

KNOCKOUT 52™

RULES OF PLAY

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

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.

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

Before any cards are dealt, players must place a bet on at least one (1) of the mandatory bets defined below:

Round 1A: Players are betting that a match will occur with either an Ace,2,3,4,5,6,7,8

Round 1B: Players are betting that a match will occur with either a 6,7,8,9,10, J, Q, K

Round 2: Players are betting that a match will occur in the second 13 cards

Round 3: Players are betting that a match will occur in the third 13 cards

Round 4: Players are betting that a match will occur in the fourth (the last) 13 cards

All the Way: Players are betting all 52 cards will be dealt without a match occurring

Red or Black: Players can bet that the matching card will be Red or Black.

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.

The “Red” or “Black” wager wins if the matching card also matches the color wagered.

One Punch (Round 1, First Card Ace) Knockout: Players are betting that a match will occur in Round 1 with a First Card Ace.