



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

October 28, 2014

Kerrie Kimball  
Bally Technologies  
6650 El Camino Road  
Las Vegas, NV 89118

RE: Progressive Games

Dear Ms. Kimball,

We have reviewed the changes made to the progressive games noted below:

- 6 Card Fortune Pai Gow Poker
- Big Raise Stud Poker
- Caribbean Stud Poker (includes Caribbean Stud Bonus Poker)
- Crazy 4 Poker
- Dragon Bonus
- Fortune Asia Poker
- Fortune Pai Gow
- King's Bounty Progressive
- Let it Ride
- Mississippi Stud
- Straight Edge Poker
- Texas Hold'em Bonus
- Three Card Poker

Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the progressive games noted above under the conditions listed below:

- The games shall be played and operated under the terms and conditions set forth under the rules of play you provided on September 9, 2014, September 24, 2014 and October 14, 2014, and which are enclosed.



### Commercial Card Rooms

- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

### 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.

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin  
Assistant Director  
Licensing Operations Division

Enclosure

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



# TRAINING MANUAL

## **OVERVIEW**

Mississippi Stud is a five-card poker game. Players compete against a payable, not against the dealer or other players.

Players make an ante wager and the optional 3 Card Bonus bet. They then receive two cards. After reviewing the two cards they can either fold or buy the first community card (betting 1x to 3x their ante). When that card is revealed, they either fold or buy the second community card (1x to 3x their ante). After that card is revealed, they either fold or buy the third and final community card (1x to 3x their ante).

Players need a pair of Jack's or better to win, and a pair of 6's to 10's to push. Odds printed on layout. All bets receive odds.

## **RECOMMENDED DEALING PROCEDURES**

1. SHFL entertainment recommends using an iDeal™ shuffler. When using the iDeal, contact your SHFL entertainment service technician to set up the appropriate mode.
2. To begin the game, players must make an Ante bet.
3. Working from left to right, the dealer places three community cards – face down – in the assigned area.
4. The dealer then gives each player two starting cards, face-down.
5. After looking at their two cards, players have a choice:
  - a. Fold (and surrender their ante); or
  - b. Make a 3<sup>rd</sup> street bet of 1x to 3x their ante.
6. The dealer then reveals the first community card.
7. Players have a choice:
  - a. Fold (and surrender their ante and 3<sup>rd</sup> street bets); or
  - b. Make a 4<sup>th</sup> street bet of 1x to 3x their ante.
8. The dealer then reveals the second community card.
9. Players have a choice:
  - a. Fold (and surrender their ante, 3<sup>rd</sup> street and 4<sup>th</sup> street bets); or
  - b. Make a 5<sup>th</sup> street bet of 1x to 3x their ante.
10. The dealer then reveals the third community card.
11. Working from right to left, the dealer reveals each player's two-card starting hand and combines it with the three community cards. The dealer will also resolve the 3 Card Bonus wagers at this time.

12. The dealer pays according to the posted paytable. All winning bets receive the same odds payouts.
13. The 3 Card Bonus bet is based on the three community cards **ONLY**.  
The 3 Card Bonus will receive action regardless if the player folds their hand. If the player has placed a wager on the 3 Card Bonus bet and folds, the dealer will remove the original MS Stud wager/s, and tuck the folded cards under the player's 3 Card Bonus bet. Players win with at least a pair or better. See paytable for odds.

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*



## PAYTABLES

| Hand                    | MS-01    |
|-------------------------|----------|
| Royal Flush             | 500 to 1 |
| Straight Flush          | 100 to 1 |
| Four of a Kind          | 40 to 1  |
| Full House              | 10 to 1  |
| Flush                   | 6 to 1   |
| Straight                | 4 to 1   |
| Three of a Kind         | 3 to 1   |
| Two Pair                | 2 to 1   |
| Pair of Jacks or better | 1 to 1   |
| Pair of 6s to 10s       | Push     |
|                         |          |
| House advantage         | 1.58%    |
| Expected hold           | 24%      |



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INCORPORATED

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COMMUNITY CARDS



COMMUNITY CARDS

ROYAL FLUSH ..... 500 to 1  
STRAIGHT FLUSH ..... 100 to 1  
FOUR-OF-A-KIND ..... 40 to 1  
FULL HOUSE ..... 10 to 1  
FLUSH ..... 8 to 1  
THREE-OF-A-KIND ..... 4 to 1  
TWO PAIR ..... 3 to 1  
JACKS OR BETTER ..... 2 to 1  
PAIR OF 6s TO 10s ..... 1 to 1  
PUSH

All bets must be 1x to 3x the Ante

Ante  
3rd Street  
4th Street  
5th Street

**PAYOUTS**

Royal Flush ..... 500 to 1  
Straight Flush ..... 100 to 1  
Four-of-a-Kind ..... 40 to 1  
Full House ..... 10 to 1  
Flush ..... 8 to 1  
Three-of-a-Kind ..... 4 to 1  
Two Pair ..... 3 to 1  
Jacks or better ..... 2 to 1  
Pair of 6s to 10s ..... 1 to 1  
Push

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All bets must be 1x to 3x the Ante

Ante  
3rd Street  
4th Street  
5th Street

**PAYOUTS**

Royal Flush ..... 500 to 1  
Straight Flush ..... 100 to 1  
Four-of-a-Kind ..... 40 to 1  
Full House ..... 10 to 1  
Flush ..... 8 to 1  
Three-of-a-Kind ..... 4 to 1  
Two Pair ..... 3 to 1  
Jacks or better ..... 2 to 1  
Pair of 6s to 10s ..... 1 to 1  
Push

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**PAYOUTS**

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Two Pair ..... 3 to 1  
Jacks or better ..... 2 to 1  
Pair of 6s to 10s ..... 1 to 1  
Push

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All bets must be 1x to 3x the Ante

Ante  
3rd Street  
4th Street  
5th Street

**PAYOUTS**

Royal Flush ..... 500 to 1  
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Two Pair ..... 3 to 1  
Jacks or better ..... 2 to 1  
Pair of 6s to 10s ..... 1 to 1  
Push

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All bets must be 1x to 3x the Ante

Ante  
3rd Street  
4th Street  
5th Street

**PAYOUTS**

Royal Flush ..... 500 to 1  
Straight Flush ..... 100 to 1  
Four-of-a-Kind ..... 40 to 1  
Full House ..... 10 to 1  
Flush ..... 8 to 1  
Three-of-a-Kind ..... 4 to 1  
Two Pair ..... 3 to 1  
Jacks or better ..... 2 to 1  
Pair of 6s to 10s ..... 1 to 1  
Push

shufflemaster.com



# Paytables

Paytable 1

|                 |         |
|-----------------|---------|
| Straight flush  | 40 to 1 |
| Three of a kind | 30 to 1 |
| Straight        | 6 to 1  |
| Flush           | 4 to 1  |
| Pair            | 1 to 1  |

Paytable 2

|                 |         |
|-----------------|---------|
| Straight flush  | 40 to 1 |
| Three of a kind | 30 to 1 |
| Straight        | 5 to 1  |
| Flush           | 4 to 1  |
| Pair            | 1 to 1  |

Paytable 3

|                 |         |
|-----------------|---------|
| Straight flush  | 40 to 1 |
| Three of a kind | 30 to 1 |
| Straight        | 6 to 1  |
| Flush           | 3 to 1  |
| Pair            | 1 to 1  |

Paytable 4

|                 |         |
|-----------------|---------|
| Mini Royal      | 50 to 1 |
| Straight flush  | 40 to 1 |
| Three of a kind | 30 to 1 |
| Straight        | 6 to 1  |
| Flush           | 4 to 1  |
| Pair            | 1 to 1  |

Paytable 5

|                 |         |
|-----------------|---------|
| Mini Royal      | 50 to 1 |
| Straight flush  | 40 to 1 |
| Three of a kind | 30 to 1 |
| Straight        | 5 to 1  |
| Flush           | 4 to 1  |
| Pair            | 1 to 1  |

Paytable 6

|                 |         |
|-----------------|---------|
| Mini Royal      | 50 to 1 |
| Straight flush  | 40 to 1 |
| Three of a kind | 30 to 1 |
| Straight        | 6 to 1  |
| Flush           | 3 to 1  |
| Pair            | 1 to 1  |



**COMMUNITY CARDS**  
 5th Street 4th Street 3rd Street  
**COMMUNITY CARDS**

**PAYOUTS**

|                 |          |
|-----------------|----------|
| Four of a Kind  | 100 to 1 |
| Three of a Kind | 15 to 1  |
| Two Pair        | 3 to 1   |
| Three of a Kind | 3 to 1   |
| Flush           | 4 to 1   |
| Full House      | 6 to 1   |
| Two Pair        | 2 to 1   |
| One Pair        | 1 to 1   |
| High Card       | 1 to 1   |

**3 CARD 20 PAYOUTS**

All bets must be 1x to 2x the Ante

|                |          |
|----------------|----------|
| Royal Flush    | 500 to 1 |
| Straight Flush | 100 to 1 |
| Four of a Kind | 40 to 1  |
| Full House     | 8 to 1   |
| Flush          | 4 to 1   |
| Two Pair       | 2 to 1   |
| One Pair       | 1 to 1   |
| High Card      | 1 to 1   |

**3 CARD 20 PAYOUTS**

All bets must be 1x to 2x the Ante

|                |          |
|----------------|----------|
| Royal Flush    | 500 to 1 |
| Straight Flush | 100 to 1 |
| Four of a Kind | 40 to 1  |
| Full House     | 8 to 1   |
| Flush          | 4 to 1   |
| Two Pair       | 2 to 1   |
| One Pair       | 1 to 1   |
| High Card      | 1 to 1   |

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|                |          |
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| Royal Flush    | 500 to 1 |
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| Four of a Kind | 40 to 1  |
| Full House     | 8 to 1   |
| Flush          | 4 to 1   |
| Two Pair       | 2 to 1   |
| One Pair       | 1 to 1   |
| High Card      | 1 to 1   |

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| Two Pair       | 2 to 1   |
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| Four of a Kind | 40 to 1  |
| Full House     | 8 to 1   |
| Flush          | 4 to 1   |
| Two Pair       | 2 to 1   |
| One Pair       | 1 to 1   |
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| Full House     | 8 to 1   |
| Flush          | 4 to 1   |
| Two Pair       | 2 to 1   |
| One Pair       | 1 to 1   |
| High Card      | 1 to 1   |



## **RULES OF PLAY:**

1. Mississippi Stud Progressive is an optional progressive bonus wager.
2. The bet considers the best hand possible among all the player's cards.
3. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
4. To begin each round, players must make their regular game's wager. They may optionally place any bonus bet wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
5. Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
6. The dealer then follows house procedures for dealing the regular game.
7. The dealer reconciles the standard wager, bonus bet wager, and progressive wagers at the same time. Folded hands do NOT qualify for payouts on the progressive wager. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
8. Progressive winners:
  - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
  - b. Other hands are paid from the tray or from the meter, at the casino's requirements.
  - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on this right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.

- d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
- e. The dealer shall then contact a supervisor.
- f. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to “JPH” and then press “J-pot” button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
- g. Returning the supervisor key to the “Run” position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
- h. When the dealer reconciles all action, he presses “Game Over.” This resets the system to begin the next hand.
- i. Once the “J-pot” button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

9. Envy Bonus:

- a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.**
- b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

*This game will use the approved SHFL entertainment owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive display can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.*

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

*Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that the players are limited to wagering on a maximum of four games.*



## **RULES OF PLAY:**

1. Mississippi Stud Progressive is an optional progressive bet.
2. The bet considers the best hand possible among all the player's cards.
3. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
4. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
5. Once all players place their bets, the dealer will press "START GAME" on the display. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
6. The dealer then follows house procedures for dealing the regular game.
7. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
8. Progressive winners:
  - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
  - b. Other hands are paid from the tray or from the meter, at the casino's requirements.
  - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on this right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.

- d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
- e. The dealer shall then contact a supervisor.
- f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
- g. When the dealer reconciles all action, he presses “END GAME.” This resets the system to begin the next hand.
- h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

9. Envy Bonus:

- a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can’t win an envy bonus pay from yourself, or the dealer.**
- b. If a player’s hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

*This game will use the approved SHFL entertainment owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 and ViPS display.*

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*



**MS Stud-01**

| Hand           | Pays*     | Envy    |
|----------------|-----------|---------|
| Royal Flush    | 100%      | \$1,000 |
| Straight Flush | 10%       | \$300   |
| 4 of a Kind    | 300 for 1 |         |
| Full House     | 50 for 1  |         |
| Flush          | 40 for 1  |         |
| Straight       | 30 for 1  |         |
| 3 of a Kind    | 9 for 1   |         |

**MS Stud  
Quick Hit 01**

| Hand           | Pays*    | Envy  |
|----------------|----------|-------|
| Straight Flush | 100%     | \$500 |
| 4 of a Kind    | 10%      | \$25  |
| Full House     | 50 for 1 |       |
| Flush          | 40 for 1 |       |
| Straight       | 30 for 1 |       |
| 3 of a Kind    | 9 for 1  |       |



## PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
  - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
    - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter “running dry” increases.
  - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.
  
- Reserve contribution
  - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
  - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.
  
- Seed amount
  - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table’s math.
  - If any changes are made, we recommend the seed amount to be at least as large as the largest “fixed” award on the pay table.
  - We do not recommend configuring a \$0 seed amount.



# COMMUNITY CARDS

5th Street  
4th Street  
3rd Street

# COMMUNITY CARDS

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
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| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |

**PAYOUTS**

All bets must be 1x to 5x the Ante

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 40 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | Push     |





COMMUNITY CARDS



COMMUNITY CARDS

Payoff for the Hand

|                 |      |
|-----------------|------|
| Flush or Royal  | 1000 |
| Three of a Kind | 200  |
| Two Pair        | 100  |
| Pair            | 50   |
| High            | 10   |
| Low             | 5    |
| Insurance       | 1000 |
| Insurance Bonus | 1000 |
| Insurance Flush | 1000 |
| Insurance Royal | 1000 |

PAYOUTS

All bets must be 1x to 100x Ante

**PAYOUTS**

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 50 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | 1 to 1   |
| High              | 1 to 1   |
| Low               | 1 to 1   |

3 CARD BONUS

Ante

3rd Street

4th Street

5th Street

All bets must be 1x to 100x Ante

**PAYOUTS**

|                   |          |
|-------------------|----------|
| Royal Flush       | 500 to 1 |
| Straight Flush    | 100 to 1 |
| Four of a Kind    | 50 to 1  |
| Full House        | 10 to 1  |
| Flush             | 5 to 1   |
| Straight          | 4 to 1   |
| Three of a Kind   | 3 to 1   |
| Two Pair          | 2 to 1   |
| Jack or Better    | 1 to 1   |
| Pair of 10s or 9s | 1 to 1   |
| High              | 1 to 1   |
| Low               | 1 to 1   |

3 CARD BONUS

Ante

3rd Street

4th Street

5th Street

All bets must be 1x to 100x Ante

**PAYOUTS**

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