



Rule Out! Is an original banking game where the player is dealt three cards that are then “eliminated” by the unique “Rule Cards” dealt at the end of the hand. Players may trade a card to try to sculpt a hand with better odds of “surviving.”

HOW TO PLAY

- Players place their Main Bet wager in the ○ betting position. Players may choose to place a Side Bet wager in the ◇ betting position.
- Each player is dealt three playing cards, face-up.
- Each player may choose to “trade” one of their cards. If they do, it is discarded and they are dealt a new card, face-up.
- One by one, the dealer deals out three “Rule Cards” from the deck of fifteen Rule Cards. Any cards in players’ hands that meet those qualifiers are “eliminated.” Once all three Rule Cards are dealt, the Main Bet is paid out based on each player’s number of “surviving” cards left face-up.
- Rule Cards are listed on the table and on the back of this card.
- The optional Side Bet is paid out to any players dealt one or more natural Jokers at time of dealing. All Jokers are “eliminated” for the Main Bet.

OTHER RULES

- The “Highest,” “Lowest,” and “Middle” Rule Cards consider cards that may have already been eliminated. If a player was dealt exactly one Joker, the “Middle” Rule won’t eliminate any of their cards this round.
- Aces are low and are considered odd for the “Odd” Rule.
- Faces are high and are not considered even or odd.
- Jokers obtained in trade do not pay out for either bet and are eliminated.

2-5 **6-9** **10-K** **EVEN** **ODD**

DIAMONDS **CLUBS** **HEARTS** **SPADES** **ACE & FACE**

HIGHEST **LOWEST** **MIDDLE** **RED** **BLACK**

STRATEGY

The optimal player strategy is to attempt to unify your hand, so as few Rule Cards as possible could eliminate any cards in your hand. Though counterintuitive, attempting to diversify your hand so as few rules as possible could eliminate more than one card from your hand greatly reduces the player's chances of a payout.



When dealt the above hand, the correct strategy would be to trade in the King of Diamonds, in the hopes of getting either a black card, a card of rank 6-9, or an even card. This will put the hand at somewhat greater risk of "Ruling Out" by eliminating all cards, but also reduce the chance of pushing with only one surviving card in favor of winning with two or three.

AVAILABLE WAGERS

Zero surviving cards always **LOSES**

One surviving card always **PUSHES**

MAIN BET

• # of Decks • Two Cards • Three Cards •

ONE	2 TO 1	7 TO 1
SHOE	2 TO 1	6 TO 1

SIDE BET

• # of Decks • One Joker • Two Jokers • Three Jokers •

ONE	5 TO 1	100 TO 1	-
SHOE	5 TO 1	25 TO 1	250 TO 1