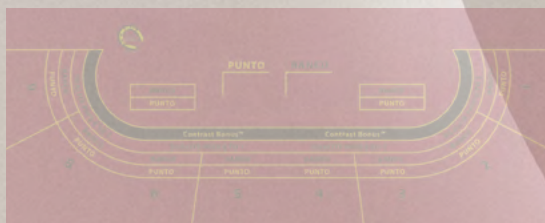
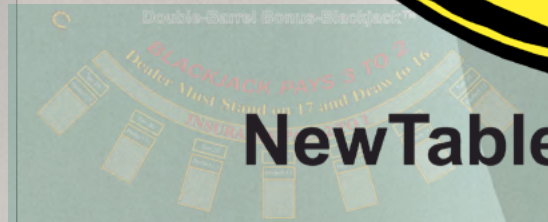
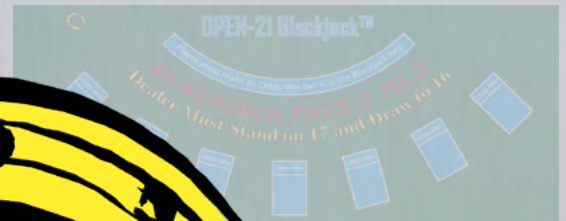
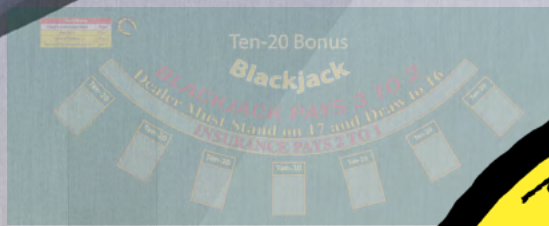
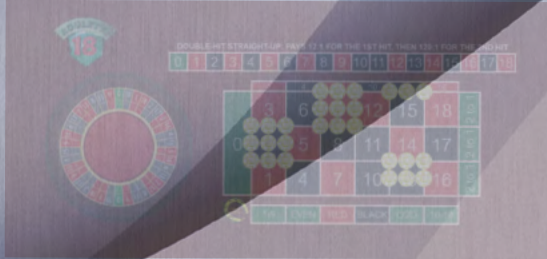


# ABBIATI

CASINO EQUIPMENT



Stephen  
Au-Yeung  
**NewTableGames.com**

ITALIAN QUALITY & DESIGN

**ABBIATI Games by  
STEPHEN AU-YEUNG**

The Abbiati Company is privately owned by the Abbiati family and is based in Turin, Italy. Abbiati Casino Equipment has been in business in excess of 30 years and has had its professional articles for Casinos since 1976.

Abbiati has built up an international reputation and client base with almost every county and city that offers legalized gaming.

The company is on two sites within 50 metres from each other; one housing Office, Show Room and Production facilities and the other is used for assemblage and storage; with the option of expansion on both sites.

Abbiati Casino Equipment's main business is manufacturing and supplying Casino based equipment as used in live gaming: Roulette Wheels, Tables, Value Chips, Plaques and Jetons and all styles of gaming layouts (table felts) together with technical back up of full CAD design and technical services.

Our manufacturing facility is split into three main sections, all located under the same roof:

- Chips and Plaques are manufactured with the latest injection moulding machines, incorporating the latest RFID Technology using 13.56 MHz with PJM.
- Table and Roulette Wheel manufacture and assembly incorporate our CNC machining processes to ensure quality and precision, along with Layout (table felts) design and printing department for both wool and synthetic products.
- Electronic departments for the assemblage of Winning Number Displays, Laser Wheels and Independent electronic levelling systems for Roulette wheels.

All our manufacturing processes are supported by our Graphic and CAD Design department, to ensure Italian Quality and Design.

Quality, Service and Security are prime objectives for the Abbiati Company, which has secure rooms and high surveillance for the final assembly of the value chips incorporating RFID.

Our consistent growth and success stands as a witness of our continued commitment to deliver high quality, flawless products and services.

President  
Giovanni Abbiati





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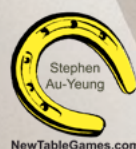
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**Roulette-18® 輪盤十八™**  
**Roulette Link-Bets® & Double-Hit® Straight-up™**



## Rules

Roulette-18® uses a 0 to 18 Roulette-Wheel and a unique Roulette-Layout.

1. Players place their bets on the Roulette-18® layout, just as they would in ordinary Roulette.
2. A Roulette-Wheel numbered 0-18 is spin.
3. According to the winning number. Dealer then collects all losing bets and pays winning bets according to the Pay-table.

## Roulette Link-Bets®

**Roulette Link-Bets®** offers Split and Corner betting between numbers in the first and third columns that were previously not possible because they are not adjacent.

Link-Bets are made possible by the addition of a fourth column which duplicates the first column.

## Double-Hit® Straight-up™

Double-Hit® Straight-up™ is a proposition bet based on two consecutive spin of the wheel.

- 1.** Player places a bet on a single number in the Double-Hit section of the layout.
- 2.** If the Player does not hit his number, he loses his Double-Hit bet.
- 2a.** If the Player hits his number, he's paid 12-to-1 and the bet remains in play for a second round.
- 3.** If the Player does not hit his number in the second round, he loses his Double-Hit bet, but he keeps his first-win of 12 units.
- 3a.** If the Player hits his number on the second round, he's paid 120-to-1 and his original bet is returned.



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# Ten-20 Bonus™ Blackjack

Ten-20® Bonus-Blackjack is a Side-bet for any Blackjack game



## Summary

Ten-Twenty is a blackjack side bet that pays when the player's first two cards add up to a total of 10 or 20. The bet pays 22-to-1 for a player pair of 5's, 10-to-1 for any other two cards that add up to ten, and 3-to-1 for any two cards that add up to twenty. For a 6-deck shoe game, the house edge is **5.39%**.

## Rules

Ten-Twenty is played as a side bet to any standard blackjack game using a 5- to 8-deck shoe. The rules and general dealing procedures are as follows:

1. The player may wager the optional Ten-Twenty side bet before the hand begins.
2. Each player receives a two-card starting blackjack hand.
3. The Ten-Twenty side bet wins when the player's initial two card hand totals to either 10 or 20, according to the pay table. If the hand doesn't total to 10 or 20, the side bet loses. An Ace is always considered 11 for the Ten-Twenty side bet.

Ten-Twenty Side Bet Pay-table

INITIAL TWO CARD PLAYER HAND	PAYOUT
Pair of 5's	22-to-1
Other hand total of 10	10-to-1
Hand total of 20 (including A-9)	3-to-1
all others	lose



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## Open-21 Blackjack™

Standard Blackjack rules unchanged other than as set out below



### Summary

Dealer's two-card total 21 does not count as a Blackjack, it acts as a 21.

Player's Blackjack is an Automatic-win, Pays 3 to 2.

Player's 21 point is an Automatic-win, Pays 1 to 1.

### Rules

1. Each Player must make both a main wager and an Odds-Win wager equal to half his main wager.
2. Each Player and the Dealer receives two cards (all face-up).
3. If the Player's two-card hand total is Even then his Odds-Win wager loses; otherwise it remains in play.
4. Play continues as normal Blackjack and the Odds-Win wager is resolved in the following way:
  - a. If the Player wins on his hand, his Odds-Win wager (if any) wins 2 to 1.
  - b. If the Player pushes on his hand, his Odds-Win wager (if any) will push.
  - c. If the Player loses on his hand, his Odds-Win wager (if any) loses.

House Edge: 0.51% if the Dealer stands on a soft 17 and 0.95% if he hits



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# Open-21 Blackjack™ - Ten 20 Bonus™

Standard Blackjack rules unchanged other than as set out below



A Dealer's two-card total 21 does not count as a Blackjack, it acts as a 21.

Player's Blackjack is an Automatic-win, Pays 3 to 2.

Player's 21 point is an Automatic-win, Pays 1 to 1.

1. Each Player must make both a main wager and an Odds-Win wager equal to half his main wager, and an Optional Side-bet (Ten20 Bonus).
2. Each Player and the Dealer receives two cards (all face-up).
3. If the Player's two-card hand total is Even then his Odds-Win wager loses; otherwise it remains in play.
4. Play continues as normal Blackjack and the Odds-Win wager is resolved in the following way:
  - a. If the Player wins on his hand, his Odds-Win wager (if any) wins 2 to 1.
  - b. If the Player pushes on his hand, his Odds-Win wager (if any) will push.
  - c. If the Player loses on his hand, his Odds-Win wager (if any) loses.

## Optional Side-bet (Ten20 Bonus)

**Ten-20®** wager wins when the Player's Initial Two-cards Blackjack-hand add-up to a Total of 10-points or 20-points.

Ten20 Bonus	
Initial 2-Card Blackjack Hand	Pay-outs
Pair of 5's	22 to 1
Other hand total of 10	10 to 1
Hand total of 20 (including A-9)	3 to 1
All others	Lose

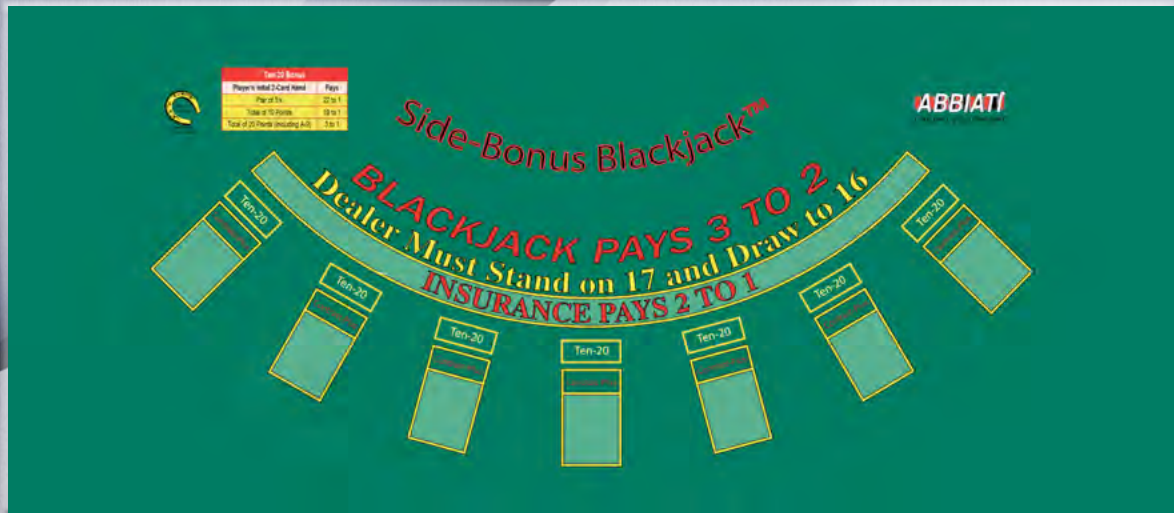


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## Side-Bonus® Blackjack™

Contrast® Win Blackjack™ & Ten-20® Bonus-Blackjack™ Side-bets



### Contrast® Win Blackjack™

1. Player must have both a Red and a Black suit in his initial starting two-cards Blackjack-Hand.

If the Player doesn't have a mixed Red-Black starting hand, then his Contrast-Win loses.

2. Play continues as normal Blackjack and the Contrast-Win is resolved in the following way.

2a) Player beats the Dealer, then his Contrast-Win (if any) will win 3 to 1.

2b) Player ties with the Dealer, then his Contrast-Win (if any) will win 1 to 1.

2c) Player lose to the Dealer, then his Contrast-Win (if any) will lose.

Contrast® House-Edge: 3.75%

### Ten-20® Bonus-Blackjack™

Ten-20 Bonus wins when the Player's initial two-card Blackjack-hand add up to a total of 10 or 20 points, see Pay-table.

Ten-20® House-Edge: 5.39%

Ten-20 Bonus™ Pay-table	
Initial Blackjack-hand	Pays
Pair of 5's	22 to 1
Total of 10-points	10 to 1
Total of 20-Points (including A-9)	3 to 1
All others	Lose

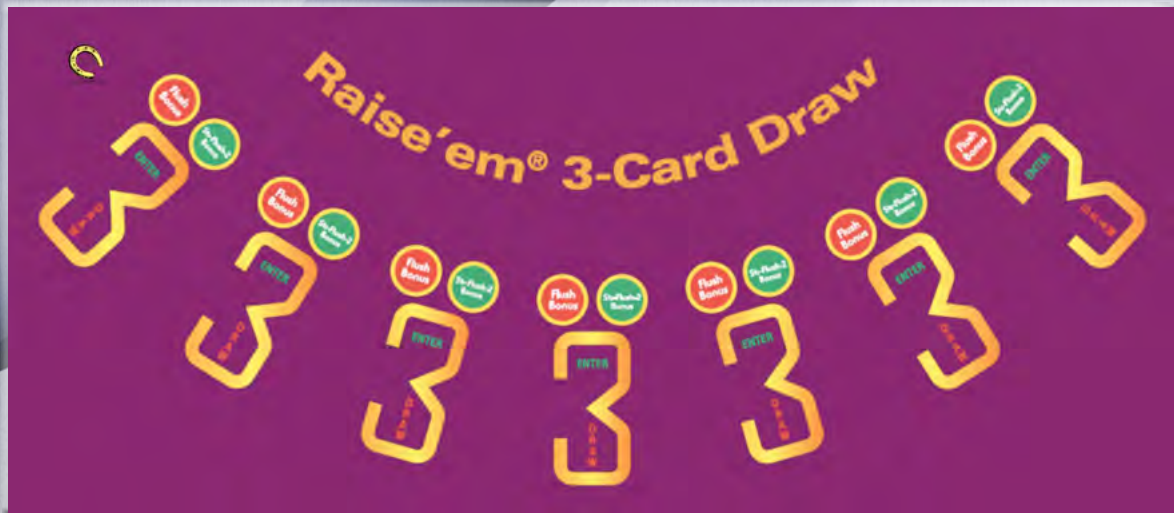


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# Raise'em® 3-Card Draw™

Raise'em® 3-Card Draw™



## Raise'em® 3-Card Draw™

1. Each Player makes an Enter-bet and two optional Side-bets (Straight-Flush-2 and/or Flush-Bonus).
2. Each Player receives three cards face down.
3. Each Player either Stands with his 3-Card Poker-hand (No additional bet) or Exchanges one card by making a Draw-bet either equal to or double his Enter-bet.
4. Each player's final hand determines his payout on the Enter and Draw Bets as specified in the Raise'em 3-Card Draw™ Pay-table.

Raise'em 3-Card Draw™ Pay-table		
Hand	Enter-bet	Draw-bet
Royal-Flush	15 to 1	15 to 1
Straight-Flush	5 to 1	5 to 1
Three of a Kind	3 to 1	3 to 1
Straight	2 to 1	3 to 1
Flush	2 to 1	1 to 1
Pair Qs or Higher	1 to 1	Push
Pair Js or lower	0.5 to 1	Push
All other	Loss	Loss

### Flush-3 Bonus

Pays on the Player's first three cards.

Flush-3™ Bonus	
Hand	Pays
Three 3s	300 to 1
Royal-Flush	50 to 1
Straight-Flush	35 to 1
Three of a Kind	30 to 1
Straight	10 to 1
Flush	7 to 1

### Straight-Flush-2

Pays on the Player's first three cards.

Straight-Flush-2™ Bonus	
Hand	Pays
Royal-Flush	40 to 1
Straight-Flush	30 to 1
Three of a Kind	30 to 1
Straight	4 to 1
Flush	3 to 1
Pair and/or 2-Card Straight-Flush	1 to 1

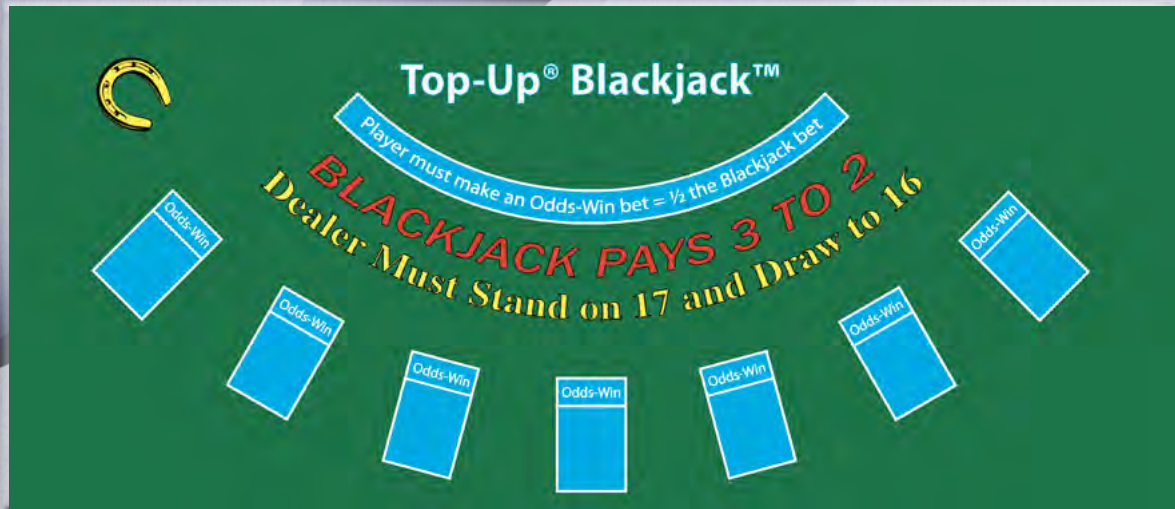


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## Top-Up® Blackjack™

Standard Blackjack rules unchanged other than as set out below



### Standard Blackjack rules unchanged other than as set out below

Player's Blackjack is an Automatic-win, Pays 3 to 2.

Player's 21 point is an Automatic-win, Pays 1 to 1.

#### Rules

1. Each Player must make both a Main-wager and a Contrast-wager equal to 1/2 his Main-wager.
2. Each Player receives two cards face-up and the Dealer receives two cards with one face-up.
3. If the Player's two-card hand doesn't contain one red suit and one black suit then his Contrast-wager loses
4. Play continues as normal Blackjack.
5. For all allowed Splits and Doubles, the Player only wagers 1/2 the Main-wager, and receives a Top-Up of the other 1/2 directly from the rack.
6. Any Contrast-wager stay with the original hand on a split.
7. The Contrast-wager is resolved in the following way:
  - 7a. If the Player wins on his hand, his Contrast-wager (if any) wins 2 to 1.
  - 7b. If the Player pushes on his hand, his Contrast-wager (if any) will push.
  - 7c. If the Player loses on his hand, his Contrast-wager (if any) loses.

#### Contrast-bet Pay-Table

Hand	Pays
Initial Red-Black 2-Card Hand + Win the Dealer	2 to 1
Initial Red-Black 2-Card Hand + Tie the Dealer	Push
No Initial Red-Black 2-Card Hand and/or Lose to Dealer	Lose



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## Perfect-11® Bonus-Blackjack™

Perfect-11® Bonus-Blackjack™ is a Side-bet for any Blackjack games



Perfect-11® Bonus-Blackjack™ Uses Two Optional Side-bets on any Blackjack games (Ten-20® and Perfect-11®).

### Perfect-11®

Perfect-11® wager wins when the Player's Initial Two-cards Blackjack-hand add-up to a Total of 11-Points or a Blackjack (See Pay-Table).

House Edge with 6-Deck: 6.21%

INITIAL TWO CARD PLAYER HAND	PAYOUT
Suited 11-Points (5/6, 4/7, 3/8, 2/9)	21 to 1
Off-Suited 11-Points (5/6, 4/7, 3/8, 2/9)	10 to 1
Blackjack	5 to 1
All others	Lose



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# Double-Barrel® Bonus-Blackjack™ (Ten-20® + Perfect-11®)



**Double-Barrel® Bonus-Blackjack™ Uses Two Optional Side-bets on any Blackjack games (Ten-20® and Perfect-11®).**

## Ten-20®

Ten-20 Bonus wins when the Player's initial two-card Blackjack-hand add up to a total of 10 or 20 points, see Pay-table.

Ten-20® House-Edge: 5.39%

## Perfect-11®

Perfect-11® wins when the Player's initial two-card Blackjack-hand is a Blackjack or add-up to 11-Points, see Pay-Table.

Perfect-11® House-Edge: 6.21%

Ten-20® Pay-Table	
Initial Blackjack-hand	Pay-outs
Pair of 5's	22 to 1
Total of 10-points	10 to 1
Total of 20-Points (including A-9)	3 to 1
All others	Lose

Perfect-11® Pay-Table	
Initial Blackjack-hand	Pay-outs
Suited 11-Points (Perfect 11)	21 to 1
Any 11-points	10 to 1
Blackjack	5 to 1
All others	Lose



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## 10+11 21 Progressive™

### Summary

10+11 21 Progressive is a progressive blackjack wager played on any standard blackjack game of five, six, or eight decks.

The house begins by seeding three jackpots for a total of 1,300 units:

- a. A top jackpot of 1,000 units
- b. A middle jackpot of 200 units
- c. A bottom jackpot of 100 units.

### Rules

1. Each player making the progressive does so by posting a one unit wager at the start of the hand; these payouts are collected before the hand starts and, as a result, the payouts in this report are all "for 1"

2. Once each player has received their initial two-card hand, and the dealer has revealed their first card, if the player does not have a total of 10-Point or a Blackjack, their progressive wager loses. Note that for purposes of this wager, an ace always counts as 11 points – that is, a total of ace and nine is a losing total of 20, not a winning total of 10.

3. Otherwise, a payout is awarded as follows:

a. If the Player's initial two-card hand is a pair of 5s, and they draw an Ace, with all cards the same suit, the player wins the top jackpot (5+5+Ace Suited).

b. If the Player's initial two-card hand is any 10 point total, and they draw an Ace with all cards the same suit, the player wins the middle jackpot (any 10-Point+Ace Suited).

c. If the Player's initial two-card hand is a pair of 5s, and they draw an Ace, without all cards being the same suit, the player wins the bottom jackpot (5+5+Ace Un-Suited).

d. If the Player's initial two-card hand is any 10 Point total, and they draw an Ace without all cards being the same suit, the player wins an award of 21 units. (Any 10-Point+Ace Un-Suited).

e. If the Player's initial two-card hand is any Blackjack, the player wins an award of 5 units. Perfect-11® House-Edge: 6.21%

6. If one of the jackpots is paid out on any given hand, it is reseeded for the next hand at its initial seed amount.

7. If one of the flat payouts occurs, the money for these payouts comes from the float, and is not deducted from any jackpot

8. Finally, each of the three jackpots is incremented by the following amount:

- a. Top jackpot: 0.10 units per player that played
- b. Middle jackpot: 0.10 units per player that played
- c. Bottom jackpot: 0.10 units per player who played

Exact calculations were done based on the probabilities that result from a freshly shuffled shoe of 5, 6, or 8 decks. These calculations were done under the assumption that a single player is playing alone. If multiple players are playing, the return to player will be slightly lower to an insignificant degree, depending on how the house handles the circumstance of two players winning the same jackpot on the same round. Based on these calculations, the return to player varies by the number of decks used, as follows:

# of decks	Return to Player
5 decks	69.099%
6 decks	69.179%
8 decks	69.278%

The house-edge is up to casino e.g. 15%, 20%, 25%, 30%, or more.

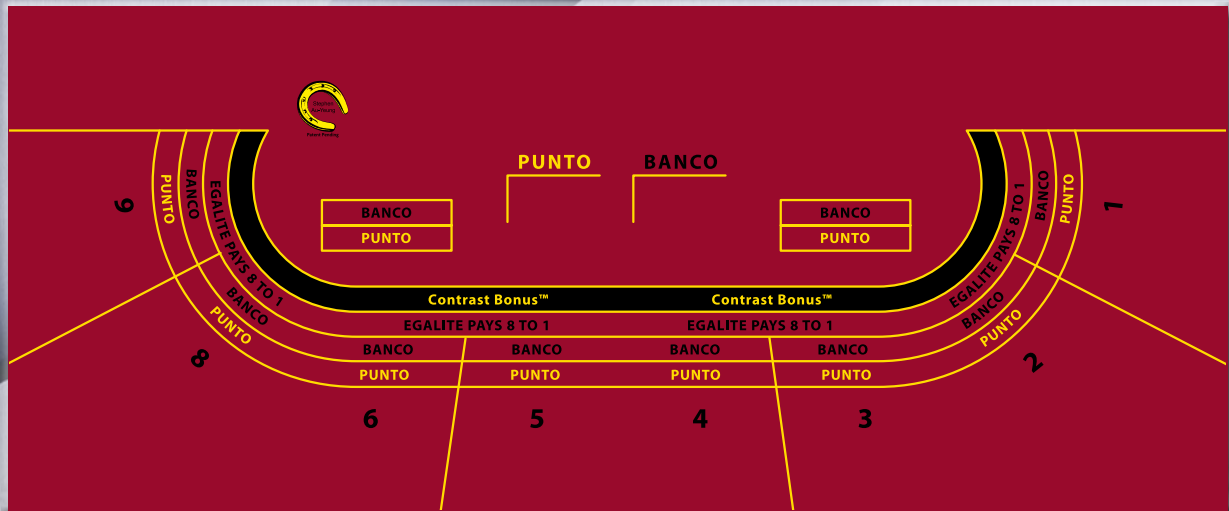


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## Contrast® Bonus-Baccarat

Contrast® Bonus-Baccarat is a Side-bet for any Baccarat game



1. The Contrast® Bonus wager is placed at the start of the hand, along with the regular Baccarat wagers.
2. Once all wagers are placed, play proceeds as normal.
3. The Contrast Bonus wager is resolved at the end of the round, and will be eligible for a payout if one of the following two conditions are true:
  - a. If all Player cards used are red, and all Banker cards used are black.
  - b. If all Player cards used are black, and all Banker cards used are red.
4. If either of these conditions are met, the Contrast Bonus wager is paid depending on whether a total of four, five or six cards were used.
5. Otherwise, the Contrast Bonus wager loses.

### Contrast® Bonus-Baccarat Pay-table

Event	Pays
Contrast, Total 6 cards	30 to 1
Contrast, Total 5 cards	17 to 1
Contrast, Total 4 cards	5 to 1



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## Side-Bonus® Baccarat™

Perfect-9® Bonus-Baccarat™ & Four-Suits Bonus-Baccarat™ Side-bets



### Perfect-9® Bonus-Baccarat™

**Perfect-9®** is a Baccarat Side-bet on the Player or Banker hand that pays when the first initial two-card of the selected-hand make a total of 9-points.

1. Players may bet the Optional Perfect-9 Side-bet on the Player or Banker hand at the start of the game.
2. If the initial two-card of the selected-hand (Player or Banker) make a total of 9-points, the Side-bet wins and is paid according to the Pay-table. Otherwise, the Perfect-9 Bonus loses.

Perfect-9® House-Edge: 7.47%

### Four-Suits Bonus-Baccarat™

**Four-Suits™** is a Baccarat Side-bet, resolved when the first 4 cards are dealt and will be eligible for a payout if the first Four cards dealt has Four different suits (Spades, Hearts, Clubs and Diamonds) see Pay-table. Otherwise, the Four-Suits Bonus loses.

Four-Suits™ House-Edge: 8.03%

Perfect-9 Bonus	
Initial 2-Card Baccarat-Hand	Pay-outs
Perfect-9 (Suited: Ace/8, 2/7, 3/6, 4/5)	20 to 1
Mix-9 (Off-Suit: Ace/8, 2/7, 3/6, 4/5)	10 to 1
Any Zero-9 (10/9, J/9, Q/9 or K/9)	5 to 1

四花   Four-Suits Bonus	
Four-Suits Hands	Pay-outs
Four-Suits, Quads	50 to 1
Four-Suits 2-Pair or Trips	25 to 1
Any Four-Suits	8 to 1



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