

Exhibit A

Spanish 21 with Super 21 bonus and Match the Dealer side bet.**Games of Chance Game Procedures**

Object of the Game: The object of the game is to have a hand closer to 21 than the dealer without going over. If a player is dealt an Ace with either a king, queen, or jack the player has blackjack and will win 3:2 odds.

The Rules of the Game: The values of the cards are as follows; An Ace may count as either 1 or 11. A hand that contains an ace is called a soft total if the ace can count as either 1 or 11 without going over 21. If the ace must be counted a 1 to prevent going over 21, the hand is then called a hard total. The cards 2 through 9 count as face value. King, queen, and jack cards are worth 10.

Players may bet up to two (2) hands if space on the table permits. The house retains the right to decide on whether a player may play multiple hands. Players are not permitted to touch the cards. Play starts on the dealer's left and players must wait until it is their turn to act.

The dealer must stand on all hard 17's and hit all soft 17's. A tie with the dealer results in a push. All player blackjacks and 21's are guaranteed winners. If a player achieves blackjack by having the first two cards dealt equal 21 the player is paid 3:2. If the player achieves 21 in more than 2 cards they will be paid 1:1 (even money). The Super 21 bonus requires no special or bonus wager. Bonuses are not paid on split or doubled hands. Players holding the following hands totaling 21 who have not doubled down are paid a Bonus 21 payout as follows:

- a. 5 card 21 pays 3 to 2
- b. 6 card 21 pays 2 to 1
- c. 7 card 21 pays 3 to 1
- d. 6-7-8 of mixed suits pays 3 to 2
- e. 6-7-8 of same suit pays 2 to 1
- f. 6-7-8 of Spades pays 3 to 1
- g. 7-7-7 of mixed suits pays 3 to 2
- h. 7-7-7 of same suit pays 2 to 1
- i. 7-7-7 of Spades pays 3 to 1

Equipment Used: 6 standard 52 card playing card decks with 10's removed, a dealing shoe, felted Spanish 21 table, gaming currency.

Method of Play: Once a Spanish 21 table is open, the dealer will spread each deck to ensure all cards are being used. The dealer will verify all six decks of cards. After each deck is verified, the dealer will wash all six decks together and form one pile. The dealer will then cut the deck in half and place each half of cards to the left and right accordingly. The dealer will then cut about $\frac{1}{2}$ of one deck of cards from each pile (right and left) and riffle the cards together and place them in a new pile in the center of the table. The dealer will then alternate taking $\frac{1}{2}$ a deck from the outside piles and riffling with $\frac{1}{2}$ deck from the center pile then placing back on the center pile until only the center pile remains. The dealer will split the pile again into two piles. The dealer will take $\frac{1}{2}$ a deck from each pile and riffle them together forming a third pile in the center, repeating until one pile in the center remains. Once the pile has been shuffled again, the dealer will ask a player to cut the pile. A player must

cut at least one deck (approximately) from the front or back of the pile. Once the cut card has been placed, the dealer will cut the remaining cards from the back of the pile to the front. After that is done, the dealer will place a second cut card approximately one deck from the bottom card. Once the second cut card is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

Once the bets are placed, after a new shuffle, the dealer will burn the first card and deal two cards to each of the players' bets. The dealer makes two passes around the table starting on the dealers left so that the players and dealer have two cards each. Once all players' bets have two cards, the dealer then places their second card under the first exposed card. After the cards have been dealt play proceeds around the table, starting at the first seat to the dealers left. In the course of play if the player wishes to be dealt another card, the player will indicate this to the dealer by tapping the felt with a finger behind their cards and/or announcing "hit". If the player doesn't wish to be dealt another card, the player will wave their hand over their cards and/or say "stay". Hand motions will overrule voice commands. When the hand is over, the dealer will move around the table to each position, in turn, paying winners and collecting losing wagers, starting on the dealer's right. If a player busts during the hand, the bet is taken in and the cards are mucked immediately.

When the dealer has an ace showing following the deal of the cards, insurance bets will be offered and the dealer will check to see if he or she has "blackjack."

Types of wagers for the card game:

Ante- Chips are placed by the player in the designated position to indicate the desire to play a hand.

Splitting- If the rank of the player's first two cards is equal, a player may choose to split their cards, thereby creating a second hand. An additional bet equal to the ante is required when cards are split. After a split, a hand consisting of an ace and a jack, queen, or king is not considered a blackjack and only counts as 21. A player may split up to three times except Aces which may only be split once. The player may hit and double down on split Aces the same as any equal-valued cards.

Double down- The Player may double down on two or more cards, totaling 21 or less, even after splitting and / or hitting, including Aces. A player may double down for the full amount of the wager or for half the wager. The player may double down up to 2 times.

Insurance- When a dealer's up card is an Ace, the player may place an additional bet to insure against the dealer having blackjack. These bets will equal half of the player's original bet. If the dealer has blackjack, the player will lose their original ante and be paid 2:1 on their insurance bet. If the dealer does not have blackjack, the player will lose his or her insurance bet.

Match the Dealer- The player wagers that one or both of their cards will match the dealers up card.

Payouts and odds for wagers:

House edge- Dealer hits on soft 17, redoubling allowed: 0.42%

Beat the Dealer- 1:1

Blackjack- 3:2

Bonus 21 Probability-1 in 668,382, with six decks

Bonus 21 payouts-

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b. 6 card 21 pays 2 to 1

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- e. 6-7-8 of same suit pays 2 to 1
- f. 6-7-8 of Spades pays 3 to 1
- g. 7-7-7 of mixed suits pays 3 to 2
- h. 7-7-7 of same suit pays 2 to 1
- i. 7-7-7 of Spades pays 3 to 1

Match the dealer Probability and odds-

Event	Combinations	Probability	Pays	Return
Two suited matches	10	0.000244	18	0.004386
One hard and one each match	90	0.002193	13	0.028508
Two non-suited matches	153	0.003728	8	0.029824
One suited match	1320	0.032163	9	0.289467
One non-suited match	4752	0.115787	4	0.463147
No matches	34716	0.845886	-1	-0.845886
Total	41041	1	0	-0.030555

Customer: THE RIVER CARD ROOM, MINNAPOLIS, MN
 Project: Spanish 21
 Salesman: Rob Ford Date: 4 | 11 | 2016
 Artist: JW File: 33307 RiverCardRoom Spanish21 v4.ai
 Job#: 324208

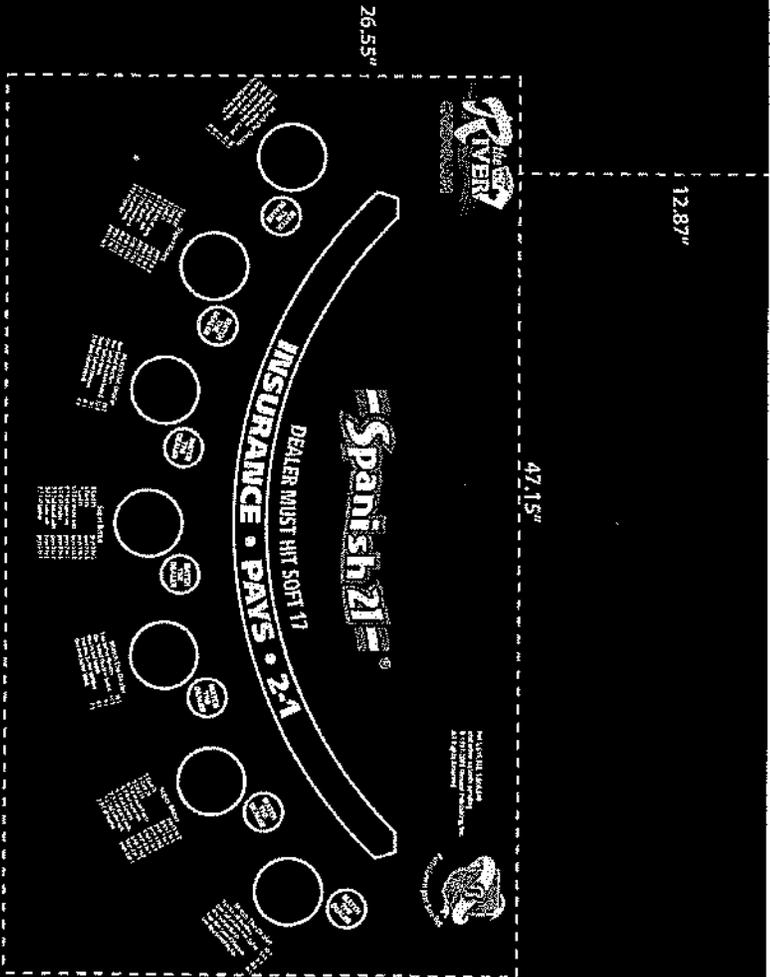
Cloth Size: 100" x 52"



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EGC 1.5 FULL GRAPHIC LAYOUT

Approval Signature _____ Date _____
 Name (Please Print) _____



Super Bonus	Match The Dealer
5 Card 21 pays 3 to 2	Two Suited Matches 18-1
6 Card 21 pays 2 to 1	One Suited One Non Suited 13-1
7 Card 21 pays 3 to 1	One Suited Match 9-1
6-7-8 of mixed suits pays 3 to 2	Two Non Suited Matches 8-1
6-7-8 of same suit pays 2 to 1	One Non Suited Match 4-1
6-7-8 of Spades pays 3 to 1	
7-7-7 of mixed suits pays 3 to 2	
7-7-7 of same suit pays 2 to 1	
7-7-7 of Spades pays 3 to 1	

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