

## HOW TO PLAY

### ROCK AND ROLL 21™

#### LIKE BLACKJACK .....

- You are playing against the dealer.
- Place a bet. It is called the Rock Bet.
- Two cards are dealt to you, face up.
- Two cards are dealt to the dealer's hand – the first face up and the second face down.
- Cards 2 through 10 count at face value; Jacks, Queens and Kings count as ten; Aces count as one or eleven.
- The closest hand to twenty-one wins.

#### UNLIKE BLACKJACK .....

- There are no busted hands for either the player or the dealer. The closest hand to 21, under or over, wins. A starting hand of two Aces counts as 22.
- Your only decision is to *fold* or *play*. Fold by signaling with a reverse scratch on the layout; the dealer takes the Rock Bet. Play by matching your Rock Bet with a Roll Bet.
- The dealer's hole card is turned face up. If both you and the dealer have pat hands, 18 thru 22, the Rock and Roll Bets are settled. For all other combinations: If your two card hand is *lower*, the dealer moves the Rock Bet to your Bandstand. If your two card hand is *higher* the Rock Bet stays. If it's a *tie*, it's a push and the Rock Bet is returned to you.
- Both player and dealer draw one card to 17 or less.
- A winning two card 21 pays 3 to 2. A winning three card 21 pays 2 to 1.

**WIN THE ROLL BET AND YOU WIN THE ROCK BET  
OR RECOVER IT FROM THE BANDSTAND!**

**There is an optional Bonus Bet. A bonus hand is any two or three card twenty-one. A folded hand, with a possible three card 21 bonus payout, draws a third card.**

**ROCK AND ROLL 21  
BONUS PAYOUTS**

<b><u>HAND</u></b>	<b><u>PAYOUT</u></b>
<b>Any two card twenty one</b>	<b>4 to 1</b>
<b>Any three card twenty one with a ten-value card</b>	<b>6 to 1</b>
<b>Any three card twenty one without a ten-value card</b>	<b>20 to 1</b>
<b>Three Sevens</b>	<b>77 to 1</b>

**Patent Pending**