



STATE OF WASHINGTON  
**GAMBLING COMMISSION**

*"Protect the Public by Ensuring that Gambling is Legal and Honest"*

August 12, 2014

Frank Harley  
Sharakoo Group Limited  
507 Winter Green Circle  
Harleysville, PA 19438

RE: Lunar Poker

Dear Mr. Harley,

We have reviewed the changes made to Lunar Poker. Based on our review of the documentation we received from Sharakoo Group Limited, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "Lunar Poker Game Rules" you provided on July 28, 2014, which are enclosed.

**Tribal Casinos**

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any additional modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.



Mr. Harley  
August 12, 2014  
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Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

A handwritten signature in cursive script, appearing to read "Tina Griffin".

Tina Griffin  
Assistant Director  
Licensing Operations Division

Enclosure

cc: Mark Harris, Assistant Director Field Operations  
Julie Lies, Assistant Director Tribal Gaming Division  
Kelly Main, Special Agent Supervisor Tribal Gaming  
File



# GAME RULES



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## 1 Interpretation

1.1 In this division, unless the contrary intention appears:

“**Ante Wager**” means the initial wager made by a player pursuant to subparagraph (a) of rule 5.1;

“**Super bet Wager**” means the side bet wager made by a player pursuant to subparagraph (b) of rule 5.1 and rule 5.9;

“**Bet Wager**” means an additional wager made by a player on his/her hand pursuant to subparagraph (b) of rule 5.2;

“**Fee**” means the money paid by a player, enabling the player to exercise one of two Draw options in accordance with rules 8.5 and 8.6;

“**Fold**”, in relation to a hand of cards, means to continue no longer with the hand;

“**Play**”, in relation to a hand of cards means to continue with the hand against the dealer;

“**Draw**” means the two options available to the player where they may either exchange 2-5 cards or to buy a 6<sup>th</sup> card pursuant to rules 8.5 & 8.6.

“**Poker Value**” means, in relation to a hand of cards, the ranking of that hand as determined in accordance with section 4.

## 2 Application

2.1 The rules contained in this document, shall apply to the game of Lunar Poker.

## 3 Table Layout and Equipment

3.1 Lunar Poker shall be played at a table having on one side up to 5 sets of wagering areas for the players and on the opposite side a place for the dealer. Each Lunar Poker table shall have a drop box attached to it.

3.2 The layout cloth covering the table shall:

- (a) bear an inscription to the effect that the “Dealer only plays with ace and king or higher”; and
- (b) be marked in a manner substantially similar to that shown in the appendix.

3.3 The wagering and fee areas shall be designated as follows:

- (a) for ante wagers by the word “Ante”;
- (b) for bet wagers by the word “Bet”;
- (c) for super wagers by the word “Super”;
- (d) for dealer super wagers by the words “Dealer Super”
- (e) for draw fees by the wording “Exchange 2-5 Cards” and “Buy a 6th Card”

3.4 The following equipment shall also be used in the game:

- (a) one deck of playing cards;
- (b) one cutting card;
- (c) either:
  - (i) a card shoe capable of holding all of the cards used in the game, or
  - (ii) an automatic shuffler capable of holding 2 decks of cards, from which the cards will be dealt; and
- (d) a discard rack capable of holding a single deck of cards.

#### 4 **Playing Cards; Ranking of Hands**

4.1 All suits of cards shall have the same rank.

4.2 Cards shall rank, from lowest to highest, as follows:

2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace,

except as provided in rule 4.3, where aces may be counted low.

4.3 Hands of cards shall rank, from lowest to highest, as follows:

- (a) **Odd Cards** - for example, ace, king, 6, 4, 2
- (b) **1 Pair** - 2 cards of the same value, a higher pair beating a lower pair. Aces shall be high
- (c) **2 Pairs** - 2 different pairs, with a pair of aces and a pair of kings being the highest ranking 2 Pair. Aces shall be high
- (d) **3 of a Kind** - 3 cards of the same value. The hands take their rank from the higher ranked threesome
- (e) **Straight** - 5 cards of any suit in sequence. An ace may be counted as high or low
- (f) **Flush** - 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes; where the highest cards in both hands are the same value, the next card; and so on
- (g) **Full House** - 3 cards of the same value and a Pair. The hands take their rank from the threesome
- (h) **4 of a Kind** - 4 cards of the same value. The value of the highest 4 of a kind cards in the hand shall decide the ranking between 2 different 4 of a kind
- (i) **Straight Flush** - 5 cards of the same suit in sequence. The value of the highest card in the hand shall decide the ranking between 2 straight flushes
- (j) **Royal Flush** - ace, king, queen, jack and 10 of the same suit.

4.4 Hands of the same poker hand value, but consisting of different card values, shall be ranked according to the card values prescribed in rule 4.2. For example:

- (a) In the case of odd cards, the respective card values of the highest card in each hand shall determine the ranking. If the highest of these cards in the hands are of the same card value, the respective values of the next highest cards shall determine the outcome, and so on;
- (b) Where 2 hands hold single Pairs of the same card value, the respective values of the highest of the remaining cards in each hand shall determine the outcome. If the highest of the remaining cards in the hands are of the same card value, the respective values of the next highest cards shall determine the outcome, and so on;
- (c) In the case of 2 hands each containing 2 Pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If the highest pair in each of the hands is of the same value, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the respective card values of the fifth cards in the hands determine which hand shall be higher;
- (d) A Straight (or Straight Flush) that contains the highest value card beats a hand that contains the lowest value cards.

4.5 A player is responsible for declaring their optimum poker hand to the dealer, as well as any instant cash payout or super hands as described in rules 5.6. and 5.9.

## 5 **Wagers & Fees**

5.1 Before the first card is dealt in a round each player:

- (a) shall make an ante wager and a super wager on their hand. The super wager will be equal to or greater than the ante wager and;
- (b) the player may also place a super wager on any of the other player's hands and/or;
- (c) may also elect to place a super wager on the dealer's hand

Super wagers placed on other player's hands or the dealer's hand do not have to be greater than or equal to the ante.

5.2 After 5 cards have been dealt to each player and the dealer, the players may pick up their cards, evaluate their hands and either:

- (a) fold; or
- (b) play by making a bet wager of twice the amount of the ante wager on the hand; or
- (c) pay a draw fee to exchange 2-5 cards or buy a 6th card and then decide to fold or play

All ante wagers, super wagers, bet wagers and draw fees shall be made by placing chips, with the smaller denomination chips on the top, in the appropriate wager or fee area of the layout.

Only one wager shall be accepted on any one wagering area, aside from the super wagering areas on each player's box, where players have the option to place additional super wagers on other player's hands.

- 5.3 Aside from when the player has an instant cash payout hand as described in rules 5.4 – 5.6, ante wagers will only be paid when the dealer does not qualify. Ante and Bet wagers shall be paid at the following odds:

<b>Ante Wagers</b>	<b>Payout Odds</b>
Ante wagers	1 to 1

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

- 5.4 If the player is dealt a Royal Flush or Straight Flush in their initial five card hand, they automatically qualify for the instant cash payout feature.

In this case and regardless of the dealer qualifying or not, the player's Ante wager will be paid out at odds selected from the below range. These odds will be selected and displayed at the gaming table by the Casino Operator:

<b>Straight Flush</b>	<b>Royal Flush</b>
<b>"Ante" Pays</b>	<b>"Ante" Pays</b>
200:1	1000:1
300:1	1000:1
200:1	1500:1

- 5.5 The verification and settlement of instant cash payout winning wagers will take place in clockwise order.

The Dealer will wait for all other players to make a decision on whether to play, fold or draw and then announce "all decisions are locked in" prior to verifying and settling the winning instant cash payout wagers. Once the dealer has made this announcement, the players cannot change their decisions.

5.6 Once the player's ante has been paid out according to the selected and displayed odds outlined in rule 5.4, the player's cards are collected and the round of play is then over for that player.

5.7 If the player is dealt any of the super combinations within their initial five card hand as outlined in the below pay table, the player's super wager will be paid out at the described odds for each respective combination.

For the player to be paid out on a super wager which they have placed on any other player's hand and/or on the dealer's hand, not only must that respective hand have been dealt one of the super combinations as outlined in the below pay table, but the player must also have a minimum combination of 7 High within their own hand.

<b>Super Combination</b>	<b>Super Wager Pays</b>
Four of a Kind	250:1
Five Picture Cards	120:1
Full House	100:1
Flush	60:1
Straight	30:1
Three of a Kind	8:1
Ace-King-Queen	5:1
5 Same Coloured Cards	2:1

5.8 The settlement of winning super wagers on players hands will take place in clockwise order and prior to the dealer acting on the option selected by each player in turn.

The Dealer will wait for all other players to make a decision on whether to play, fold or draw and announce "all decisions are locked in" prior to verifying and settling the winning super wagers. Once the dealer has made this announcement, the players cannot change their decisions.

As each player's winning super wager is verified and settled in clockwise order, the cards are then passed back to the player, where the player then has the opportunity to fold, play or draw as described in rule 5.2.

5.9 If the player's winning super combination is either a Royal or Straight Flush, these hands constitute a Flush according to the Super Pay Table. Both combinations also qualify for the instant cash payout feature as described in rule 5.4.

In this case, the player's ante will be paid out at the selected instant cash payout odds in rule 5.4 and if any super wagers have been placed, those wagers will be paid out at the relevant super odds, according to the pay table outlined in rule 5.7 and with either or both bets also subject to rule 5.12. The round of play will then be over for any player(s) who received the Royal flush or Straight flush on their particular hand, and their cards will be collected by the dealer.

5.10 Any super wagers that have been placed on the dealer's hand will be settled immediately after the dealer's hand has been revealed.

- 5.11 The payout odds on bet wagers, ante wagers and super wagers shall be subject to any maximum payout limit set by the casino operator. The amount of such limit will be selected and displayed at the gaming table by the Casino Operator:
- 5.12 Except as permitted by these rules, once the dealer has called "No more bets" no player shall:
- (a) make any ante wager or super wager; or
  - (b) handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager
- 5.13 No player shall handle, alter or withdraw a losing wager.

## 6 Opening of Table for Gambling

- 6.1 After receiving the designated number of decks of cards at the table (1 deck if a card shoe is used, 2 decks if an automatic shuffler is), both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 6.2 After the cards have been inspected they shall be spread out face up on the table for visual inspection. The cards shall be spread out in horizontal fan-shaped rows according to suit, in sequence within the suit.
- 6.3 After the cards have been inspected visually, the cards shall be turned face down on the table, stacked and shuffled.
- 6.4 When an automatic shuffler is used:
- (a) each of the decks of cards shall be turned face down on the table, chemmy shuffled, stacked and riffle shuffled separately within the deck by the dealer;
  - (b) each of the decks shall then be loaded into the automatic shuffler and shuffled separately by it; and
  - (c) the cutting card shall be used in accordance with approved procedures.

## 7 Shuffle and Cut of Cards

- 7.1 The cards shall be shuffled so that they are randomly intermixed within the deck:
- (d) immediately before the start of play;
  - (e) at the end of each round;
  - (f) at the recommencement of play following any period during which the table has been vacant; and
  - (g) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
  - (h) if any card has been exposed prior to the cards entering the shoe; and at the direction of a game supervisor or casino supervisor, at his or her discretion.
- 7.2 Where a card shoe is used, after the cards have been shuffled a casino employee shall cut the cards once, place them on the cutting card and then place all of the cards in the shoe for the commencement of play. No player ever cuts the cards.
- 7.3 The dealer may at any time check and verify that the deck of cards or any of the decks, as the case may be, contains the correct number of cards, namely 52.

- 7.4 The casino operator may, after any round of play, direct that the cards be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7.

## 8 Dealing the Cards

- 8.1 Immediately before the start of each round of play, and after all ante wagers and super wagers (if applicable) have been made, the dealer shall:
- (a) Call "No more bets"; and then
  - (b) Starting on his/her left and continuing clockwise around the table, deal the cards.
- 8.2 All cards shall be dealt face down except for the dealer's last card, which (subject to rule 8.4) shall be dealt face up.
- 8.3 When a card shoe is used the cards shall be dealt as follows:
- (a) one card to each wagering area containing an ante wager and then 1 card to the dealer; followed by
  - (b) a further card to each such wagering area and the dealer, and so on until every player and the dealer have 5 cards each.
- 8.4 When an automatic shuffler is used the cards shall be dealt as follows:
- (a) 5 cards at a time to each wagering area containing an ante wager; followed by;
  - (b) 5 cards to the dealer.
- The dealer's bottom card shall then be turned over to face up.
- 8.5 If after the initial deal described in rules 8.1-8.4, a player wishes to exchange 2-5 cards; after paying the draw fee of an amount equivalent to their ante wager, the player will place their unwanted cards face down within their options area underneath that draw fee. The dealer will then:
- (a) remove the draw fee from the options area as payment for the card exchange
  - (b) spread the player's unwanted cards for exchange to verify the amount
  - (c) Remove and replace the player's unwanted cards with the same amount of cards from the deck in play
- The player will then add the replacement cards to their hand.
- 8.6 If after the initial deal described in rules 8.1-8.4, a player wishes to buy a 6<sup>th</sup> card; once the player pays the draw fee of an amount equivalent to their ante wager and places that fee in their options area, the dealer will then:
- (a) remove the draw fee from the options area as payment for buying the 6<sup>th</sup> card
  - (b) deal the player a 6<sup>th</sup> card from the deck in play
- The player will then add the 6<sup>th</sup> card to their initial 5 card hand.
- 8.7 Any additional cards required by players electing to exercise either of the draw options as described in rules 8.5 and 8.6, will be dealt from a card shoe or from the hand, using the remaining cards in the deck of play after the initial deal is complete. This will be the case regardless of whether a card shoe or an automated shuffler was used to complete the initial deal as described in rules 8.1-8.4.

## Betting Round

- 9.1 After the initial 5 cards have been dealt to each player, the players will pick up their cards and decide whether to fold, draw as described in rules 8.5 and 8.6, or play against the dealer by making a bet wager double to that of their ante wager.
- 9.2 At the same time, players who have placed a super wager must declare any winning super combination in their hand to the dealer. If the player does not declare a winning super combination, the dealer will go ahead and collect the losing super wager(s). Players must also declare any instant cash payout combinations after evaluating their initial 5 cards.
- 9.3 If a player does declare a winning super or instant payout combination to the dealer, they will be asked to lay their cards face down in their options area.
- The dealer will not verify and pay any winning super or instant payout hands until all other players have clearly made a decision to play, fold or draw according to rules 9.4, 9.5 and 9.6.
- The dealer will then verify and pay the winning super combinations in clockwise order prior to that player folding, exchanging cards, buying a 6th card or placing their bet wager to play against the dealer. **A Super wager placed on another player's hand will only be deemed to have won if the owner of that wager also has a minimum combination of 7 High within their own first 5 card hand.** At this point, any instant cash payout combinations will also be settled in accordance with rule 5.6.
- 9.4 A player who decides to fold shall place his/her cards face down on the table. The dealer shall then, in relation to each player who has folded:
- collect the ante wager and the player's cards;
  - individually spread out the cards, face down, and count them; and
  - place the cards in the discard rack.
- 9.5 The remaining players in the game then have the option to play against the dealer by placing a bet wager which will be double in value to that of their ante wager, or before making that decision, the players can elect to participate in the draw option.
- 9.6 If any of the remaining players elect to participate in the draw option, the players may choose to exchange 2-5 cards from their hand or buy a 6th card using the next card(s) from the deck in play as described in rules 8.5 and 8.6.
- 9.7 Once all remaining players have clearly made a decision to play or draw, and all winning super or instant cash payout combinations have been settled in accordance to rules 5.4 - 5.9, the dealer will act on each box in a clockwise order from the dealer's left to right.
- 9.8 The Casino Operator may allow the dealer to act on the players' options in a clockwise order as each player makes their decision to draw or play and prior to subsequent boxes making their decisions to draw or play.
- 9.9 Once the players participating in the draw option have received their exchanged cards or 6th card from the dealer, they will then re-evaluate their hand and decide to fold by placing their cards face down on the layout, or play against the dealer by placing a bet wager in value of double their ante wager.

- 9.10 When the players remaining in the game have made their bet wagers, the players shall place their cards face down on the layout in their designated bet area underneath their bet wager. After announcing “no more bets”, the dealer shall then turn all the remaining cards in the dealer’s hand face up and declare the highest poker value of the hand.
- 9.11 If the dealer has a super combination within their hand, any player’s super wager on the dealer’s hand will win subject to the player also having a minimum combination of 7 High within their own hand. These wagers will be settled prior to the settlement of any other wagers.
- 9.12 The casino operator may, at its discretion, direct where players place their cards on the layout.
- 9.13 When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.
- 9.14 Except as expressly permitted by these rules, players may not exchange cards, nor exchange, communicate, nor cause to be exchanged or communicated any information regarding their respective hands to other players.
- 9.15 At any time while a game is in progress the casino operator may direct that:
- (a) there be silence while a hand is in progress;
  - (b) players suspected of collusion not play at the same table.

## 10 Final Settlement

- 10.1 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”
- 10.2 The dealer will then;
- (a) pay the respective ante wagers in accordance with rule 5.3; and
  - (b) spread each hand face down to ensure there are 5 or 6 cards where applicable,
  - (c) collect the cards of those players and place them in the discard rack.
  - (d) all bet wagers are a push.
- 10.3 If the dealer’s hand does has a poker value of ace and king or higher, the dealer shall, starting on their right, turn the cards of the players remaining in the game face up, and:
- (a) arrange each player’s hand so that the highest poker value may easily be read;
  - (b) compare the player’s hand with that of the dealer; and
  - (c) announce the value of the player’s hand and whether it wins or loses.
- 10.4 A player’s hand shall:
- (a) win if it has a higher poker value than that of the dealer’s hand;
  - (b) lose if it has a lower poker value than that of the dealer’s hand;
  - (c) constitute a stand-off if it has a poker value equal to that of the dealer’s hand.
- 10.5 If a player’s hand loses the dealer shall:

- (a) collect the ante and the bet wagers on the hand; and
- (b) collect and count the player's cards by individually spreading out the cards, face down, and counting them; before placing the cards in the discard rack.

10.6 If a player's hand wins the dealer shall:

- (a) pay the bet wager on the hand in accordance with rules 5.3 and 5.11,
- (b) collect and count the player's cards by individually spreading out the cards face down and counting them before placing the cards in the discard rack.
- (c) consider the ante wager as a push.

10.7 If a winning player's hand contains a second poker combination where at least one card in the second combination is not included in the winning combination, the dealer shall:

- (a) after paying the bet wager for the winning combination, reorganise the player's cards to display the second poker combination; and
- (b) pay the bet wager for second combination as per the pay table outlined in rule 5.3 and in accordance with rule 5.11
- (c) collect and count the player's cards as by individually spreading out the cards, face down, and counting them; before placing the cards in the discard rack.

10.8 Subject to rule 10.2, if a player's hand constitutes a stand-off, the dealer shall collect and count the player's cards by individually spreading out the cards face down and counting them before placing the cards in the discard rack.

## 11 Irregularities

11.1 If a player fails to comply with rules 9.12, 9.13 and 9.14, the casino operator may declare the player's hand void, in which event any ante, bet and super wagers made by that player shall be void.

11.2 Except as specified elsewhere in these rules, if an incorrect number of cards are dealt to any player or to the dealer, this shall constitute a misdeal.

11.3 Subject to rules 11.4 and 11.5, if an exposed card is dealt this shall not constitute a misdeal. The dealer shall turn the card over and continue dealing.

11.4 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, and, where the cards are dealt from an automatic shuffler, shall not be turned over as provided in rule 8.4.

11.5 If more than one card is exposed in error during the dealing of the cards this shall constitute a misdeal.

- 11.6 If a player exposes one or more cards in his/her hand, this shall not constitute a misdeal, subject to rule 11.1.
- 11.7 Subject to rule 11.4 and notwithstanding rule 11.5, if the dealer exposes one or more cards in his/her 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.
- 11.8 Subject to rule 11.9, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without an ante wager, the round of play shall be declared a misdeal.
- 11.9 If it is discovered that a complete hand has been dealt to a wagering area without an ante wager, the cards dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue.
- 11.10 If it is discovered that the deck in use at the table does not contain 52 cards, the round shall constitute a misdeal and be void.
- 11.11 Subject to these rules, 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.
- 11.12 If a player makes a wager and is dealt a complete hand but is not present at the table to make a decision on that hand, the player shall be deemed to have folded and all wagers shall be forfeited.
- 11.13 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.
- 11.14 Notwithstanding rule 11.10, when a player has laid his/her cards down on the table subsequent to the dealing of a complete hand, and those cards have been placed on the discard pile, that player's hand may be reconstructed providing those cards are the top five on the discard pile. The player shall otherwise be deemed to have folded pursuant to rule 9.4
- 11.15 If a player buys a 6th card or exchanges cards and has failed to declare an instant cash payout hand prior to receiving the 6th card or the exchanged cards, provided that 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 cash 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.
- If the player has viewed their 6<sup>th</sup> 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 cash payout feature payment.
- 11.16 If a player buys a 6th card or exchanges cards and has failed to declare a super combination prior to receiving the 6th card or the exchanged cards, provided that the

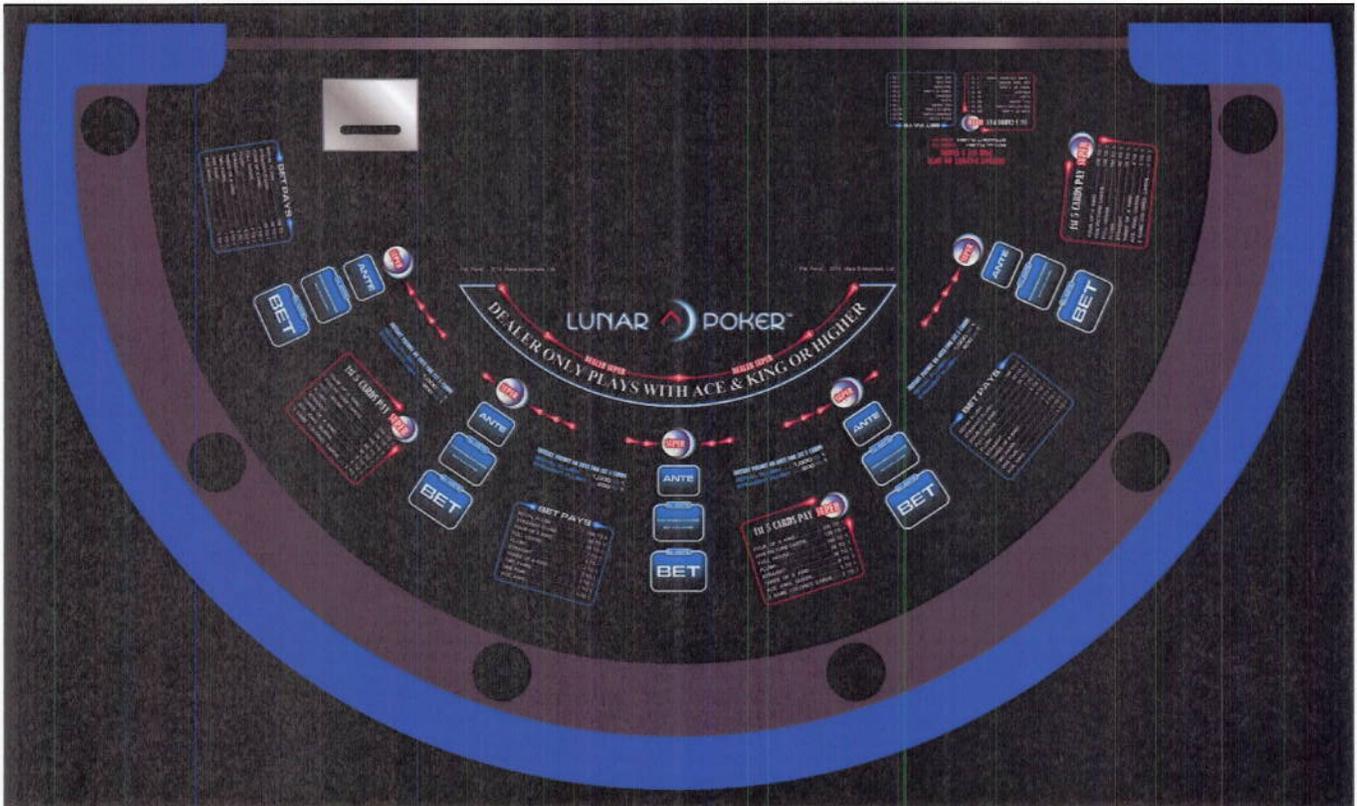
player has not viewed that 6th card or the exchanged cards and no further cards have been dealt to subsequent boxes, the casino operator may elect to make payment on the super combination.

If the player has viewed their 6th card or exchanged cards, or if additional cards have already been bought or exchanged in subsequent boxes, then that player and any other player who has placed a super wager on that particular box, no longer qualifies for the super combination payment.

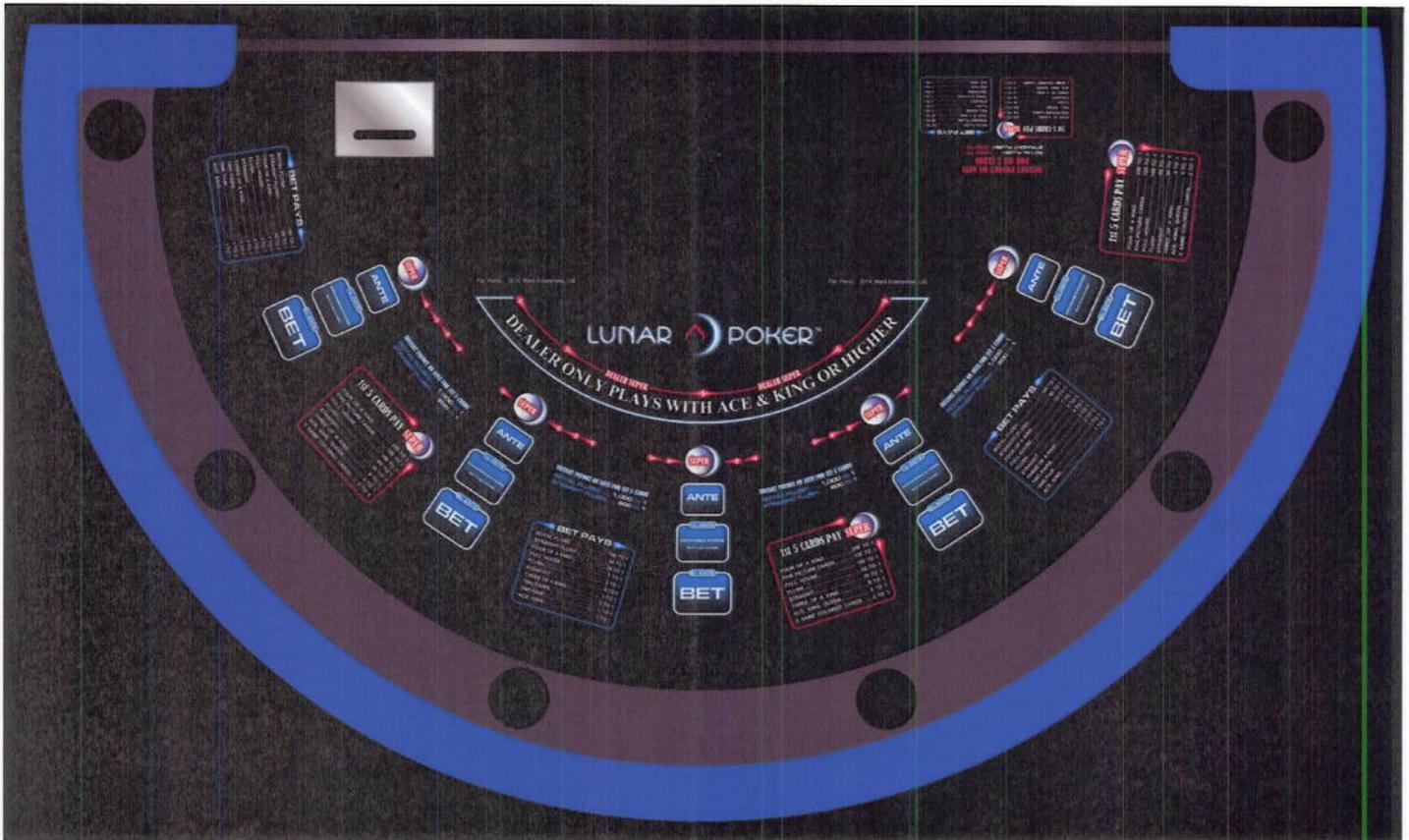
11.17 If there are insufficient cards to complete a hand, the dealer will manually shuffle the cards from the discard rack and deal those remaining cards as required.

11.18 If any provisions are not covered by the rules, Casino Management decision is final.

## 12 Appendix – Lunar Poker Layout



## 11. Lunar Poker Layout



The Lunar Poker layout will display five designated player areas on the table. Each player area ("Box") has five or six different betting areas depending on whether or not a progressive jackpot system is used on the game.

- The closest betting area to the dealer is labeled "DEALER SUPER" where there is a designated spot for each player to place an optional wager on the dealer's hand having a Super combination.
- The 2<sup>nd</sup> and 3<sup>rd</sup> closest betting areas to the dealer are labeled "SUPER" and "ANTE" respectively, where the players must place their initial wagers to commence the round of play.
- There are also four additional betting spots beside each player's Super betting area which allows all players to place a Super bet on any of the other players' hand – **Multi Super**
- The 4<sup>th</sup> closest betting area to the dealer is the Options area where the player will make their payment to exercise either of the two **Draw** options; Buy a 6<sup>th</sup> Card and Exchange 2-5 Cards.
- The 5<sup>th</sup> betting area which sits closest to the player is labeled "BET". This is where the player will place their 2x Ante wager if they decide to **Play** against the dealer.
- In the case where the Casino Operator uses a Progressive Jackpot on the game, this betting area may be closest to or furthest from the dealer or both, depending on which system is used.
- The area on the layout immediately in front of the dealer is the "working area". This area is for the placement of the dealer's cards and for the verification of any payouts or chip changes.