

KNOCKOUT 52™

RULES OF PLAY

Knockout 52 is a table game that uses a standard 52-card deck with multiple-deck deck options (1,2,4,6 or 8).

The table layout has spaces for 52-cards; each space has a rank assigned to it but no suits.

The spaces are laid out in four (4) rows of thirteen (13) labeled with the ranks A,2,3,4,5,6,7,8,9,10,J,Q,K.

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

Round 1: Players are betting that a match will occur in the first 13 cards. **This bet pays 1 to 2**

Round 2: Players are betting that a match will occur in the second 13 cards. **This bet pays 3 to 1**

Round 3: Players are betting that a match will occur in the third 13 cards. **This bet pays 10 to 1**

Round 4: Players are betting that a match will occur in the fourth (the last) 13 cards. **This bet pays 30 to 1**

ALL THE WAY: Players are betting all 52 cards will be dealt without a match occurring. **This bet pays 50 to 1**

Dealer will place the dealer marker in the Round 1 dealer circle at the top of the layout.

The Dealer will deal each card face-up from the shuffled deck one-by-one, left to right, onto the layout until a card matches the rank of its space or until all 52 cards are dealt.

Round 1: If there is a match in the first 13 cards, the game is over and wagers placed in Rounds 2,3,4 and All the Way lose. If there is no match, the Round 1 wager is lost and the game continues. Dealer will then place the dealer marker in the Round 2 dealer circle.

Round 2: If there is a match in the second 13 cards, the game is over and wagers placed in Rounds 3,4, and All the Way lose. If there is no match, the Round 2 wager is lost and the game continues. Dealer will then place the dealer marker in the Round 3 dealer circle.

Round 3: If there is a match in the third 13 cards, the game is over and wagers placed in Rounds 4 and All the Way lose. If there is no match, the Round 3 wager is lost and the game continues. Dealer will then place the dealer marker in the Round 4 dealer circle.

Round 4: If there is a match in the last 13 cards, the game is over and the wagers placed in the All the Way Round lose. If there is no match, the Round 4 wager is lost.

All the Way: The dealer will then place the dealer marker in the All the Way dealer circle. If there is no match in 52 cards, the All the Way wager wins and the game is over.

The dealer will collect and pay losing and winning wagers accordingly through each round.