

HOLLAND CASINO

GAME REGULATIONS

November 2024

Game regulations

Rules relating to casino games as referred to in section 3 paragraph 2, of the License for Casino Gaming 1996 supplemented with provisions relating to gaming machines within the meaning of sections 8 and 9 of the License for Casino Gaming 1996.

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1. GENERAL GAME DEFINITIONS

Section 1.1 General provisions

1. Holland Casino determines the gaming and betting proceedings at the gaming tables.
2. Wagers can only be made at the gaming tables using the payment means designated by Holland Casino. That which is stated in section 6 paragraph 1 of the License for Casino Gaming 1996, whereby Holland Casino guarantees the (general) supervision of betting and payments, does not release the players from an individual responsibility for their wagers and the collection of the payments due to them. This also applies if Holland Casino has placed wagers for the player.
3. Amounts of money or wagers that have been left behind on the tables or abandoned during the game, without Holland Casino knowing to whom they belong or for which they could not reasonably be expected to discover the rightful owner, are considered for a maximum of three rounds of the game, along with any accumulated profit, to remain the property of the person who can provide incontrovertible proof of ownership. If no one then comes forward, the amount falls to Holland Casino.
4. Players may only place wagers after the croupier gives the signal and or statement to this effect and then in a manner that does not displace the wagers of other players. After the croupier has stated so, wagers may no longer be placed, changed, touched or removed. If this does occur unexpectedly, it is at the exclusive discretion of the croupier and or a manager whether or not the wager is considered valid.
5. With due regard to the general rules applying to this, Holland Casino decides when and which call wagers are accepted.
6. Unless these rules stipulate otherwise, the maximum wager applies per betting option per player. It is not permitted to use the help of others in order to place wagers higher than the prescribed maximums. If, in Holland Casino's opinion a player is attempting to place a higher wager than is permitted by using one or more other persons, they can decide that the combined wager of these players may not exceed the maximum per betting option as defined in these rules.
7. The betting schedule for each table will be clearly and legibly stated at each table. The Gaming Control Board is also notified of these betting schedules. For all casino games an individual player may, with the consent of the Holland Casino management, play at a table designated for this purpose with a higher maximum with the minimum associated with this, provided this is stated under the betting categories for the game in question.
8. At a gaming table wagers may only be placed in multiples of the stated minimum, unless Holland Casino decides otherwise. The wager varies from €5 to €10,000 per chance. Each casino separately provides at least one casino game where the minimum is not more than €5. Each casino offers one or more casino games with a minimum of €2 or less.
9. Only Holland Casino can decide to consult the camera system in the case of disputes at a gaming table, gaming machine, cash desk or at any other location in the casino.
10. Losing wagers fall to the bank, in this case Holland Casino. The actual outcome is binding; players can derive no rights from an outcome indicated on a display or an outcome mistakenly announced by a member of staff.
11. Holland Casino can end the game by announcing the last shoe, the last round of the game or the last 15 minutes.
12. The casino games stated in these rules can be offered in tournament form. Holland Casino can offer a jackpot on one or more gaming tables, whether or not these are linked to each other, whereby a starting amount can be set for the jackpot. That which is stipulated in section 8 paragraphs 5 and 6 of the License for Casino Gaming 1996 correspondingly applies to casino games. The rules applying to the tournament and the jackpot are available for inspection by the players and the Dutch Gaming Control Board is also notified of these.
13. Terminals can be set up on one or several gaming tables to enable wagers to be placed electronically in order to participate in the game on the gaming tables in question. Funds are inserted using payment means designated by Holland Casino, as these apply for the gaming machine set-up. Credits are paid out at a cash desk allocated for this purpose. The player is only permitted to play at one terminal. The player is not permitted to exceed the maximum wagers on the betting options by placing wagers both on the relevant gaming table(s) and also on the terminal belonging thereto. Holland Casino can set the minimum wagers of the terminals stated in these rules at a lower level.
14. Holland Casino determines the manner in which a jackpot or a payment is made for table games. When a payment request of €100,000 or more is made, Holland Casino reserves the right to take extra time in consideration before proceeding with the payment.
15. In cases for which these rules do not provide, Holland Casino determines the decision to be made and or the procedure to be followed on the gaming table or slots according to the nationwide practice.

2. WHEEL GAMES

Section 2.1 General provisions

- Roulette games are played by means of a wheel on which are placed the numbers 0 to 36 in the usual order for this game. The ball determines the winning chance. A double zero can also be added to a wheel. For a wheel with a single zero and a wheel with a double zero (two types) the order of the numbers is as follows:



- Among other reasons the game is stopped if, while the ball is spinning, any other object lands in the wheel, the ball spins in the same direction as the wheel, the ball does not fall into any of the numbers on the wheel and if the ball will fail to complete seven circuits. In these cases the ball is spun again in accordance with the applicable rules.
- Tables can be set up, whereby another minimum can apply for wagers on columns, dozens and single numbers than for other chances.

Section 2.2 French Roulette

- Players can only make use of the following betting options, which pay out the following if they win:

CHANCE		PAYOUTS
En Plein	1 number	35:1
Cheval	2 numbers	17:1
Transversale Plein	3 numbers	11:1
Carré	4 numbers	8:1
Transversale Simple	6 numbers	5:1
Douzaine	12 numbers	2:1
Colonne	12 numbers	2:1
Pair / Impair	18 numbers	1:1
Manque / Passe	18 numbers	1:1
Rouge / Noir	18 numbers	1:1

The winning player retains his wager in every case. If the zero is the winning number, the player who has bet on an even chance has two options: he can either lose half of his wager or he leaves the entire wager "en prison". If he takes this option and then with the next spin the winning number is not zero, the player (if his wager wins) receives his original wager back. If he loses, then his stake is lost. If the zero comes up for a second time, the player has the same two options. Only then the original wager has already lost half its value. If the zero comes up for a third time, then the wager is permanently lost.

- Holland Casino can offer tables on which columns, dozens and/or even chances cannot be played.

Section 2.3 American Roulette

1. A player can play with coloured chips, whereby the denomination chosen by the player is indicated on a marker board belonging to the table. If a player leaves the gaming table without first cashing in his coloured chips, these are automatically allocated a value equal to the minimum applying to the table in question.
2. Players can only make use of the following betting options, which pay out the following if they win:

CHANCE		PAYOUT
Straight Up	1 number	35 : 1
Split	2 numbers	17 : 1
Street	3 numbers	11 : 1
Corner	4 numbers	8 : 1
Top Line	5 numbers (in case of a double zero)	6 : 1
Six Line	6 numbers	5 : 1
Dozen	12 numbers	2 : 1
Column	12 numbers	2 : 1
Even / Odd	18 numbers	1 : 1
Low / High	18 numbers	1 : 1
Red / Black	18 numbers	1 : 1

The winning player retains his wager in every case. If the zero is the winning number, the player who has bet on an even chance, the wager is halved and all wagers on columns and dozens lose. On a gaming table with a double zero, as soon as the single or double zero comes up, all wagers on the even chances, the columns and the dozens lose.

3. An extra betting option has been added to a table with a double zero wheel, the so-called top line, comprising 0, 00, 1, 2 and 3, which pays out 6:1 if it wins.
4. Holland Casino can offer tables on which columns, dozens and or even chances cannot be played.

Section 2.4 Quick Roulette

1. A player can play with coloured chips, whereby the denomination chosen by the player is indicated on a marker board belonging to the table. If a player leaves the gaming table without first cashing in his coloured chips, these are automatically allocated a value equal to the minimum applying to the table in question.
2. Players can only make use of the following betting options, which pay out the following if they win:

CHANCE		PAYOUT
Straight Up	1 number	35 : 1
Split	2 numbers	17 : 1
Street	3 numbers	11 : 1
Corner	4 numbers	8 : 1
Six Line	6 numbers	5 : 1
Even / Odd	18 numbers	1 : 1
Low / High	18 numbers	1 : 1
Red / Black	18 numbers	1 : 1

The winning player retains his stake in every case. If the zero is the winning number, all wagers on even chances lose.

3. Holland Casino can offer Quick Roulette without even chances.

Section 2.5 Lucky Lady's Roulette

1. By means of terminals connected to an American Roulette gaming table, the player is offered the opportunity to place bets, as is customary for American Roulette.
2. All betting odds for American Roulette and Lucky Lady's Roulette are alike. However, Lucky Lady's Roulette has, compared to American Roulette, a modified payout for the straight up betting odds. Instead of the usual payment of 35 times the bet, the straight up in the Lucky Lady's Roulette variant pays 29 times the bet. All other betting odds have the regular payouts.
3. During each game, after placing bets is no longer possible and the roulette ball is still going around, a maximum of 4 Lucky Lady bonus numbers (0 to 36) will be chosen. These bonus numbers have a total payout of 210 times the bet. How much each of the maximum 4 bonus numbers pays is randomly spread across the bonus numbers, but always with a total payout of 210 times the bet.
4. As soon as it is no longer possible to place bets and before the game outcome is known, the 1, 2, 3 or 4 bonus numbers will be displayed on the screen of the terminal, including the payout per bonus number, as indicated. Only straight up numbers are considered bonus numbers.
5. In the event that a player has bet on a Lucky Lady bonus number, this player will receive 29 times the bet plus the payout, as indicated as the Lucky Lady bonus number.

Section 2.6 Money Wheel

1. Money Wheel is played by means of a wheel on which paying numbers or the value of prizes are arranged.
2. The dealer sets the wheel in motion and before the wheel stops, spins the wheel for a second time.
3. The indicator points to the winning chance. This indicator fitted to the top of the wheel then hangs between two pins on either side of the chances on the wheel.
4. If the indicator comes to rest on a pin between two chance sections, or if anything or anyone interferes with the free motion of the wheel, or the wheel does not complete four revolutions, the game is invalid. In such cases the game is stopped and the spinning procedure is then started again.

3. CARD GAMES

Section 3.1 General provisions

1. Holland Casino determines the number of decks with which a card game is played.
2. The (co)playing on boxes and the placing of wagers takes place according to directions given by Holland Casino.
3. For all card games the rule is that at the start of each game a quantity of cards, determined by Holland Casino, may be "burned" between the time the players have placed wagers and the cards are dealt. If at any time the cards are burned, this will apply to all gaming tables with the casino game in question on the gaming floor and/or in a separate part of the gaming floor.
4. If a manual shoe is deployed on the gaming table Holland Casino determines the way cards are shuffled/cut as well as the way in which the cutting card is used.
5. In compliance with that which is stated in the House Rules, players are not permitted to provide each other with gaming advice and instructions or to record the cards drawn in any way whatsoever.
6. Playing cards are "burned" if they are illegally or mistakenly drawn, or drawn due to a misunderstanding or because the value of the card is already known, or could be known. These cards are not "burned" if a player or the bank must take a card, unless the player is still able to change his wager or still has another option to make a decision.
7. Card shuffling machines that no longer adequately function during the game are replaced by another shuffling machine or by a manual shoe. The round is declared invalid, except for the wagers already lost or won in this round.

Section 3.2 Black Jack

1. The points value of the cards are designated as follows:
 - the cards 2 to 10 represent the value as stated on the cards;
 - the king, queen and jack represent a value of 10;
 - the ace represents either 1 or 11.
2. Only the box holder, and not the co-players, can make game decisions at the gaming table.
3. An initial hand (the first two cards drawn for a box or the bank) with a value of 21 points counts as Black Jack. A player's Black Jack pays out 3:2, providing the bank does not have Black Jack. Other winning chances pay out at 1:1. A player must stop when a total of 21 is reached, even if the ace can be counted at a lower value. The hand always loses when it has more than 21 points.
4. At 16 or fewer points the bank always draws a card, providing there are still hands playing in the game. At 17 or more the bank stands (passes). An ace counts for 11 points, if with this value the bank reaches 17 or more, to a maximum of 21. If the bank busts then the hands still in the game win. If the bank has more points than the player, the bank wins. If the bank and the players have the same points total, including Black Jack, the game is drawn. The players can leave their wagers, change them or take them back. Black Jack always beats 21 points. Notwithstanding the foregoing, Holland Casino can determine that the bank wins if the player and the bank have the same score from 17 to 20 points.
5. When the first card for the bank is an ace, the players can take out insurance against a Black Jack for the bank. For this purpose, the player wishing to insure his initial wager places an amount, with a value of half his wager, on the insurance line. The dealer indicates when the option to insure the wager has ended. If the bank has Black Jack, the dealer collects the losing wagers and he pays the insurance wagers 2:1. If the bank does not get Black Jack, the dealer takes the insurance wagers.
6. Once the dealer has dealt any additional cards to the last box holder, he draws a second card for the bank, unless all box holders are bust and none of the players have taken insurance against a Black Jack as referred to in paragraph 5 of this section.
7. If the initial hand has a value of 9, 10 or 11 points, the players may double their wagers, whereby only one card is drawn. If the initial 9 points were formed with an Ace, then the Ace keeps the value of 1 point throughout the game.

8. An initial hand can be split into two separate hands if they have the same points value, after which the second hand must have the same wager as the initial hand. If a second card on one of these two hands again forms a pair, then a split can be made under the same conditions, and so forth. On terminals where wagers can be placed electronically to participate in the game on the corresponding gaming tables, there can be a maximum of one split in the stated circumstances. Players may double one or more wagers in accordance with the rules in paragraph 7 if the hands arising from the split have a value of 9, 10 or 11 points. If a pair of aces is split, only one card is drawn for each ace. The 10-ace or ace-10 combination obtained after splitting does not count as Black Jack, it is paid at 1:1 if it wins.
9. If the first three cards on a box each has a value of 7, and no option to split has been used, a bonus of one times the wager is paid to the box holder and the co-players on his box regardless of whether these win or not. On terminals, where wagers can be placed electronically to participate in the game on the corresponding gaming tables, it applies that the bonus of one times the wager is not paid out in the case each of the first three cards on one box have a value of 7 points.
10. If Holland Casino offers one or more progressive jackpots and or bonuses, only the box holders can place such a wager at the start of each game. Co-players on boxes are not permitted to place such a jackpot or bonus wager.
11. Bonuses paid out can, depending on the chosen jackpot method, be deducted from the jackpots. The box holder who is the first to have a winning jackpot combination is paid to the level of the relevant jackpot meter - insofar as higher than the starting amount - after which the meter is reset to the starting amount. A possible second winner will receive the starting amount of the relevant jackpot. A jackpot to be paid out will never be lower than the starting amount, despite the possibility that a jackpot meter may indicate a lower amount than the starting amount. A jackpot is rounded up to whole euros.
12. If Holland Casino offers the side bet Pair Pursuit on the Black Jack table in question, at the start of each game box holders and co-players may each place a wager in the special Pair Pursuit box. Each player must always place a normal wager in order to be able to play the related side bet. Only the player is allowed to place a wager in his own Pair Pursuit box which pays out the following if they win:

CHANCE		PAYOUT
Perfect Pursuit	Two cards, same suit and picture	25 : 1
Coloured Pursuit	Two cards, different suit, same colour and picture	12 : 1
Mixed Pursuit	Two cards, different suit and colour, same picture	6 : 1

If the original hand of the player does not form a combination as referred to above, the side bet loses and wagers fall to the bank.

13. If Holland Casino offers the side bet 21+3 on the Black Jack table in question, at the start of each game box holders and co-players may each place a wager in the special 21+3 box. Each player must always place a normal wager in order to be able to play the associated side bet. Only the player is allowed to place a wager in his own 21+3 box which pays out the following if they win:

CHANCE		PAYOUT
Straight Flush	Three cards, consecutive and same suit	30 : 1
Three of a Kind	Three cards, same picture	20 : 1
Straight	Three cards, consecutive and different suit	10 : 1
Flush	Three cards, same suit	5 : 1

If the original hand of the player and the first card of the bank does not form a combination as referred to above, the side bet loses and wagers fall to the bank.

14. If Casino21 is offered, the bank wins if the player and the bank have the same number of points or a Black Jack and players cannot take out insurance against the bank getting a Black Jack. In departure from this, Holland Casino can decide that there is indeed a case of a drawn game, as referred to in paragraph five of this section, if the player and the bank have a Black Jack. Holland Casino can furthermore decide that in the case where the total value of the first five cards of a hand have a points value of 21 or less, a bonus of one times their wager will be paid to the box holder and the co-players on his box irrespective of whether they win or not. In the case where a player has reached a points total of 21, whereby one card is an Ace that represents the value of 11, then contrary to that stipulated in paragraph 4 of this section the player does not have to stop, unless there is a case of Black Jack.
15. If "Black Jack 6:5" is offered, then here, contrary to that provided in paragraph 3, the card combination of Black Jack is paid at 6:5. The other rules relating to Black Jack remain unchanged.

Section 3.3 Punto Banco

- In Punto Banco Holland Casino acts as banker. Punto Banco is offered as Straight Punto Banco. The outcome of the game depends on the total of the points stated on the cards. Here 10, jack, queen and king have no value and the ace counts as one, since tens are disregarded (e.g. $9 + 6 = 15 = 5$) when counting the two cards, the maximum that can be achieved is 9 points. Based on the rules set out in the drawing table, the dealer decides whether the Punto and or the Banco must or must not draw a third card.
- Cards are drawn according to the following drawing table

PUNTO HAS 2 CARDS WITH A TOTAL POINTS OF:	
0 -	Punto draws a third card unless Banco has 8 or 9 points.
1 -	Punto draws a third card unless Banco has 8 or 9 points.
2 -	Punto draws a third card unless Banco has 8 or 9 points.
3 -	Punto draws a third card unless Banco has 8 or 9 points.
4 -	Punto draws a third card unless Banco has 8 or 9 points.
5 -	Punto draws a third card unless Banco has 8 or 9 points.
6 -	Punto passes, if Banco has 0 – 5 points, Banco draws a third card.
7 -	Punto passes, if Banco has 0 – 5 points, Banco draws a third card.
8 -	Punto passes, no third card for Punto nor Banco.
9 -	Punto passes, no third card for Punto nor Banco.

BANCO HAS 2 CARDS WITH A TOTAL POINTS OF:	
0 -	Banco draws a third card unless Punto has 8 or 9 points.
1 -	Banco draws a third card unless Punto has 8 or 9 points.
2 -	Banco draws a third card unless Punto has 8 or 9 points.
3 -	Banco draws a third card unless Punto's third card is a 8.
4 -	Banco draws a third card if Punto's third card is a 2, 3, 4, 5, 6 or 7.
5 -	Banco draws a third card if Punto's third card is a 4, 5, 6 or 7.
6 -	Banco draws a third card if Punto's third card is a 6 or 7.
7 -	Banco passes.
8 -	Banco passes, no third card for Punto nor Banco.
9 -	Banco passes, no third card for Punto nor Banco.

- The players can only make use of the following betting options, which pay out the following if they win:

CHANCE	PAYOUT
Egalité	8 : 1
Punto	1 : 1
Banco	1 : 1
Banco wins with 5 points	0,5 : 1

- If Holland Casino offers the side bet Pairs on the Punto Banco table in question, a side bet on the first two cards of Punto and or Banco, players may each place a wager in the special Pairs box at the start of each game. After the first four cards are dealt, the dealer will collect the losing wagers and will pay out the following if they win:

CHANCE	PAYOUT
Two cards with the same picture at Punto.	11 : 1
Two cards with the same picture at Banco.	11 : 1

5. If Holland Casino offers the side bet Super Egalité on the Punto Banco table in question, a side bet on a specific Egalité outcome, players may each place a wager in the special Super Egalité box at the start of each game. After the outcome of the side bet is known, the dealer will collect the losing wagers and will pay out the following if they win:

CHANCE	PAYOUT
Egalité 0	150 : 1
Egalité 1	215 : 1
Egalité 2	225 : 1
Egalité 3	200 : 1
Egalité 4	120 : 1
Egalité 5	110 : 1
Egalité 6	45 : 1
Egalité 7	45 : 1
Egalité 8	80 : 1
Egalité 9	80 : 1

6. Each player is allowed to place a wager on Pairs or Super Egalité in the designated box. If the cards do not form as referred to above, the side bet loses and wagers fall to the bank.

Section 3.4 Poker

- Depending on the type of poker game Holland Casino acts as banker or player or it acts only as intermediary and derives for this the right to a levy of the total wagers made.
- Depending on the type of poker, poker is played with one or more decks of 52 playing cards, sometimes and depending on the type of poker with the addition of a joker. In descending order the ranking of the cards is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. As is stated in paragraph 6, the ace can also count as the lowest card (1). The suits spades, hearts, diamonds, clubs have no ranking order in determining the winning hand.
- Holland Casino allocates the seating at the poker table.
- The poker variants mentioned in this paragraph are played according to rules laid down by Holland Casino. These rules are available for the players to inspect. Holland Casino sends a copy of these rules to The Netherlands Gaming Control Board. The possible offered variants of poker: Seven Card Stud, Texas Hold'em, Pai Gow, Omaha.
- The wagers are placed in accordance with the set of rules by Holland Casino. If a player does not play through to the end of a hand, he loses the wagers he has made up to that point in this hand.

6. Depending on the type of game, the highest combination of cards wins. From high to low the ranking for the most common combinations is:

POKER HAND	
Ace, king, queen, jack, 10 of the same suit.	Royal Flush
Five consecutive cards of the same suit. If there are more Straight Flush combinations, the hand with the highest card wins.	Straight Flush
Four equal ranking cards. If there are more Four of a Kind combinations, the hand with the highest-ranking combination wins.	Four of a Kind
Three equal ranking cards and two equal ranking cards. If there are more Full House combinations, the hand with the highest Three of a Kind wins.	Full House
Five cards, non-consecutive, of the same suit. If there are more Flush combinations, the hand with the highest card wins.	Flush
Five consecutive cards not of the same suit. If there are more Straight combinations, the hand with the highest card wins.	Straight
Three equal ranking cards. If there are more Three of a Kind combinations, the hand with the highest three cards wins.	Three of a Kind
A combination of Two Pairs of two cards with equal ranking. If there are more Two Pair combinations then the hand with the highest Pair wins. If these Pairs are of equal ranking, then the second Pair is decisive. If these are also of equal ranking, then the highest fifth card is decisive.	Two Pair
A combination of a Pair of two cards of equal ranking. If there are more Pair combinations, the hand with the highest Pair wins. If these Pairs are of equal ranking, then in succession the highest third, fourth or fifth cards are decisive.	Pair
A combination of five cards that does not fit into any of the categories above. In the case of a High Card combinations, the hand with the highest card wins. If cards have equal ranking, then in succession the highest second, third, fourth or fifth cards are decisive.	High Card

Section 3.5 Caribbean Stud Poker

- For Caribbean Stud Poker Holland Casino acts as banker. The player must place his wager on the ante box before he receives cards. After the ante has been placed and before the cards have been received, the player can participate in the progressive jackpot, by placing a wager in the area intended for this purpose. If a player wants to play on more than one box, he must notify the dealer of this before the game begins. The player must place these wagers for the box(es), both ante and bet, before the cards are dealt. The player is not permitted to touch or look at cards on the additional box(es) to be played. Participation in the progressive jackpot is also possible on the extra box(es).
- At a signal given by the dealer for this purpose, the player may pick up the five cards he has been allocated. The player must keep the cards above the table at all times in a manner whereby other players cannot gain knowledge of the value of the cards.
- The player loses his ante wager if he decides not to play against the bank and places his cards (facedown) behind the ante box. A decision, once taken, cannot be revoked. Furthermore the player is no longer permitted to touch the cards.
- If the player does decide to play against the bank with his cards, he places his cards face down on the bet box and at the same time places twice the amount of the ante wager on top of these cards. The provision in the previous paragraph concerning a decision once taken and touching the cards correspondingly applies.
- In the specified period between the moment of the signal referred to in the second paragraph and the moment that all players may no longer touch their cards, the players are not permitted to communicate or indicate to each other the value of their cards. During the period referred to above, if the players wish to communicate with each other this can only be done in one of the languages indicated by Holland Casino (so that the dealer can monitor this).
- The poker ranking corresponds to the ranking in Section 3:4 paragraph 6. A poker hand is always made up of five cards.

- The bank must have a qualified hand, in other words ace-king or higher, in order to have a chance of winning the bet wager. If the player's hand ranks lower than the hand of the bank, the player loses the ante wager and bet wager to the bank. If the player's hand ranks equal to that of the bank, then the wagers that have been placed stay where they are. If the bank does not have a qualified hand, in other words the bank's hand is lower than ace-king, the bank pays only 1:1 the ante wager to the player who has placed a bet wager. The bet wager is undecided.
- If the player's hand ranks higher than the qualified hand of the bank, then the bank pays the player 1:1 his ante wager. The bank pays the winning bet wager in accordance with the table below:

POKER HAND	PAYOUT
Royal Flush	100 : 1
Straight Flush	50 : 1
Four of a Kind	20 : 1
Full House	7 : 1
Flush	5 : 1
Straight	4 : 1
Three of a Kind	3 : 1
Two Pair	2 : 1
Pair	1 : 1
High Card	1 : 1

- Only those players who have placed a (progressive) jackpot wager are eligible for a jackpot pay out. In the event that more than one player hits the same progressive jackpot on the same table during the same hand, the amount of the progressive jackpot is shared equally between the winning players (so-called split-pot). The player's hand determines whether he is eligible for a jackpot pay out, irrespective of the bank's hand. A jackpot hand is formed with the five cards dealt to the player. The bank pays a jackpot wager in accordance with the table below:

POKER HAND	PAYOUT
Royal Flush or Straight Flush of Diamonds	Mega jackpot
Royal Flush or Straight Flush of Spades, Hearts, Clubs	Major jackpot
Four of a Kind Aces, Kings, Queens, Jacks	Minor jackpot
Four of a Kind 10's, 9's, 8's, 7's, 6's, 5's, 4's, 3's, 2's	50 : 1
Full House	25 : 1
Flush	20 : 1
Straight	15 : 1
Three of a Kind	5 : 1

The start out amount for the Mega jackpot is €25,000 and increases (progressive).
 The start out amount for the Major jackpot is €2,500 and increases (progressive).
 The start out amount for the Minor jackpot is €500 and increases (progressive).

Section 3.6 Ultimate Texas Hold'em Poker

- Holland Casino acts as banker for Ultimate Texas Hold'em Poker. Before receiving cards the player must place an ante wager and a blind wager. Both wagers must be of the same value. In addition the player may also place a trips wager. If a player wishes to play more than one box, he must notify the dealer of this before the game starts. The player must place the wagers for these box(es): ante, blind and bet, before the cards are dealt. The player is not allowed to touch or look at cards on the extra box(es) being played. Participation in trips is also possible on the extra box(es) and should also be placed before the cards are dealt. The player and the bank then receive two cards.
- At a signal from the dealer to this effect the player is allowed pick up the two cards allocated to him. The player must keep the cards above the table at all times and in a manner that does not allow other players to see the value of the cards.

3. The player's or the bank's poker hand always consists of five cards that comprise:
 - a combination of the player's or bank's one own card and four community cards;
 - a combination of the player's or bank's two own cards and three community cards;
 - just five community cards.

The five community cards are dealt in two stages; first three cards (flop) and then two additional cards (turn and river) after all the players have made a decision.

4. The player has three moments when he can choose between check (no wager on the bet), bet (wager on the bet) or fold (player gives up the hand and hereby loses his wager):
 - after looking at the player's two cards. If the player decides to play against the bank, he places his cards face down on the bet section and chooses to place a wager of three or four times the ante;
 - after the dealer turns over the first three community cards. If the player decides to play against the bank, he places his cards face down on the bet section and places a wager of two times the ante;
 - after the dealer turns over the last two community cards. If the player decides to play against the bank, the player places a wager of one time the ante. If the player decides not to play against the bank, by placing his cards face down behind the ante section, he loses his ante and his trips wagers.

Once a decision has been made it is irrevocable. Furthermore the player is not permitted to touch the cards again.

5. Between the moment of the signal referred to in paragraph 2 and the moment when all players are no longer permitted to touch their cards, the players are not permitted to confer about or give any indication about the value of their cards during this period. Because of the need for the dealer to monitor this, if players wish to communicate with each other during the above-mentioned period, this can only take place in one of the languages indicated by Holland Casino.
6. Once all players have made their choice, the dealer turns over the bank's two cards and announces the bank's hand. The bank's hand qualifies if the bank has a hand that is higher than or equal to a Pair.
7. The poker ranking corresponds to the ranking in Section 3:4 paragraph 6.
8. If the bank qualifies - a Pair or higher - and the player has a higher hand, the player is paid out as follows: the bet and ante wager pays 1:1. If the player has a hand lower than a Straight, the blind wager is undecided. If the player's hand is a Straight or higher, the blind wager is paid according to the following schedule:

POKER HAND	PAYOUT
Royal Flush	500 : 1
Straight Flush	50 : 1
Four of a Kind	10 : 1
Full House	3 : 1
Flush	1,5 : 1
Straight	1 : 1

If the bank has a qualified hand and the player has a tie, the ante, bet and blind wagers are undecided. A player with a hand lower than the bank's hand loses the ante, bet and blind wagers if the bank qualifies.

9. If the bank does not qualify - a hand lower than a Pair - then the ante wager is undecided. If the player has a higher hand than the bank, the bet wager is paid 1:1. If the player's hand is a Straight or higher, the blind wager is paid according to the schedule in Section 3:6 paragraph 8 (above). If the player's hand is lower than a Straight, the blind wager is undecided.
10. If the bank does not qualify and the player has a hand equal to the bank's, the ante, bet and blind wagers are undecided. If the bank does not have a qualified hand and the player's hand is a lower hand, the ante wager is undecided and the bet and blind wagers lose.

11. A wager on trips is paid out, regardless of the value of the bank's cards. If the player has a hand lower than Three of a Kind, he loses his trips wager. The following pay outs are possible with trips:

POKER HAND	PAYOUT
Royal Flush	50:1
Straight Flush	40:1
Four of a Kind	30:1
Full House	8:1
Flush	7:1
Straight	4:1
Three of a Kind	3:1

12. Only those players who have placed a (progressive) jackpot wager are eligible for a jackpot pay out. In the event that more than one player hits the same progressive jackpot on the same table during the same hand, the amount of the progressive jackpot is shared equally between the winning players (so-called split-pot). The player's hand determines whether he is eligible for a jackpot pay out, irrespective of the bank's hand. A jackpot hand is formed with the two cards dealt to the player and the flop (the first three board cards). The bank pays a jackpot wager in accordance with the table below:

POKER HAND	PAYOUT
Royal Flush or Straight Flush of Diamonds	Mega jackpot
Royal Flush or Straight Flush of Spades, Hearts, Clubs	Major jackpot
Four of a Kind Aces, Kings, Queens, Jacks	Minor jackpot
Four of a Kind 10's, 9's, 8's, 7's, 6's, 5's, 4's, 3's, 2's	50:1
Full House	25:1
Flush	20:1
Straight	15:1
Three of a Kind	5:1

The start out amount for the Mega jackpot is €25,000 and increases (progressive).
 The start out amount for the Major jackpot is €2,500 and increases (progressive).
 The start out amount for the Minor jackpot is €500 and increases (progressive).

Section 3.7 Four Card Poker

- Holland Casino acts as banker for Four Card Poker. Before the player receives cards, he must place his wager on the ante box and if desired on the aces up box. The ante wager is compulsory, the aces up wager is optional. If a player wishes to play on more than one box, he must notify the dealer of this before the game starts. The player must place the wagers for the box(es), both ante and bet, before the cards are dealt. The player is not allowed to touch or look at cards on the extra box(es) being played. Participation in aces up is also possible on the extra box(es). The player then receives five cards and the bank receives six cards. For both the bank and for the player, a poker hand consists of four cards.
- At the dealer's signal, the player may pick up his five allocated cards. The cards must be kept above the table at all times in a manner that does not allow other players to gain knowledge of the value of the cards.
- If the player decides not to play against the bank by placing his cards face down behind the ante box, he loses his ante and aces up wagers. Once a decision is made it is irrevocable. Furthermore the player is not permitted to touch the cards again.
- If the player does decide to play against the bank, he places his cards face down on the bet box and places another wager on top of these cards, which is equal to one, two or three times the ante wager (player's choice). Furthermore the player is not permitted to touch the cards again.
- Between the moment of the signal referred to in paragraph 2 and the moment when all the players are no longer permitted to touch their cards, the players are not permitted to confer about or give any indication about the value of their cards during this period. For monitoring reasons, if players wish to communicate with each other during the above mentioned period, this can only take place in one of the languages indicated by Holland Casino.

6. The dealer forms the bank's poker hand. If the player's hand ranks lower than the bank's hand, the player loses the ante and the bet wager to the bank. If the player's hand ranks higher than or equal to the ranking of the bank's hand, then the bank pays 1:1 the ante and the bet wager to the player. Contrary to Section 3:4 paragraph 6, the poker hands order from high to low:

POKER HAND	
Four equal ranking cards. If there are more Four of a Kind combinations, the hand with the highest-ranking combination wins.	Four of a Kind
Four consecutive cards of the same suit. If there are more Straight Flush combinations, the hand with the highest card wins.	Straight Flush
Three equal ranking cards. If there are more Three of a Kind combinations, the hand with the highest three cards wins.	Three of a Kind
Four cards, non-consecutive, of the same suit. If there are more Flush combinations, the hand with the highest card wins.	Flush
Four consecutive cards not of the same suit. If there are more Straight combinations, the hand with the highest card wins.	Straight
A combination of Two Pairs of two cards with equal ranking. If there are more Two Pair combinations then the hand with the highest Pair wins. If these Pairs are of equal ranking, then the second Pair is decisive.	Two Pair
A combination of a Pair of two cards of equal ranking. If there are more Pair combinations, the hand with the highest Pair wins. If these Pairs are of equal ranking, then in succession the highest third or fourth cards are decisive.	Pair
A combination of four cards that does not fit into any of the categories above. In the case of a High Card combinations, the hand with the highest card wins. If cards have equal ranking, then in succession the highest second, third or fourth cards are decisive.	High Card

7. For the ante wager a bonus payment is made, regardless of the value of the bank's cards if the player has one of the following combinations:

POKER HAND	PAYOUT
Four of a Kind	25 : 1
Straight Flush	20 : 1
Three of a Kind	2 : 1

8. If the player has a lower hand than a Pair of Aces, he loses his aces up wager. A wager on aces up is paid, regardless of the value of the bank's hand. The following pay outs are possible with aces up:

POKER HAND	PAYOUT
Four of a Kind	50 : 1
Straight Flush	40 : 1
Three of a Kind	8 : 1
Flush	5 : 1
Straight	4 : 1
Two Pair	3 : 1
Pair of Aces	1 : 1

- Only those players who have placed a (progressive) jackpot wager are eligible for a jackpot pay out. In the event that more than one player hits the same progressive jackpot on the same table during the same hand, the amount of the progressive jackpot is shared equally between the winning players (so-called split-pot). The player's hand determines whether he is eligible for a jackpot pay out, irrespective of the bank's hand. A jackpot hand is formed with the five cards dealt to the player. The bank pays a jackpot wager in accordance with the table below:

POKER HAND	PAYOUT
Royal Flush or Straight Flush of Diamonds	Mega jackpot
Royal Flush or Straight Flush of Spades, Hearts, Clubs	Major jackpot
Four of a Kind Aces, Kings, Queens, Jacks	Minor jackpot
Four of a Kind 10's, 9's, 8's, 7's, 6's, 5's, 4's, 3's, 2's	50 : 1
Full House	25 : 1
Flush	20 : 1
Straight	15 : 1
Three of a Kind	5 : 1

The start out amount for the Mega jackpot is €25,000 and increases (progressive).
 The start out amount for the Major jackpot is €2,500 and increases (progressive).
 The start out amount for the Minor jackpot is €500 and increases (progressive).

Section 3.8 Three Card Poker

- For Three Card Poker Holland Casino acts as banker. The player must place his wager on the ante box and or the pair plus box before receiving cards. If a player wishes to play on more than one box, he must notify the dealer of this before the game starts. The player must place these wagers for the box(es), both ante and bet, before the cards are dealt. The player is not permitted to touch or look at cards on the additional box(es) to be played. Participation in pair plus is also possible on the extra box(es). For both the Bank and for the player, a poker hand consists of three cards.
- At a signal given by the dealer for this purpose, the player may pick up the three cards he has been allocated. The player must keep the cards above the table at all times in a manner whereby other players cannot gain knowledge of the value of the cards.
- The player loses his ante wager if he decides not to play against the bank and places his cards (face down) behind the ante box. A decision, once taken, cannot be revoked. Furthermore the player is no longer permitted to touch the cards.
- If the player does decide to play against the bank with his cards, he places his cards face down on the bet box and at the same time places on top of these cards another wager equal to the ante stake. The provision in the previous paragraph concerning a decision once taken and touching the cards correspondingly applies.
- In the specified period between the moment of the signal referred to in the second paragraph and the moment that all players may no longer touch their cards, the players are not permitted to communicate or indicate to each other the value of their cards. During the period referred to above, if the players wish to communicate with each other this can only be done in one of the languages indicated by Holland Casino (so that the dealer can monitor this).
- If the bank has a qualified hand, in other words one of the bank's three cards is a queen or higher and the player's hand ranks lower than that of the bank, the player loses the ante wager and the bet wager to the bank. If the player's hand ranks equal to that of the bank then the wagers placed remain where they are. Contrary to Section 3:4 paragraph 6, the order of the poker hands from high to low:

POKER HAND	
Three consecutive cards of the same suit. If there are more Straight Flush combinations, the hand with the highest card wins.	Straight Flush
Three cards the same. If there are more Threes of a Kind combinations, the hand with the highest Three of a Kind wins.	Three of a Kind
Three consecutive cards, not of the same suit. If there are more Straight combinations, the hand with the highest card wins.	Straight
Three cards, not consecutive, of the same suit that do not make a Straight. If there are more Flush combinations, the hand with the highest card wins.	Flush
Combination of a Pair of cards with the same rank. If there are more Pair combinations, the hand with the highest Pair wins. If the pairs rank equally, the highest third card respectively wins.	Pair
Combination of three cards that do not fit into any of the categories above. If there are more of these combinations then the hand with the highest card wins. If cards rank equally then the highest second or third card respectively wins.	High Card

7. If the bank has a qualified hand and the player's hand ranks higher than that the bank's hand, then the bank pays the player 1:1 the ante wager and 1:1 the bet wager. In addition a bonus is paid on the ante wager if the player has one of the following combinations:

POKER HAND	PAYOUT
Straight Flush	5 : 1
Three of a Kind	4 : 1
Straight	1 : 1

8. If the bank does not have a qualified hand, the bank pays 1:1 the ante wager. The bet wager is undecided.
9. A wager on pair is paid, regardless of the value of the bank's hand. The player loses his pair plus wager if he does not have a Pair or higher. Pair plus is paid if the player has one of the following combinations:

POKER HAND	PAYOUT
Straight Flush	35 : 1
Three of a Kind	33 : 1
Straight	6 : 1
Flush	4 : 1
Pair	1 : 1

Section 3.9 Casino War

- Holland Casino acts as banker for Casino War. Before the player receives a card, he must place his wager on the bet box and if desired on the tie section. The bet wager is compulsory, the tie wager is optional. The player and the bank then receive one card. The cards are dealt face-up.
- From high to low the order of the cards is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- If the player has a higher card than the bank, he is paid 1:1 for the bet wager. The tie wager loses.
- If the player has a lower card than the bank, he loses both the bet and the tie wager.

5. If the player's card is of equal value to the bank's card he is paid 10:1 for the tie wager. The player has two choices for his bet wager:
- the player chooses surrender: the player surrenders the hand and loses half of his bet wager;
 - the player chooses to go to war: the player and the bank each place a wager, equal to the value of the initial bet wager. The player and the bank then each receive a new card.

The following outcomes with the going to war situation are possible:

- if the player's card is higher than the bank's card, then the player wins the three bets wagers (initial bet, go to war bet and the bank's bet);
- if the player's card is equal to the bank's card, then the player wins the three bets wagers (initial bet, go to war bet and the bank's bet) and a payment of 10:1 for the tie wager;
- if the player's card is lower than the bank's card then the player loses the three bets wagers (initial bet, go to war bet and the bank's bet) and the tie wager.

4. DICE GAMES

Section 4.1 General provisions

1. 1. Holland Casino determines with how many dice a game of dice is played.
2. Playing and betting takes place in accordance with the Holland Casino instructions. Holland Casino determines the method of rolling the dice as well as the manner in which the dice are used.
3. A game round is not valid when:
 - the dice are not rolled within 5 seconds after picking up the dice;
 - the dice are held and or rolled with two hands;
 - all dice are not rolled in one single go;
 - the dice are not rolled from the end of the gaming table;
 - one or more dice did not hit the furthest barrier of the table;
 - one or more dice fall off the table;
 - the bottom side of all dice is not completely flat on the table lay out;
 - one or more dice appear to be broken;
 - one or more dice show an irregularity (possibly capped dice);
 - dice returning from the furthest barrier of the table did not completely pass the dice line.

Section 4.2 Sic Bo

1. Sic Bo is played against the bank using three dice. The betting options and their associated payments are stated at or on the table. Wagers are placed before dice are rolled.
2. The dealer announces the result and the total for the dice from low to high. Only the top view of the numeric value of the dice determines the result. Outcomes are not valid as in Section 4:1 paragraph 3.
3. Players can only make use of the following betting options, which pay as follows when they win:

CHANCE		PAYOUT
Specific Triple	1, 2, 3, 4, 5 or 6 specific with three dice.	180 : 1
Any Triple	1, 2, 3, 4, 5 or 6 non-specific with three dice.	30 : 1
Specific Double	1, 2, 3, 4, 5 or 6 specific with two dice.	10 : 1
Three Dice Total	4 or 17 total score with three dice.	60 : 1
Three Dice Total	5 or 16 total score with three dice.	30 : 1
Three Dice Total	6 or 15 total score with three dice.	18 : 1
Three Dice Total	7 or 14 total score with three dice.	12 : 1
Three Dice Total	8 or 13 total score with three dice.	8 : 1
Three Dice Total	9 or 12 total score with three dice.	7 : 1
Three Dice Total	10 or 11 total score with three dice.	6 : 1
Two Dice	Specific combination with two dice.	6 : 1
Any Single Die	1, 2, 3, 4, 5 or 6 with three dice.	3 : 1
Any Single Die	1, 2, 3, 4, 5 or 6 with two dice.	2 : 1
Any Single Die	1, 2, 3, 4, 5 or 6 with one die.	1 : 1
Big	From 11 to 17 total score with three dice (Triple loses).	1 : 1
Small	From 4 to 10 total score with three dice (Triple loses).	1 : 1

4. After each winning roll, the next player in a clockwise direction takes the turn of the shooter. If the next player does not want to be the shooter and roll the dice, the turn goes to the following active player.

Section 4.3 Diceball

1. Diceball is played against the bank using two dice. The betting options and their associated payments are stated at or on the table. Wagers are placed before dice are rolled.
2. The dealer announces the result and the total for the dice. Only the top view of the numeric value of the dice determines the result. Outcomes are not valid as in Section 4:1 paragraph 3.
3. Players can only make use of the following betting options, which pay as follows when they win:

CHANCE		PAYOUT
Grand Slam Bonus	6 complete runs (24 consecutive runs without 7).	35 : 1
Grand Slam Bonus	5 complete runs (20 consecutive runs without 7).	15 : 1
Grand Slam Bonus	4 complete runs (16 consecutive runs without 7).	5 : 1
Grand Slam Bonus	3 complete runs (12 consecutive runs without 7).	1 : 1
Hard Line	Specific combination of two dice with equal number.	5 : 1
Seven Out	Outcome of two dice with a total of 7.	4 : 1
Place Line	Specific combination of two dice with different numbers.	1 : 1
Run Line	1 complete run (4 consecutive runs without 7).	1 : 1

Seven out is the only betting option that wins or loses after every roll. All other wagers lose when the roll of the dice totals 7. If the outcome of the dice is different from 7, all wagers other than seven out remain. A wager on grand slam bonus is only paid out once depending on and corresponding to the number of runs, as stated in the table.

4. After each winning roll, the next player in a clockwise direction takes the turn of the shooter. If the next player does not want to be the shooter and roll the dice, the turn goes to the following active player

Section 4.4 Casino Barbut

1. Casino Barbut is played against the bank using two dice. The betting options and their associated payments are stated at or on the table. Wagers are placed before dice are rolled.
2. The dealer announces the result for the dice. Only the top view of the numeric value of the dice determines the result. Outcomes are not valid as in Section 4:1 paragraph 3.
3. Players can make use of the following betting options, with a combination of the dice as follows:
 - 1/1, 2/2, 4/4, 1/2
 - 3/3, 5/5, 6/6, 5/6

Wagers can be changed after each roll before the next roll.

4. Wagers are paid as follows when they win:

CHANCE	PAYOUT
1/2 - 2/2 - 4/4	1 : 1
3/3 - 5/5 - 5/6	1 : 1
1/1 - 6/6	0,5 : 1

5. After each winning roll, the next player in a clockwise direction takes the turn of the shooter. If the next player does not want to be the shooter to roll the dice, the turn goes to the following active player.

5. BINGO GAMES

Section 5.1 Bingo

1. A player may participate in the game by buying one or more bingo cards before the game starts.
2. Bingo can be played with the numbers 1 to 75, 1 to 80 or 1 to 90. These numbers correspond to balls in the bingo machine.
3. In case of bingo with the numbers 1 to 75, a bingo card consists of 24 numbers divided over five columns and five rows. Above the five columns the letters bingo are positioned. There is no number in the middle of the card.
4. In case of bingo with the numbers 1 to 80, a bingo card consists of 16 numbers divided over four columns and four rows. The columns each have a different colour.
5. In case of bingo with the numbers 1 to 90, a bingo card consists of 15 numbers divided over nine columns and three rows. Each row has five numbers.
6. Each round of play has a sequence number or colour clearly stated for the players. A bingo card plays in the game round as indicated on the card. Bingo cards that are not used in a corresponding round of play will be declared invalid, with the player not entitled to a refund.
7. The game starts as soon as the drawing of the bingo numbers starts. One by one a (virtual) ball is electronically drawn with a number on it. The balls are drawn until a complete and valid bingo has been completed. When a player has a drawn number on the bingo card, it can be crossed out.
8. There are several bingo variants that can be played alternately, whereby a certain number pattern must be completed. This includes patterns such as, but not limited to: full column, full row, black out, X-bingo, frame-bingo and a full card.
9. A payout is determined by the combination of the total wager amount for the purchase of the bingo card and the bingo variant being played. The payment table is available for the players' information. A copy of this payment table has been sent by Holland Casino to the Netherlands Gaming Authority.
10. If two or more participating players simultaneously hold a legitimate bingo, the corresponding prize will be shared equally between the winners.
11. Holland Casino is not responsible in the event that a legitimate bingo is not claimed or not claimed in time by the player.

Section 5.2 Keno

1. Every (electronic) keno card consist of 2 blocks each divided into 40 boxes numbered from 1 to 40 and from 41 to 80 respectively. These numbers correspond with the numbered balls in the keno machine. In the course of each game a random generator draws 20 numbers from this machine.
2. A player can participate by selecting from 1 to 15 numbers on a blank (electronic) keno card. The player must also fill in the amount for which he wishes to play and whether he is playing in one or several games. The (electronic) keno card must also state how many numbers have been crossed. If a paper keno card is being used, the player then hands in this card, together with the wager. After this, the data of the keno cards are registered in the computer. The player will receive a copy of the card as proof of participation in the relevant game. This contains the serial number, date and time on which the form was registered as well as the sequence number of the game round. In case of electronic keno cards, these are automatically registered.
3. The payout is determined by the combination of the amount of the total wager on the (electronic) keno card, how many numbers were selected and how many numbers came up. The payment table is available for the players' information. A copy of this payment table has been sent by Holland Casino to the Netherlands Gaming Authority.
4. When a player has won a prize, the winning keno card must be handed in to the dealer. Handing in the keno card remains the player's own responsibility. When an electronic keno card is used the system takes care of the payment directly.
5. Holland Casino is not liable should an (electronic) keno card is not registered in time to participate in the game that the player wishes.

6. During the game the following special game combinations can be played and for these and all other combinations mentioned below it is also possible to let the system choose the numbers:
- a player can play other combinations besides the standard way of play, where 1 to 15 numbers are selected. An example of this is the progressive jackpot, where 20 numbers are selected. Depending on the number of correctly selected numbers, an amount on the jackpot meter is paid in whole or in part;
 - there are also special combination playing methods in which groups of an equal amounts of numbers can be played in various mutual relationships;
 - it is also possible to automatically play more than one game with the same combination of numbers. This involves playing in series - up to 20 times - whereby the player must collect his winnings at the keno desk at the end of the last game of the series played and before the next game begins;
 - finally, it is possible to play even larger series of games provided that the total playing time of these games does not exceed the length of the match day.

6. SLOTS

Section 6.1 General provisions

1. Players themselves are responsible for inserting or placing their wagers in the proper manner.
2. The right to a prize or a jackpot only arises once Holland Casino has established that the gaming machine has functioned in the correct manner. Only one single winner is entitled to a prize or jackpot.
3. During a playing day, Holland Casino is by operation of law the administrator of unclaimed prizes, amounts remaining on a credit meter and or amounts left behind, both in cash and in tickets or other means.
4. General terms and conditions apply to the Holland Casino Favorites Card with savings function. The general terms and conditions are available for inspection at the entrance of the casino.

Section 6.2 Jackpots

1. A jackpot is a main prize as referred to in section 8 of the License for Casino Gaming 1996.
2. Holland Casino provides both local and nationwide jackpots.
3. Progressive, bonus and mystery jackpots and the associated prize are always stated on the relevant gaming machine (s) or on the signs present in the gaming room.
4. In the case of a nationwide jackpot Holland Casino can at any time decide to temporarily unlink one or more of the casinos from the national link.
5. Holland Casino determines the manner in which a jackpot payment is made for gaming machines. When a payment request is made for €100,000 or more, Holland Casino reserves the right to take extra time in consideration before proceeding to payment.
6. One or more gaming machines with a progressive jackpot can be removed from the gaming floor in compliance with a notification term of at least two weeks. The value of the progressive jackpot being removed, after deduction of the starting amount put in by Holland Casino, is distributed across one or more jackpots present on the gaming floor, or through a promotional campaign at the discretion of Holland Casino.
7. If two or more guests have the same required winning combination for a jackpot, each of them with this combination is paid the jackpot, provided that no more than five seconds has elapsed between the first falling winning combination and the subsequent falling required winning combination. When more than five seconds have elapsed, only the starting amount and the growth accumulated for the new nationwide jackpot will be paid to the player with the subsequent falling required winning combination.

7. CONCLUDING PROVISIONS

Section 7.1 Entry into effect

The Holland Casino Game regulations have been approved in accordance with Section 3 paragraph 2 of the License for Casino Gaming 1996 by the Netherlands Gaming Authority and will enter into effect on 1 November 2024.

