

Knockout 52 – Version 2

with Red/Black

Rules of Play

The game uses a standard 52-card deck with multiple deck options (1, 2, 4, 6, 8 decks).

The table has a layout with spaces for 52 cards; each space has a rank assigned to it with no suits. The spaces are laid out in four (4) rows of 13 and the top row is labeled with the ranks A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, and K in that order.

During the game, each card from the shuffled deck is dealt left to right onto the layout until a card matches the rank of its space.

Before any cards are dealt, each player must place at least one (1) of the mandatory wagers shown below:

- 1) Round 1: A match will occur in the first 13 cards.
- 2) Round 2: A match will occur in the second 13 cards.
- 3) Round 3: A match will occur in the third 13 cards.
- 4) Round 4: A match will occur in the last 13 cards.
- 5) All the way: All the cards will be dealt without a match occurring.
- 6) Red or Black: Players can bet that the matching card will be Red or Black.

During the game, each card from the shuffled deck is dealt left to right onto the layout until a card matches the rank of its space.

The game may also be offered on a layout with additional “Red” and “Black” betting spaces. Players may wager on the color of the matching card. This wager can be offered either as an optional side bet if the player makes one of the mandatory wagers, or as a standalone wager. If offered as a standalone wager, the game must be played using a single deck of cards, or a continuous shuffler to prevent an advantage from card counting.

Dealer calls out the cards one-by-one until a card matches the rank of its space or until all 52-cards are dealt.

The dealer will collect and pay losing and winning wagers accordingly.

Red/Black results and pays are shown in the tables below:

Red/Black Pays (1, 2, 4, 6, and 8 decks)	
Red/Black	1 to 1