types are made on the special boxes located around the edge of the Board and are called Outside Bets. These bets are tabulated below:

| | | | | | | | | | | | | |
|--------|---|---|----|--------|----|-----|----|--------|----|----|----|--------|
| 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 2nd 12 |
| 2 | 5 | 8 | 11 | 14 | 17 | 20 | 23 | 26 | 29 | 32 | 35 | 2nd 12 |
| 1 | 4 | 7 | 10 | 13 | 16 | 19 | 22 | 25 | 28 | 31 | 34 | 2nd 12 |
| 1st 12 | | | | 2nd 12 | | | | 3rd 12 | | | | |
| 1-18 | | | | EVEN | | ODD | | 19-36 | | | | |

The table is laid out in a 12 x 3 grid that includes all of the 36 red and black numbers that appear on the wheel, together with 0 at the top of the layout. The Player can place chips in any of the betting positions as described below.



A Straight-Up bet is a bet on one selected number winning. There are 37 possible Straight-Up bets. The bet is placed within the square of any specific number. If the ball comes to rest in that number in the wheel, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



A Split bet is a bet on one of two selected numbers winning. There are 60 possible Split bets. The numbers must be adjacent on the table layout, and not on a diagonal. The bet is placed on a line that borders the square of any two adjacent numbers. If the ball comes to rest in either of the two numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



A Street bet is a bet on one of three selected numbers winning. There are 12 possible Street bets. The numbers must lie in a row across the table layout. The bet is placed on the line to the left of the row of numbers. If the ball comes to rest in any of these three numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



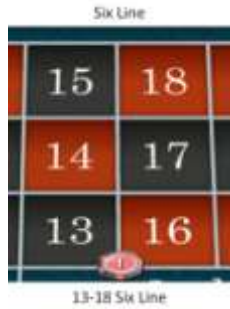
A Corner bet is a bet on one of four selected numbers winning. There are 22 possible Corner bets. The numbers must share one corner of the table layout. The bet is placed at the intersection of all four numbers. If the ball comes to rest in any of these four numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



A Zero Section bet is a bet on one of four particular numbers winning. There is only 1 Zero section bet. These numbers are 0, 1, 2, 3. The bet is placed at the left intersection of all four numbers. If the ball comes to rest in any of these four numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



A Zero Corner bet is a bet on one of three particular numbers winning. There are two Zero corner bets. These are 0, 1, 2, and 0, 2, 3. The bet is placed at the intersection of all three number. If the ball comes to rest in any of these three numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



A Six Line bet is a bet on one of six selected numbers winning. There are 11 possible Six Line bets. The numbers must lie in two adjacent rows across the table layout. The bet is placed on the line to the left and between the two rows of numbers. If the ball comes to rest in any of these six numbers, this bet wins. If the ball comes to rest in any other number in the wheel, this bet loses.



A Column bet is a bet on one of twelve selected numbers winning. There are 3 possible Column bets. The numbers must all lie in one of the three columns down the table layout. The bet is placed in the box provided at the bottom of the layout. If the ball comes to rest in any of these twelve numbers, this bet wins. For any other number in the wheel, this bet loses.



A Dozen bet is a bet on one of twelve selected numbers winning. There are 3 possible Dozen bets. The numbers must all lie in one of the three Dozens regions on the table layout. The bet is placed in the box provided to the left of the layout. If the ball comes to rest in any of these twelve numbers, this bet wins. For any other number in the wheel, this bet loses.



An Even Chance bet is a bet on one of eighteen selected numbers winning. There are 6 possible Even Chance bets. The bet is placed in the box provided to the left of the layout. If the ball comes to rest in:

- Any number between 1 and 18, the 1 to 18 bet wins.
- Any even number, the even bet wins.
- Any red number, the red bet wins.
- Any black number, the black bet wins.
- Any odd number, the odd bet wins.
- Any number between 19 and 36, the 19 to 36 bet wins.
- In any other event, these bets lose.

3.4. Payout Odds

| Type of Bet | Description | Payout Odds |
|--------------------|--|-------------|
| Red | Covers any red number. | 1 to 1 |
| Black | Covers any black number. | 1 to 1 |
| Even | Covers any even number. | 1 to 1 |
| Odd | Covers any odd number. | 1 to 1 |
| Low | Covers numbers 1-18. | 1 to 1 |
| High | Covers numbers 19-36. | 1 to 1 |
| First Dozen | Covers numbers 1-12. | 2 to 1 |
| Second Dozen | Covers numbers 13-24. | 2 to 1 |
| Third Dozen | Covers numbers 25-36. | 2 to 1 |
| Column Inside Bets | Covers 12 numbers in any of the 3 columns. | 2 to 1 |

| Type of Bet | Description | Payout Odds |
|--------------|---|-------------|
| Straight-Up | Covers any single number including 0. | 35 to 1 |
| Split | Covers any 2 adjacent numbers on the table | 17 to 1 |
| Street | Covers any 3 numbers in a line across the table | 11 to 1 |
| Corner | Covers any 4 adjacent numbers on the table. | 8 to 1 |
| Six Line | Covers any block on 6 adjacent numbers on the table. | 5 to 1 |
| Zero Section | Covers a bet on one of four particular numbers winning. There is only 1 zero section bet. These numbers are 0, 1, 2, 3. | 8 to 1 |
| Zero Corner | Covers a bet on one of three particular numbers winning. There are two zero corner bets. These are 0, 1, 2 and 0, 2, 3. | 11 to 1 |

3.5. Maximum and Minimum Bets

The maximum and minimum bet limits will only be displayed within the Bet Limits Menu in the gaming table after the Player has sit on the table.

3.6. Commencing Wheel Spin and Result Indication

Once the Betting Timer has expired, the dealer will spin the ball in the wheel to commence play. The ball should at least spin for 10 circles before it falls into the pockets on the wheel. When the ball falls into one of the pockets on the wheel, it will be scanned by computer and the result will be displayed on the Player's screen.

The system will show the winning number and all winning bets will be highlighted on the table layout with a marker. Winning bets will have a marker chip placed on top of them. All losing bets will be collected and all winning bets paid. If a bet is a winner, the Player's winnings will be posted to the Player's credit balance and updated in the credits display upon selecting their next game or upon returning to the Lobby.

The history of the previous winning numbers is displayed in a window on the top left of the Player's screen. There are three different coloured numbers in the history table. The Black coloured numbers mean that they belong to the Black set of numbers. The Red coloured numbers mean they belong to the Red set of numbers and the Green coloured number is for '0'.

3.7. Electronic Malfunctions

Where there is any malfunction of the electronic display in live roulette, the result will be settled according to the actual result determined by the roulette wheel.

Any failure of the Player's equipment including but not limited to network connection or computer problems will not void the game result. Players can check their own bet history in the Report section.

Any Operator's system malfunction and/or hardware failure during live roulette will void the play and the particular table will be closed.

3.8. Physical Malfunctions

The Operator reserves the right to declare a spin invalid where there is any error in the dealer's spin or malfunction of the roulette wheel. Please note that in any live gaming environment mis-spins (e.g. where the ball does not drop into the wheel) are inevitable and where mis-spins occur the ball will be replaced and re-spun and the particular round resumed.

The ball should spin for at least 10 revolutions before it falls into the pockets on the wheel. In the event of the ball falling into the pockets before it spins for at least 10 circles, the particular round will be aborted.

In the event of the ball falling out from the wheel, the dealer will re-spin the ball and the particular round will be resumed.

In the event of the dealer spinning the ball in the same direction as the wheel spinning direction, the particular round will be aborted.

In the event of the ball falling outside the pockets on the wheel, the dealer will re-spin the ball and the particular round will be resumed.

3.9. Complaints

Players must provide the Operator, the time of playing, Table_ID, dealer's name and round number when they wish to dispute a game result. Failure to do so will result in the complaint being rejected by the Operator. Video image of the ball and wheel spinning is kept for 24 hours. Players must address their complaint regarding the dispute within 24 hours after the dispute has occurred. Any complaints submitted after 24 hours will be rejected by the Operator without further explanation.

3. LIVE SIC BO

3.1. Introduction

The object of the game is to successfully bet on the outcome of the three dice. Multiple bets can be placed on the table. The Player has the option of making anywhere from one to fifty bets at various odds.

In Live Dealer Sic Bo, the Player is presented with a live person shaking the dice. Action and results are displayed in real time and in computer generated graphics for confidence and easy understanding.

The theoretical return to player of this game is 96.21%.

Over a long period of time, the game is likely to average a return to the Player of 96.06% of the total bets made.

3.2. Participation Instructions

The Player has the option of making up to fifty two bets on the outcome of the roll of the three dice. The outcome is based on the combinations that come up on the three dice and determined by the betting regions outlined in Table 1 below with the possible bets that the Player can make outlined in Table 2.

The Player's chips are stacked by denomination at the bottom right of the game window. To place a bet, the Player must move the cursor to the pictures of the chips and left-click the chip value that they want to use. The Player must then move the cursor to the positions on the table layout that they want to place bets and left-click in each of those positions. The system will not let the Player place a chip unless it is a valid bet position. Chips will automatically appear underneath the cursor. The bet amount will also appear at the bottom left of the window. Each left-click with the cursor in the same position will increase the bet by one chip of the same value, up to the maximum bet for that position.

If the Player wants to change to a different chip value, they must move the cursor back to the pictures of the chips at the lower right corner of the game window on the screen and left-click on the new chip value that they want to use. Then move the cursor back to the table layout and left-click as before to place bets.

To replace the same bets as made for the previous spin, left-click the RE-BET button.

To remove all bets from the table layout, left-click the CLEAR BETS button. To remove the last bet from the table layout, left click the UNDO button. Note both CLEAR BETS and UNDO can only be done before the CONFIRM BET button has been left-clicked. If the CLEAR BETS is left-clicked, then these bets will NOT be confirmed and NOT taken into the Player's account.

Players must place their bets before the 60 second Betting Timer at the right section of the screen expires. Betting is not allowed once the Betting Timer has expired.

All bets are confirmed and taken into the Player's account once the CONFIRM BET button is left-clicked. Any bets placed after the CONFIRM BET button has been left-clicked but before the Betting Timer has expired must be followed by the CONFIRM BET button being left-clicked. If this is not done, then these additional bets will NOT be confirmed and NOT taken into the Player's account.

3.3. Betting Regions

Table 1 below illustrates the Betting Regions referred to in Table 2. The letters denote the various Betting Regions. The various bets available within these Betting Regions are explained in Bet Descriptions.

Table 1 - Betting Regions



3.4. Bet Descriptions

The various bets available in the Betting Regions that are identified in the Table 1 graphic above are explained below:

Table 2 - Bets

| Type of Bet | Description | Payout odds |
|---------------------------|--|-------------|
| Region A | | |
| Single Number | The number on 1 dice will match the number bet. | 1:1 |
| | The number on 2 of the dice will match the number bet. | 2:1 |
| | The number on all 3 of the dice will match the number bet. | 3:1 |
| Region B | | |
| Two Dice Combo | The numbers on 2 of the 3 dice will equal the numbers bet. | 5:1 |
| Region C | | |
| 3 Dice Totalling 4 or 17 | The sum of the numbers on all 3 dice will equal 4 or 17. | 50:1 |
| 3 Dice Totalling 5 or 16 | The sum of the numbers on all 3 dice will equal 5 or 16. | 30:1 |
| 3 Dice Totalling 6 or 15 | The sum of the numbers on all 3 dice will equal 6 or 15. | 18:1 |
| 3 Dice Totalling 7 or 14 | The sum of the numbers on all 3 dice will equal 7 or 14. | 12:1 |
| 3 Dice Totalling 8 or 13 | The sum of the numbers on all 3 dice will equal 8 or 13. | 8:1 |
| 3 Dice Totalling 9 or 12 | The sum of the numbers on all 3 dice will equal 9 or 12. | 6:1 |
| 3 Dice Totalling 10 or 11 | The sum of the numbers on all 3 dice will equal 10 or 11. | 6:1 |
| Region D | | |

| Type of Bet | Description | Payout odds |
|-----------------|---|-------------|
| Any Double | The number on 2 of the 3 dice will be the same. | 8:1 |
| Region E | | |
| Any Triple | The number on all 3 dice will be the same. | 24:1 |
| Region F | | |
| Specific Triple | The number on all 3 dice will equal the number bet. | 150:1 |
| Region G | | |
| Small | The sum of the numbers on all 3 dice will equal 4 through 10 (Triples lose). | 1:1 |
| Even | The sum of the numbers on all 3 dice will be an even number with the exception of triples (Triples lose). | 1:1 |
| Region H | | |
| Big | The sum of the numbers on all 3 dice will equal 11 through 17 (Triples lose). | 1:1 |
| Odd | The sum of the numbers on all 3 dice will be an odd number with the exception of triples (Triples lose). | 1:1 |

3.5. Minimum and Maximum Bets

The maximum and minimum bet limits will only be displayed within the Bet Limits Menu in the gaming table after the Player has sit on the table.

3.6. Electronic Malfunctions

Where there is any malfunction of the electronic display in Live Dealer Sic Bo, the result will be settled according to the actual result determined by the dice.

Any failure of the Players' equipment including but not limited to network connection or computer problems, will not void the game result. Players can check their own bet history on the Report section.

Any Operator's system malfunction and/or hardware failure during Live Dealer Sic Bo will void the play and the particular table will be closed.

3.7. Physical Malfunctions

The Operator reserves the rights to re-roll or re-shake the dice or declare a roll or shake invalid if any human or non-human errors occur during rolling or shaking process.

3.8. Complaints

Players must provide the Operator, the time of playing, Table_ID, dealer's name and round number when they wish to dispute a game result. Failure to do so will result in the complaint being rejected by the Operator. Video image of the ball and wheel spinning is kept for 24 hours. Players must address their complaint regarding the dispute within 24 hours after the dispute has occurred. Any complaints submitted after 24 hours will be rejected by the Operator without further explanation.

NOTE

The Operator reserves the right to change any of these rules at any time in accordance with the Terms & Conditions.