



Rules of Play

Nevada



GALAXY GAMING

DISTINCTIVELY DIFFERENT

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Game Description

Ride Free is a house-banked, blackjack variant using 1, 2, 6, or 8 standard 52-card decks. The game gives players the option to split and/or double specific hands for free. The object of the game, as in standard Blackjack, is to have a higher point total than the dealer without busting the hand. *Ride Free* contains optional bonus wagers that are not dependent on the base game's outcome.

Rules of Play

1. To begin each round, players are required to place a main wager. Each player may also place a wager on any of the available optional bonus wagers.
2. Once all wagers are placed, each player receives two cards face up and the dealer receives one card face up and one card face down.
3. Standard blackjack rules apply throughout the game, with the exception of the following rules:
 - *Ride Free Split*
 - Players may split any pairs, except 10-valued cards without making an additional wager.
 - A *Ride Free* lammer (matching the original wager) will be placed to the right of the original wager.
 - Players may re-split hands for free (up to four split hands)
 - Player's winning hands are paid by replacing the lammer(s) with amount equal to original wager.
 - Players receive their original wager only when hands result in a push.
 - If a player has made a *Silver Stack* wager, the lammers are moved to a spot in front of the *Silver Stack* wager once the hands are reconciled, regardless of the hand's outcome.
 - If a player has not made a *Silver Stack* wager, the lammers are collected by the dealer once the hands are reconciled, regardless of the hand's outcome.
 - Hands not eligible for a *Ride Free Split* can still be split following standard procedures with an additional wager.
 - Up to four split hands
 - Aces may be re-split, one card to split Aces.
 - *Ride Free Double*
 - Players may double any 2-card hard 9, 10, or 11 without making an additional wager (including after splitting).
 - A *Ride Free* lammer (matching the original wager) will be placed to the right of the original wager.
 - Player's winning hands are paid by replacing the lammer(s) with amount equal to original wager.

- Players receive their original wager only when hands result in a push.
- If a player has made a *Silver Stack* wager, the lammers are moved to a spot in front of the *Silver Stack* wager once the hands are reconciled, regardless of the hand's outcome.
- If a player has not made a *Silver Stack* wager, the lammers are collected by the dealer once the hands are reconciled, regardless of the hand's outcome.
- Any two-card hands not eligible for a *Ride Free Double* can still be doubled following standard procedures with an additional wager, including after splitting.
- A dealer total of 22 pushes all active hands except a blackjack.

Additional Rules

- Dealer hits on soft 17.
- Blackjacks pays 3 to 2.
- No surrender allowed.

Optional Rules

- Surrender is allowed on player's first two cards

Optional Bonus Wagers

Casino operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

Hedge 22

A player wagers that the dealer will bust with a total of 22 and the player's hand will not exceed 29. The wager pays according to the corresponding payable in Appendix A.

Silver Stack

A player wagers that they will accumulate the number of "Ride Free" Lammers that will pay based on the corresponding payable in Appendix B.

RIDE FREE PAYTABLES

Hedge 22 / Appendix A

Triggering Event	PT-FLT-SB1-01	PT-FLT-SB1-02	PT-FLT-SB1-03
Dealer 22 (Suited)	50	50	11
Dealer 22 (Same Color)	20	20	11
Dealer 22 (Other)	8	7	11
Other	Lose	Lose	Lose

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Casino operators may post a maximum aggregate amount per round or per hand.

Silver Stack / Appendix B

Number of Free Ride Lammers Collected	PT-FLT-SB2-01	PT-FLT-SB2-02
7	1000	100
6	300	100
5	100	100
4	60	50
3	30	30
2	10	12
1	3	3

Notes:

4. All pays are "to 1."
5. Only the highest qualifying hand is paid.
6. Casino operators may post a maximum aggregate amount per round or per hand.