

Lunar Poker

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1. Definitions

1.1. In these rules, unless the contrary intention appears:

"ante" means a player's initial wager placed in a round of play;

"Assistant Gaming Manager" means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

"Bet Wager" means an additional wager made by a player in order to continue in a round of play;

"card shoe" means a device from which cards are dealt;

"casino promotional voucher" means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The Dealer shall exchange the voucher subject to any conditions specified on the voucher, for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"casino supervisor" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a Gaming Supervisor;

"Dealer" means a person responsible for the operation of the game;

"deck-checking device" means a machine used to check that each deck of cards contains the correct cards for the game;

"Draw" means the two options available to the player where they may either exchange 2-5 cards or buy a 6th card in accordance with rule 8.8.

"draw fee" means the money paid by a player of a value equal to their ante wager, enabling the player to exercise one of two Draw options;

"five picture cards" means a hand where irrespective of suit, all cards are any combination of Kings, Queens and Jacks, provided that the hand does not contain four of a kind.

"Float Tray" means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

"fold" means a decision by a player to no longer continue with their hand for that particular round of play;

"Gaming Manager" means a person responsible for the supervision of the operation of the gaming floor;

"gaming supervisor" means a person responsible for the immediate supervision of the operation of the game;

"inspector" means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“instant payout” means a payout on the ante wager at odds other than even money when the first five cards dealt to that playing area constitute a Royal Flush or Straight Flush regardless of the Dealer’s hand;

“options area” means an area on the layout containing the words “Exchange 2-5 Cards” or “Buy a 6th Card”;

“picture card” means a King, Queen or Jack of any suit;

"round of play" means the period of play at a table commencing with the removal of the first card from the card shoe or shuffling device by the Dealer and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays out winning wagers;

“same coloured” means a hand where all cards have suits of the same colour;

“shuffling device” means a device used for the shuffling of cards and from which cards are dealt;

"single deck shuffler" means a machine used for shuffling one (1) deck of cards;

"stand off" means where a wager shall neither win nor lose;

“super wager” means a wager that the hand will have one of the specified five card combinations documented in rule 10.5.3;

"void" means invalid with no result.

2. Table Layout and Equipment

- 2.1. The game of Lunar Poker shall be played at a table having a maximum of five (5) players and a place for the Dealer.
- 2.2. The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A" with:
 - 2.2.1. playing areas designated for the placement of wagers;
 - 2.2.2. areas for the placement of draw fees with the wording ‘Exchange 25 cards’ and ‘Buy a 6th card’;
 - 2.2.3. an inscription to the effect that the "Dealer only plays with Ace & King or higher";
- 2.3. The following equipment shall also be used:
 - 2.3.1. Either a card shoe, capable of holding a single deck of cards or a shuffling device, capable of holding two individual decks of cards;
 - 2.3.2. a discard rack, capable of holding a single deck of cards, which shall be attached to the table to the right of the dealer.;
 - 2.3.3. a single deck shuffler may be used;

- 2.3.4. a float tray.
- 2.4. A token may be used to denote that a playing area has chosen to buy a sixth card.
- 2.5. The table shall have a drop box attached to it.

3. The Cards

- 3.1. The game of Lunar Poker shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.
- 3.2. Cards in the game of Lunar Poker may be dealt from:
 - 3.2.1. a shuffling device; and/or
 - 3.2.2. a card shoe; and/or
 - 3.2.3. the Dealer's hand.
- 3.3. When a single deck shuffler or shuffling device is in use at a table:
 - 3.3.1. the device may be loaded with one deck of cards while another deck is used in play; and
 - 3.3.2. the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.
- 3.4. Cards shall be checked by a Dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.
- 3.5. Cards may be checked, pre-shuffled and secured until such time as they may be required.
- 3.6. Cards used in the game of Lunar Poker shall be dealt from a card shoe or shuffling device specifically designed for such purpose with the exception of cards dealt for any of the options detailed in rules 8.8.1 and 8.8.2. These cards shall be removed from the shuffling device and dealt from the hand.
- 3.7. Cards may, at the discretion of a casino supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.8. A casino supervisor or an inspector may, at any time, instruct the Dealer to check and verify the number of cards.

4. The Shuffle and Cut

- 4.1. The cards shall be shuffled so that they are randomly intermixed within the deck either by use of a shuffling device or single deck shuffler or by performing a manual shuffle:
 - 4.1.1. immediately prior to the start of play;
 - 4.1.2. at the completion of each round of play; or
 - 4.1.3. immediately prior to the recommencement of play following any period that the table has been vacant; or
 - 4.1.4. at any time where, during a round of play more cards are needed and there are cards in the discard rack. The remaining cards in the shoe and/or the discarded cards shall be shuffled and play shall continue.
- 4.2. When a card shoe is used, after the cards have been shuffled, the Dealer shall cut the cards, place them on the cutting card and then insert all the cards into the card shoe for commencement of play.
- 4.3. When the Dealer is dealing from the hand, after the cards have been shuffled the Dealer shall cut the cards, place them on the cutting card and then commence play.
- 4.4. If the Dealer mishandles or drops the cards, the Dealer is to inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.
- 4.5. No person other than the Dealer shall cut the cards.
- 4.6. When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and the cards shall not be cut.
- 4.7. The Dealer may perform a manual shuffle prior to inserting the cards into the shuffling device or single deck shuffler.

5. Wagers

- 5.1. All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2. Prior to the first card being dealt in each round of play, each player at the table shall place:
 - 5.2.1. an ante wager on the appropriate wagering area of the layout; and
 - 5.2.2. a super wager on the appropriate wagering area of the layout; and

- 5.2.3. an optional super wager on any other player's super wager area; and/or
- 5.2.4. an optional super wager on the Dealer super area.
- 5.2.5. all super wagers need to be equal or greater than the Ante wager placed.
- 5.3. A player who elects to bet shall do so by placing a bet wager of twice the amount of the ante wager on the area on the layout marked 'Bet';
- 5.4. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of a round of play has been removed from the card shoe or shuffling device unless explicitly permitted by these rules.
- 5.5. A player shall not place more than one ante wager in any round of play.
- 5.6. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the Dealer. Players must ensure that any instructions given to the Dealer regarding the placement of their wagers are correctly carried out.

6. Minimum and Maximum Wagers

- 6.1. The minimum and maximum wagers permitted per player per playing area shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2. A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device, shall be valid.
- 6.3. A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play the wagers and results of the previous round(s) of play shall stand.
- 6.4. Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and the proposed time of change has been displayed at the table at least 20 minutes before the change.
 - 6.5.1. Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at any time, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.

- 6.5.1.1. A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
- 6.5.1.2. When the player leaves the table, the marker shall be removed from the layout.
- 6.5.2. Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.3. When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.5.4. New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6. A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

7. The Deal

- 7.1. Immediately prior to the commencement of a round of play and after all Super and Ante wagers are placed, the Dealer may announce "no more bets thank you" and shall deal the cards to themselves first then starting from their left will continue dealing the cards in a clockwise direction around the table.
- 7.2. When a card shoe is in use, the cards shall be dealt in the following manner:
 - 7.2.1. one card to the Dealer; and
 - 7.2.2. one card to each playing area containing both an ante and super wager in a clockwise direction; and
 - 7.2.3. in sequence, a second, third, fourth and fifth card to the dealer, and to each playing area containing both an ante and super wager, with the Dealer's last card being turned face upwards.
- 7.3. When a shuffling device is in use, the cards shall be dealt in the following manner:
 - 7.3.1. five cards to the Dealer, with the bottom card then being turned face upwards; and
 - 7.3.2. five cards at a time to each playing area containing both an ante and super wager, working left to right around the table.

- 7.4. All cards shall be dealt face downwards except for the Dealer's fifth card which shall be turned face upwards.
- 7.5. Except as permitted by these rules, once the Dealer has called "No more bets thank you" no player shall:
 - 7.5.1. make any ante wager or super wager; or
 - 7.5.2. handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager.

8. Betting Round

- 8.1. Until all players have completed the betting round, players are not permitted to communicate, other than declaring a winning super wager or an intention to either fold, bet or draw.
- 8.2. Players must ensure that their cards do not leave the area of the table layout nor are held away from the table.
- 8.3. It is the responsibility of the player to declare if their hand qualifies for an instant payout or super hand by tapping on the table to indicate a winning and waving to indicate a losing instant payout or super hand. Players shall be responsible for doing this prior to taking any of the options listed in rule 8.4.
 - 8.3.1. the Dealer shall collect losing Super wagers prior to a player choosing any of the options listed in rule 8.4.
- 8.4. After the cards have been dealt in accordance with rule 7, players shall pick up their cards and declare their intention to:
 - 8.4.1. fold; or
 - 8.4.2. bet by making a bet wager of twice the amount of the ante wager on the hand; or
 - 8.4.3. pay a draw fee to exchange 2-5 cards and then decide to fold or bet; or
 - 8.4.4. pay a draw fee to buy a 6th card and then decide to fold or bet;
 - 8.4.5. the draw fee amount is equal to the ante wager placed.
- 8.5. Players who elect to fold shall place their cards face downwards, on the table.
- 8.6. The Dealer shall collect the ante wager placed for that round of play from each player who elects to fold. The Dealer shall then collect the cards of the folded hand. Cards shall be individually spread out face downwards by the Dealer, counted and then placed in the discard rack.

- 8.7. Players who elect to bet shall place their cards face downwards on their playing area and place a wager of an amount equal to twice their ante on top of their cards in the area marked 'Bet' on the layout.
- 8.8. A player who elects to draw shall have two options:
- 8.8.1. The player shall place 2-5 cards face down in their options area with an amount equivalent to their ante wager placed on top of the cards that are intended for discard. The Dealer shall then:
- 8.8.1.1. collect the draw fee from the options area and place it into the float tray; and
 - 8.8.1.2. count and spread out face downwards the cards that are intended to be discarded; and
 - 8.8.1.3. Deal an equivalent number of cards to the player; and
 - 8.8.1.4. Place discarded cards in the discard rack.
- Or
- 8.8.2. The player shall buy a 6th card by placing an amount equal to their ante wager in their options area. The Dealer shall then:
- 8.8.2.1. collect the draw fee from the options area and place it into the float tray; and
 - 8.8.2.2. deal the player a 6th card.
- 8.9. After bets have been placed by all of the players continuing in the round of play, the Dealer shall turn all the remaining cards of their own hand face upwards and declare the highest possible poker value of the hand as determined in accordance with rule 11.

9. Settlement

- 9.1. After the Dealer's hand is exposed a player may concede their own hand by indicating with a sweeping motion of their hand towards the Dealer. The Dealer will then announce "conceding hand" and collect that player's wagers and cards which shall be checked in accordance with rule 8.6.
- 9.2. After a player's hand has been conceded it cannot be returned to play.
- 9.3. If the Dealer's hand does not have a poker value of an ace and king or higher, the Dealer shall announce "No hand" or "Dealer does not qualify" and shall, starting on their right, turn the cards of the players remaining in the game face up, and:
- 9.3.1. arrange each player's hand so that the highest poker value may easily be read; and

- 9.3.2. announce the value of the player's hand; and
 - 9.3.3. pay the ante as per the pay table outlined in rule 10.2; and
 - 9.3.4. the bet wager is a stand off; and
 - 9.3.5. count and collect the cards of those players and place them in the discard rack.
- 9.4. If the Dealer's hand has a poker value of an ace and king or higher, the Dealer shall announce their hand and shall, starting on their right, turn the cards of the players remaining in the game face up, and:
- 9.4.1. arrange each player's hand so that the highest poker value may easily be read; and
 - 9.4.2. compare the player's hand with that of the Dealer; and
 - 9.4.3. A player's bet wager shall:
 - 9.4.3.1. win if it has a higher poker value than that of the Dealer's hand;
 - 9.4.3.2. lose if it has a lower poker value than that of the Dealer's hand;
 - 9.4.3.3. constitute a stand-off if it has a poker value equal to that of the Dealer's hand.
 - 9.4.4. A player's ante wager shall only be paid if the player's initial five card hand consists of a Royal Flush or a Straight Flush.
 - 9.4.5. A player's ante wager will also be collected if their hand is ranked lower than the Dealer's hand. The Dealer will then collect the player's cards and place them in the discard rack.
- 9.5. If a player's hand is ranked higher than the Dealer's hand, it shall win and the Dealer shall:
- 9.5.1. pay the bet wager on the hand in accordance with rule 10.1; and
 - 9.5.1.1. If a player's hand is ranked higher than that of the Dealer and contains a second poker combination where at least one card in the second combination is not included in the winning combination, the Dealer shall:
 - 9.5.1.2. after paying the bet wager for the winning combination, reorganise the player's cards to display the second poker combination; and
 - 9.5.1.3. pay the bet wager for the second combination as per the pay table outlined in rule 10.1.

- 9.5.2. neither pay nor take the ante wager unless the winning hand consists of a Royal Flush or Straight Flush as the player's initial five card hand; and
- 9.5.2.1. If the winning hand is a Royal Flush or Straight Flush, it shall be paid in accordance with rule 10.3; and
- 9.5.3. collect the player's cards and place them in the discard rack.
- 9.6. The Dealer shall settle any remaining Super wagers on the Dealer's hand in accordance with rule 10.5.3.
- 9.7. At settlement, it is at the discretion of the casino operator to reveal any folded hand.

10. Settlement Odds

- 10.1. Winning bet wagers shall be settled at the following odds:

Bet Wagers	Payout Odds
Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	3 to 1
2 Pairs	2 to 1
1 Pair	1 to 1
Ace and king	1 to 1

- 10.2. Aside from when the player has an instant payout as described in rule 10.3, ante wagers shall only be paid when the Dealer does not qualify. Ante wagers shall be paid at the following odds:

Ante Wagers	Payout Odds
Less than a straight	1 to 1
Straight or higher	4 to 1

- 10.3. If the player is dealt a Royal Flush or Straight Flush in their initial five card hand, they automatically qualify for an instant payout. In this case and regardless of the Dealer qualifying or not, the player's ante wager shall be paid out at the following odds:

Royal Flush "Ante" Pays	Straight Flush "Ante" Pays
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1000:1	250:1
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- 10.4. Once the player's ante has been paid out, the player's cards are collected and the round of play is then over for that player.
- 10.5. The verification and settlement of super wagers shall take place in a clockwise order and prior to the Dealer acting on the option selected by each player in turn.
- 10.5.1. The Dealer will work clockwise around the table, and receive a hand signal from each player for their super wager, as outlined in rule 8.3. They will remove losing super wagers, and leave winning super wagers. Once a player's losing super wager has been taken they will indicate what option they are taking as outlined in rule 8.4. After those players have all acted the Dealer shall settle winning super wagers.
- 10.5.2. As each player's winning super wager is verified and settled, the cards are then passed back to the player who then has the opportunity to fold, bet or draw as described in rule 8.
- 10.5.3. Winning super wagers shall be paid in accordance with the below pay table:

First 5 Cards	Odds
Four of a Kind	200 to 1
Five Picture Cards	150 to 1
Full House	100 to 1
Flush	60 to 1
Straight	25 to 1
Three of a Kind	8 to 1
Ace-King-Queen	5 to 1
5 Same Coloured Cards	2 to 1

- 10.6. If the player's winning super combination is a Royal Flush or Straight Flush these hands constitute a Flush, either combination also qualifies for the instant payout as described in rule 10.3.
- 10.6.1. In this case, the player's ante will be paid out at the selected instant payout odds in rule 10.3 and winning super bets placed on that hand shall be paid out in accordance with rule 10.5.3. The round of play will then be over for the player that has received the

Royal flush or Straight flush, and their cards will be collected by the Dealer and placed in the discard rack.

11. Order of Poker Hand Values

- 11.1. All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in rule 11.2.6 where the ace may be counted low.
- 11.2. The order of hands, highest to lowest is as follows:
 - 11.2.1. Royal Flush is a hand containing an ace, king, queen, jack and 10 of the same suit;
 - 11.2.2. Straight Flush is a hand containing five cards of the same suit in consecutive ranking. An ace may be counted low;
 - 11.2.3. Four of a kind is a hand containing four cards of the same rank;
 - 11.2.4. Full House is a hand containing "Three of a kind" and "One pair";
 - 11.2.5. Flush is a hand containing five cards of the same suit but not in consecutive ranking;
 - 11.2.6. Straight is a hand containing five cards of consecutive rank regardless of suit. An ace may be counted high or low;
 - 11.2.7. Three of a kind is a hand containing three cards of the same rank;
 - 11.2.8. Two pairs is a hand containing two "pairs";
 - 11.2.9. One pair is a hand containing two cards of the same rank;
 - 11.2.10. Odd cards is a hand containing five cards of different rank and at least two suits.
- 11.3. Hands of the same value but consisting of different card values shall be ranked in accordance with the rank of cards prescribed in rule 11.1. For example:
 - 11.3.1. a Straight containing an ace, king, queen, jack and 10 shall be ranked higher than a Straight containing a 5, 4, 3, 2 and ace;
 - 11.3.2. in the event of two hands each containing two pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If both hands hold the highest pair, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the card value of the fifth card of the hands determines which shall be higher.
- 11.4. A player is responsible for declaring their optimum poker hand to the Dealer, as well as any super hands or instant payout hands as described in rule 10.3 and 10.5.

12. Irregularities

- 12.1. Where a Dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, they shall declare a misdeal.
- 12.2. Except as specified elsewhere in these rules, if an incorrect number of cards is dealt to any player or to the Dealer this shall constitute a misdeal.
- 12.3. If an exposed card is dealt this shall not constitute a misdeal. The Dealer shall turn the card over and continue dealing.
- 12.4. If a card is exposed in error to the Dealer's hand, the card shall be left exposed as the Dealer's face up card and the Dealer's fifth card shall be dealt face down.
- 12.5. If more than one card is exposed in error during the dealing of the cards this shall constitute a misdeal.
- 12.6. If a player exposes one or more cards in their hand, this shall not constitute a misdeal, subject to rule 12.1.
- 12.7. Notwithstanding rule 12.4, if the Dealer exposes one or more cards in their hand in error before all of the players have made a decision in relation to their "Bet" wagers, the players will be given the option to make a "Bet" wager or to fold.
- 12.8. Subject to rule 12.9, if, before all cards are dealt in accordance with rule 7, it is discovered that cards have been dealt to a wagering area without an ante and super wager, the round of play shall be declared a misdeal.
- 12.9. If it is discovered after all cards are dealt in accordance with rule 7 that a hand has been dealt to a wagering area without an ante and super wager, the cards dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue.
- 12.10. In the event of a misdeal all wagers affected by the misdeal, shall be void. In the event of the entire round being void the hands shall be re-dealt after the players have had an opportunity to change their ante and super wager.
- 12.11. In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
 - 12.11.1. the result of any rounds of play previously completed shall stand; and
 - 12.11.2. the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned to players for that round of play; and
 - 12.11.3. the deck shall be checked for any further missing or foreign cards; and

- 12.11.4. Surveillance and an Inspector shall be notified.
- 12.12. If during settlement, the Dealer becomes aware that a bet does not comply with rule 8.4.2 the Dealer shall:
- 12.12.1. pay or take the amount wagered when that amount is less than the amount required to comply with rule 8.4.2;
 - 12.12.2. pay or take up to the amount required to comply with rule 8.4.2.
- 12.13. Where a player or players are suspected of viewing another player's cards or collecting information from other active or non-active players, a casino supervisor may:
- 12.13.1. direct the player or players concerned to play their hand prior to other players handling their cards;
 - 12.13.2. restrict players suspected of collusion from playing together at the same table;
 - 12.13.3. direct the players on a table to speak English only at all times.
- 12.14. Where a player makes a wager in accordance with rule 5.2 and fails within a reasonable period or is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall become void and the ante and super wager returned to the player.
- 12.15. If the Dealer collects a player's cards before the player has decided whether to make a bet wager or to fold, the player's hand shall be reconstructed where possible but otherwise shall be void. In the event of a reconstruction the casino operator and the players shall accept the result. However, should reconstruction not be possible, then the casino supervisor shall authorise that hand being declared void and all monies returned for that hand, providing any interim settlement made to a player shall stand.
- 12.16. If a player buys a 6th card or exchanges cards and has failed to declare an instant payout hand prior to receiving the 6th card or the exchanged cards:
- 12.16.1. If the player has not viewed that 6th card or the exchanged cards and no further cards have been dealt to subsequent boxes, the casino operator may elect to make payment on the instant payout hand. In this case, the 6th card or the exchanged cards in question will be used by the Dealer as the next card(s) in play if required.
 - 12.16.2. If the player has viewed their 6th card or exchanged cards, or if additional cards have been bought or exchanged in subsequent boxes, then that player no longer qualifies for the instant payout feature payment.
- 12.17. If there are insufficient cards remaining in the card shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut

in accordance with rule 4 and the Dealer shall then complete the round of play and the game shall continue in accordance with these rules.

- 12.18. If any provisions are not covered by the rules, the Gaming Manager's (or above) decision is final.

13. Shuffling Device Malfunction

- 13.1. Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
- 13.2. Where it becomes evident that the single deck shuffler or shuffling device is no longer capable of operating in the way it is intended to operate:
- 13.2.1. that round of play shall be declared void; and
 - 13.2.2. the result of any rounds of play previously completed shall stand; and
 - 13.2.3. the game shall be continued with another single deck shuffler, shuffling device or a card shoe and using new cards, subject to rule 3.6.

14. General Provisions

- 14.1. A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 14.2. Rule 14.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 14.3. Where a casino supervisor is satisfied that a person has contravened any provision of rule 14.1, they may:
- 14.3.1. declare that any wager made by the person is void;
 - 14.3.2. direct that the person shall be excluded from further participation in the game;
 - 14.3.3. exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
 - 14.3.4. cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.

- 14.4. A casino supervisor may invalidate the outcome of a game if:
- 14.4.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 14.4.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 14.5. Where the outcome of a game is invalidated under rule 14.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 14.4.2 be forfeited.
- 14.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 14.7. No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 14.8. A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 14.9. A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate their seat or position.
- 14.10. Players and spectators are not permitted to have side bets with or against each other.
- 14.11. A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 14.12. Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a games supervisor, subject to a review (if requested) by a casino supervisor.
- 14.13. In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 14.14. A copy of these rules shall be made available for inspection upon request.

15. Player Rewards and Promotional Prizes

- 15.1. The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.

- 15.2. Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 15.3. When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 15.4. If a Promotional Prize is a cash prize and is greater than \$10,000 the prizewinner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 15.5. The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
 - 15.5.1. tobacco in any form;
 - 15.5.2. a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 15.5.3. a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 15.5.4. more than 20 litres of liquor; or
 - 15.5.5. any item or service prescribed by the regulations.
- 15.6. The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 15.7. The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 15.7.1. the manner in which a Promotional Prize is to be awarded;
 - 15.7.2. when and where the Promotional Prize will be awarded;
 - 15.7.3. the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 15.7.4. if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 15.7.5. the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 15.7.6. the closing date and time for receipt of entry into any Promotional Prize promotion;

- 15.7.7. the place, date and time of any Promotional Prize promotion;
- 15.7.8. the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 15.7.9. how the winner of a Promotional Prize will be notified;
- 15.7.10. how the results of a Promotional Prize will be published;
- 15.7.11. details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 15.7.11.1. If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories.
 - 15.7.11.2. If the prize is a motor vehicle, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories; and whether registration and other on-road costs are included.
 - 15.7.11.3. If the prize is travel, details shall also include:
 - i) number of persons entitled to take advantage of the travel prize;
 - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
 - iii) restrictions on when the travel must be taken;
 - iv) if spending money is included.
 - 15.7.11.4. If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

15.8. When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the

15.8.1. face-to-face; or

15.8.2. mail; or

15.8.3. telephone; or

15.8.4. email.

15.9. The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

15.9.1. Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

15.10. The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

15.10.1. all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

15.11. In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

15.12. Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion

and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

Diagram A

Lunar Poker Layout

