



Rules of Play

Nevada



GALAXY GAMING

DISTINCTIVELY DIFFERENT

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Game Description

Player's Edge 21 is a blackjack variant. *Player's Edge 21* is played using 5, 6 or 8 standard 52-card decks **with all 10's removed**. The object of *Player's Edge 21* is to have a higher point total than the dealer without exceeding 21, or for the dealer to exceed 21. *Player's Edge 21* also contains optional bonus wagers that are not dependent on the base game's outcome.

Rules of Play

1. To begin, each player must place their base game blackjack wager and may place optional *Match Up*, *Match Down*, and/or *Monster match Progressive* wager.
2. After all wagers have been placed, the dealer deals two cards, face up, to each participating player, and to themselves in the same manner as regular blackjack (1 card face up, 1 card face down for the dealer).
 - a. If the dealer's face-up card is an Ace, insurance is offered. Insurance wagers win 2:1 odds with a dealer blackjack or 5:1 odds if the dealer blackjack is suited.
3. After all players have received their first two cards they may:
 - a. **Hit** – The hand is dealt an additional card, the player may continuously hit until they stand, reach 21, or bust.
 - b. **Stand** – The player signals that actions on the hand are completed.
 - c. **Double Down** – The player increases their wager, either for the amount of their original wager (true double) or for less than the original wager (doubling for less). The only actions available after a doubling are Stand, Double-Double Down, or Surrender (Double-Down Rescue).
 - d. **Double-Double Down** — Only available immediately after a double down, or after a double-double down. The player may redouble their existing wager, and receive an additional card. The player may only double 3 times on each hand, for up to 8 times the original wager.
 - i. Doubling for less is not allowed, except as may be required by table wagering limits.
 - ii. Optional configuration chosen by the operator.
 - e. **Split** – Available if the hand has two cards of identical value. The hand is split into two new hands, each hand receiving one of the original two cards, plus one additional card from the shoe. The player continues acting on one hand, and when complete, acts on the next active split hand.
 - i. The player may only split 3 times in a game, for up to 4 split hands.
 - ii. Note that two ten-valued cards of different rank (e.g. K-J) may be split.
 - f. **Surrender** – Only available on the first two cards, or immediately after doubling (or double-doubling). The player may surrender the hand, forfeiting half of the hand's wager. After doubling (or double-doubling) the player will forfeit the doubled down portion of the wager and the original wager is "rescued." The hand is removed from play.
 - i. When surrendering after doubling, this may be additionally referred to as Double Down Rescue.
 - ii. If the player has doubled for less, the player receives back only the last "doubled" portion of their wager.

- iii. Cannot surrender if the dealer has a Blackjack.
 - iv. Cannot surrender if the player's hand busted.
- 4. Once all player actions are completed, the dealer reveals their down-card, and hits as long as the blackjack total is 16 or less, or if the hand is a soft 17.
- 5. After the dealer finishes hitting, all remaining wagers are then resolved.
 - a. If the dealer has a blackjack, all wagers are resolved immediately:
 - i. Players lose their wager if their hand is less than 21.
 - ii. Players win 3 to 2 on their wager if their initial hand is a blackjack.
 - b. If the player has a blackjack, then the player wins 3 to 2 on their wager.
 - c. If the dealer busted:
 - i. And the player busted, then the player loses their wager.
 - ii. And the player didn't bust, then the player wins 1 to 1 on their wager.
 - d. If the dealer doesn't bust and the player busted, then the player loses their wager:
 - i. And if the player didn't bust, then the player wins 1 to 1 if their total is closer to 21 than the dealers, otherwise they lose their wager.
 - e. If the dealer and player tie:
 - i. The wager pushes.
 - f. If the player's hand achieves a 21:
 - i. The player wins 1 to 1 on their wager, regardless of the dealer's hand
 - 1. If the player's hand achieves a specific 21, then they are paid based on the *21 Bonus* payable (Appendix A).
 - 2. If the player's hand is a suited 7-7-7 with a dealer up-card of a 7 and the hand was not doubled or split, then the player wins an additional \$1000 or \$5000 depending on the wager amount shown in the *Super Bonus* payable (Appendix A).
 - a. If configured by the operator, the 7-7-7-7 Super Envy Bonus will pay \$50 to all other players or \$100 to all players with a seven in their first two card.
 - i. Only awarded to players who wagered \$5 or more.

Wager Descriptions

Base Game Blackjack Wager

A Base Game Blackjack Wager must be placed at the start of each round. Each player hand is resolved individually. If the player was initially dealt a 2-card 21 (Blackjack), the hand wins and is paid 3 to 2, regardless of dealer hand. If the hand is busted, the hand loses, regardless of dealer hand. If the player's hand totals 21 exactly, then the wager wins, regardless of dealer hand, and pays at least 1 to 1.

21 Bonus

Eligible by placing the base game wager, no extra wager needs to be made to qualify. The Player hand cannot be doubled. 21 Bonus is not an additional payout, if the hand achieves one of the triggering events in Appendix A then the payout will be the indicated amount instead of 1 to 1 on a win.

21 Super Bonus

A minimum base game wager of \$5 is required to be eligible. The player's hand must not be split or doubled. To qualify, the player must achieve a suited 7-7-7 against a dealer up-card of any 7.

21 Super Bonus Envy (If Configured by Operator)

If a 7-7-7-7 Super Bonus of \$1000 or \$5000 is awarded to a player, all other players wagering at least \$5 will receive an Envy pay:

- \$50 will be awarded to all players.
- An additional \$100 will be awarded to all players with a Seven in their first two cards.

Note that the 7-7-7-7 Super Bonus Envy pays are awarded independently of the resolution of the player's own hand, including whether the player doubles, splits, or busts. Note also that in the event of more than one player at the table winning a 21 Super Bonus, multiple Envy pays may be awarded to a player in a single game.

Insurance

The Insurance wager wins if the dealer has Blackjack. The wager pays 5 to 1 if the Blackjack is suited, and pays 2 to 1 for unsuited Blackjacks. If the dealer does not have Blackjack, the wager loses.

Optional Bonus Wagers

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

Match-Up

Players are paid for each matching card. If both of the player's original two cards match the dealer's up card, the player is awarded for both matches. Players win according to the corresponding paytables in Appendix B.

Match-Down

The Match-Down wager combines the dealer's down card with the player's first two cards to create a Match. Players are paid for each matching card. If both of the player's original two cards match the dealer's down card, the player is awarded for both matches. Players win according to the corresponding paytables in Appendix B.

Monster Match Progressive

The Monster Match wager combines the player's first two cards with the dealer's first two cards to form a pre-determined winning triggering event and players win according to the corresponding payable in Appendix C.

Appendix A

21 Bonus Paytable

Hand	Pay
7-card 21, 6-7-8 of Diamonds, or 7-7-7 of Diamonds	3 to 1
6-card 21, 6-7-8 Suited, or 7-7-7 Suited	2 to 1
5-card 21, 6-7-8, or 7-7-7	3 to 2

Notes

1. Player hand cannot be doubled.
2. Not an additional payout, if the hand achieves one of the triggering events then the payout will be the indicated amount instead of 1 to 1 on a win.
3. Eligible by placing the base game wager, no extra wager needs to be made to qualify.

Super Bonus Paytable

Wager	Pay
\$5-\$24	\$1,000
\$25 or more	\$5,000

Notes

1. Player hand cannot be split or doubled.
2. Hand achieved a suited 7-7-7 with a dealer up-card of any 7.
3. Required to have placed a \$5 minimum base game wager.
4. Eligible by placing the base game wager, no extra wager needs to be made to qualify.

Appendix B

Match-Up and Match-Down Paytables

Hand	PE/DM	PE/DM	PE/DM
	1	2	3
2 Suited Matches	18	24	26
1 Suited Match & 1 Unsuited Match	13	15	16
1 Suited Match	9	12	13
2 Unsuited Matches	8	6	6
1 Unsuited Match	4	3	3

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Players may wager on one or both wagers.
4. Each card in the player's hand qualifies independently and is paid independently.
5. PE/DM 3 is not available for use with 8 decks.
6. Casino operators may choose to post a maximum aggregate per hand or per round.

Appendix C

Monster Match Progressive

Hand	PE/DM 1	PE/DM 2	PE/DM 3	PE/DM 4	PE/DM 5
Four of a Kind (Suited)	100%	100%	100%	100%	100%
Four of a Kind (Same Color)	10%	10%	100%	100%	100%
Four of a Kind	\$200	\$200	\$200	\$200	\$200
Three of a Kind (Same Color)	\$20	\$25	\$20	\$20	\$25
Three of a Kind	\$12	\$10	\$12	\$10	\$10
Suited Pair	\$3	\$2	\$3	\$2	\$2

Hand	PT-PRG-MM-D01	
	Pay	Dynamic Pays
Four-of-a-Kind (Suited)	100%	-
Four-of-a-Kind (Same Color)	\$500	\$750, \$1000, \$1500, \$2000, \$2500, \$3000, \$3500, \$4000, \$4500, \$5000
Four-of-a-Kind	\$100	\$150, \$200, \$300, \$400, \$500, \$600, \$700, \$800, \$900, \$1000
Three-of-a-Kind (Same Color)	\$10	\$15, \$20, \$30, \$40, \$50, \$60, \$70, \$80, \$90, \$100
Three-of-a-Kind	\$4	\$6, \$8, \$12, \$16, \$20, \$24, \$28, \$32, \$36, \$40

Notes

- Only the highest qualifying hand is paid.
- All pays are "for 1." The progressive wager is not returned
- Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed Jackpot(s). Percentage pays are the only payouts deducted from the jackpot meter.
- Based on the hand formed from the player's first two cards and the dealer's up and down card.
- For payable PT-PRG-MM-D01, each round, 1 to 3 of the 4 fixed-pay hands will change to 1 of 10 Dynamic Pay multiplier options available for that hand. The pays will reset and the process will repeat each round.
 - Wins are paid on the highest hand achieved. Ex: If a player achieves a Four of a Kind (Same Color), but a Four-of-a-Kind pays more through a changed Dynamic Pay, the player will still receive the Four-of-a-Kind (Same Color) payout.
- Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
- The above paytables are based off a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed, and player pays should be multiplied accordingly.

Appendix D

Progressive Configurations

	Monster Match Progressive Settings					
	PE/DM 1	PE/DM 2	PE/DM 3	PE/DM 4	PE/DM 5	PT-PRG-MM-D01
Initial Seed	\$5,000	\$5,000	\$1,500	\$1,500	\$1,500	\$10,000
Reseed	Reserve	Reserve	\$1,500	\$1,500	\$1,500	Reserve
Primary Increment	22%	22%	17%	17%	17%	14%
Reserve Increment	1%	1%	N/A	N/A	N/A	4%

Notes

1. Note that because the long-term behavior of the progressive is to use a reserve meter for reseeding, the value of the initial seed does not affect the long-term RTP.

Appendix E

Layout

