



Rules of Play

Rule Out!TM is an original banking game that pits the players against the dealer. Players are dealt a hand of three cards, with the aim of sculpting a hand of as many “surviving” cards as possible, determined by the “Rule Cards” handled by the dealer.

Equipment needed: Any number of standard 54 card decks, inclusive of 2 Jokers for each; a supply of Rule Out!TM “Rule Decks” to be shuffled and interchanged for fair play.

Rule Cards

Rule Out!TM is played with a deck of 15 Rule Cards, with the following printed on their faces.

2-5	6-9	10-K	Even	Odd
Diamonds	Clubs	Hearts	Spades	Ace & Face
Highest	Middle	Lowest	Red	Black

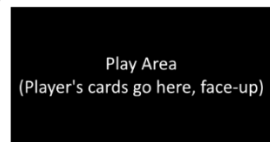
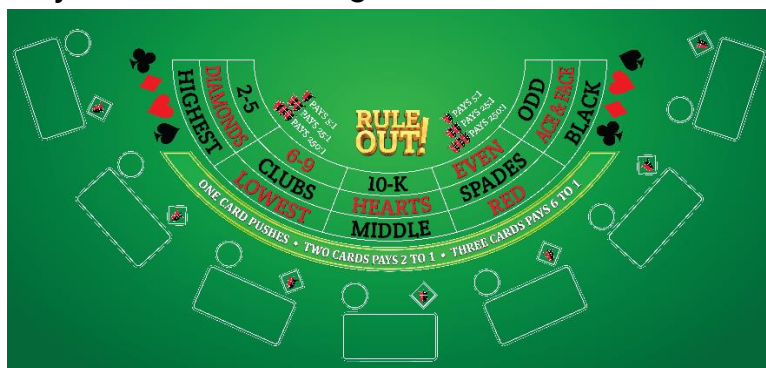
During play, the Rule Cards are dealt out and “eliminate” cards in the players’ hands that meet those qualifiers (ex. The “Ace & Face” card eliminates all Aces and Face cards, the “2-5” card eliminates all 2s, 3s, 4s, and 5s, etc.). Payout then occurs according to the payable and based on the number of cards left “surviving” in players’ hands.

How to Play

1. Players place a mandatory main bet on the left betting position to participate in the round.
 - a. Players may place an optional side bet on the right betting position at this time.
 - i. The side bet must not be higher than the main bet wager.

2. Players are dealt 3 playing cards, face-up, from the dealer's left-to-right.
3. The dealer collects the side bet of any players who placed one that were *not* dealt a natural Joker, and pays out to those players who were dealt a natural Joker(s) (per the pay table in use). Any Jokers are turned face-down, denoting that they are eliminated.
4. Starting on the dealer's left and proceeding clockwise, each player may choose to "trade" 1 card from their hand, excluding eliminated Jokers. If they do so, it is discarded, and they are dealt a new card.
 - a. If a new card(s) is a Joker, it is eliminated. That player receives no payout for their side bet wager, as it has already been collected; the side bet exclusively qualifies on natural Jokers.
5. One at a time, the dealer reveals 3 Rule Cards from the Rule Deck.
 - a. As each is dealt, the dealer eliminates those qualifying cards in players' hands, denoting this by turning them face-down. Players may be allowed to turn their own eliminated cards face-down themselves, but the dealer should confirm this.
 - b. After the third is dealt, the dealer should confirm that each player's surviving card(s) do not meet the qualifiers of the Rule Cards dealt.
6. Dealer collects/pays out according to the pay table based on the number of surviving cards in players' hands.
 - a. Players' hands should remain as they are in the play area until the dealer pays/collects their main bet and collects those cards themselves.
7. Playing cards from the round are discarded, and Rule Cards are returned to the Rule Deck.
 - a. For time management, multiple Rule Decks may be utilized, so a shuffled one is ready for each round without break in play or dealer's attention at any point.

Play Area and Table Diagrams



Player Strategy

The strategy of Rule Out!TM comes in the trading of cards. The player is permitted to trade one card from their hand before the Rule Cards are dealt, giving an opportunity to prepare a hand for maximum survivability or maximum payout, which are not mutually exclusive. There are two main strategies that the player is expected to employ some combination of, along with the so-called “do nothing” strategy.

Unify Strategy

The unifying strategy is the optimal player strategy, wherein the player tries to make their cards as similar as possible such that fewer Rule Cards can eliminate any cards in their hand. While this strategy is unintuitive compared to the diversifying strategy, it produces the greatest increase in RTP.

The player should attempt to unify their hand by exchanging cards that are most dissimilar or have the fewest vulnerabilities in common with their other two cards.

For example, if the player is dealt a hand of 2 of Diamonds, 3 of Hearts, and 10 of Spades, they should trade their 10 of Spades in hopes of getting a Red card or a card with rank 2-5.

Diversify Strategy

The diversifying strategy, while the most intuitive, is the least optimal for the player, even compared to a “do nothing” strategy of not exchanging any cards. By attempting to diversify their hand, reducing the number of Rule Cards that could eliminate two or more cards at once, the player slightly reduces their losing hands, but also their winning hands, resulting in more pushes and, ultimately, a reduced RTP. This strategy ends up prioritizing “surviving” over winning.

For example, if the player is dealt a hand of 2 of Diamonds, 3 of Hearts, and 10 of Spades, exchanging either their 2 of Diamonds or 3 of Hearts in hopes of getting a card that is less similar to the other as well as to the 10 of Spades, they might make their hand less vulnerable to the Red or 2-5 Rules on their own, but are more likely to end up with only one or zero surviving cards.

Recommended Pay Tables

Provided are several pay tables that may be employed for both the main bet and side bet, based on the number of decks being utilized and the shuffling method in use.

Main Bet

Based on number of surviving cards. Expressed as N to 1 (N:1)

Zero cards always loses, one card is always a push.

# of Decks	2 Surviving	3 Surviving	RTP	Optimal RTP
Single Deck	2	7	95.11%	99.08%
Four Decks	2	6	94.85%	98.45%
Six Decks	2	6	94.91%	98.55%

(Optimal RTP for when unifying strategy is employed by player)

Side Bet

Based on number of natural Jokers dealt with a side bet wager. Expressed as N to 1 (N:1)

Zero Jokers always loses.

Primary tables, to be used with any shuffling method.

# of Decks	1 Joker	2 Jokers	3 Jokers	RTP
Single Deck	5	40		72.75%
Four Decks	5	25	250	72.38%
Six Decks	5	25	250	72.71%

Alternate tables, to be used only when each round begins with a fresh deck/shoe.

# of Decks	1 Joker	2 Jokers	3 Jokers	RTP
Single Deck	5	100		85.32%
Four Decks	5	50	1400	85.06%
Six Decks	5	50	1000	84.82%

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Rulings and Clarifications

- **Odd** eliminates Aces, but does not eliminate any face cards
- **Even** does not eliminate any face cards
- **10-K** affects 10s, Jacks, Queens, and Kings
- For **Highest**, **Lowest**, and **Middle**, the Ace is low
- **Highest**, **Lowest**, and **Middle** consider cards that may already be eliminated from previously revealed rules
 - Example: Player has an Ace, a Two, and a Ten. **Ace & Face** eliminates their Ace, then **Lowest** is revealed. Their Two survives, because the Ace is their lowest card, even though it was eliminated “first”
 - (This is why the dealer reveals these cards from among the three face-down dealt Rule Cards first, before resolving the others)
- For **Highest**, **Lowest**, and **Middle**, Jokers are neither high nor low
 - **Middle** eliminates no cards if the player hand contains one or more jokers
 - **Highest**, **Lowest**, and **Middle** eliminate no cards if the player hand contains two or more jokers
- For **Highest**, **Lowest**, and **Middle**, cards of the same rank are valued based on the following suit hierarchy. From low to high: Clubs, Diamonds, Hearts, Spades. If two cards of the exact same rank and suit are in a player’s hand that would tie for the **Highest** or **Lowest**, or if the **Middle** rule is being resolved, exactly one of those duplicate cards is eliminated.