



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

September 26, 2008

Ray Smith  
Square Jack Gaming  
253 W Westfield Avenue  
Roselle Park, NJ 07204

**RE: UP YOUR ANTE (VERSIONS 1 AND 2)**

Dear Mr. Smith:

Thank you for requesting approval to market the card game "Up Your Ante" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Square Jack Gaming, the Washington State Gambling Commission will approve the game under the conditions listed below:

**Commercial Card Rooms**

- The game shall be played and operated under the terms and conditions set forth under the "Up Your Ante Version 2 – Rules of Play" you provided.
- 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**

- The game shall be played and operated under the terms and conditions set forth under the "Up Your Ante Versions 1 and 2 – Rules of Play" you provided.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).



Mr. Smith  
September 26, 2008  
Page 2 of 2

- 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.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Keith Wittmers at (253) 671-6289. 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,



David Trujillo  
Assistant Director  
Licensing Operations Division

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



***Up Your Ante***<sup>TM</sup>



***VERSION 1***



# Training Manual

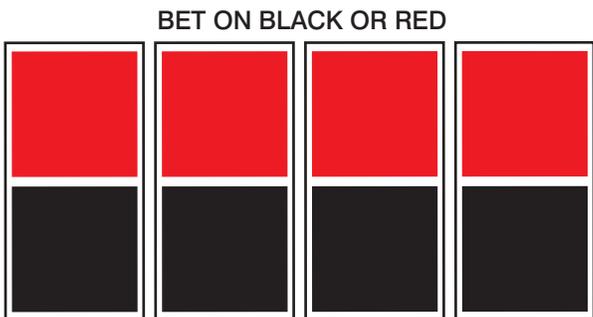
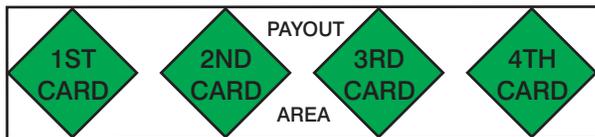
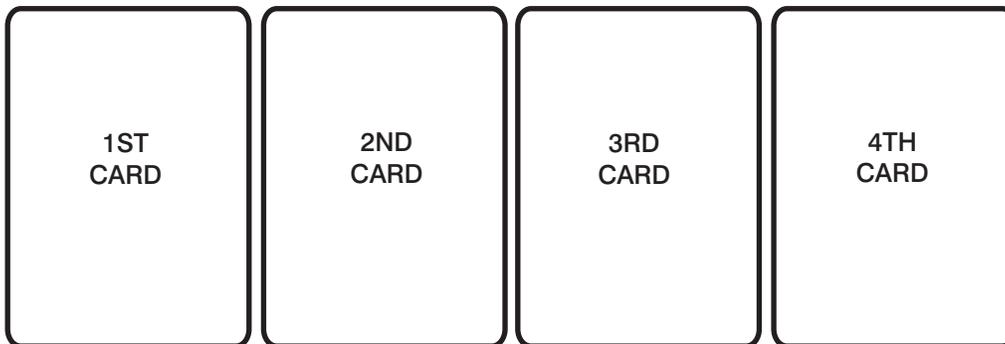
**SquareJack Gaming**  
253 W. Westfield Ave.  
Roselle Park, NJ 07204  
Office 908-245-3000  
Fax 908-634-9013

# Contents

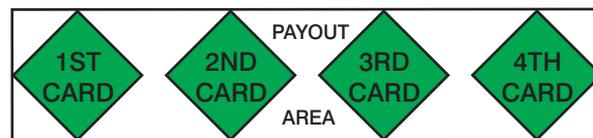
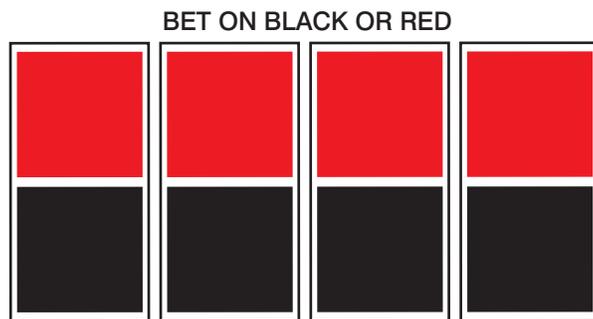
## RULES AND DEALING PROCEDURES

- Single Player Layout.....1
- 6 Player Table Layout.....2
- Game Procedures Version 1 - 4 bets.....3
- FlushUp 2 Jokers Odds.....4
- FlushUp 1 Joker Odds.....5
- Flush Up Additional Pay Tables.....6
- Up Your Ante Odds.....6
- FlushUp HeadsUp .....7
- Game Procedures Version 1 - 3 bets.....8
- Single Player Layout - 3 Bets.....9

# Single Player Layout

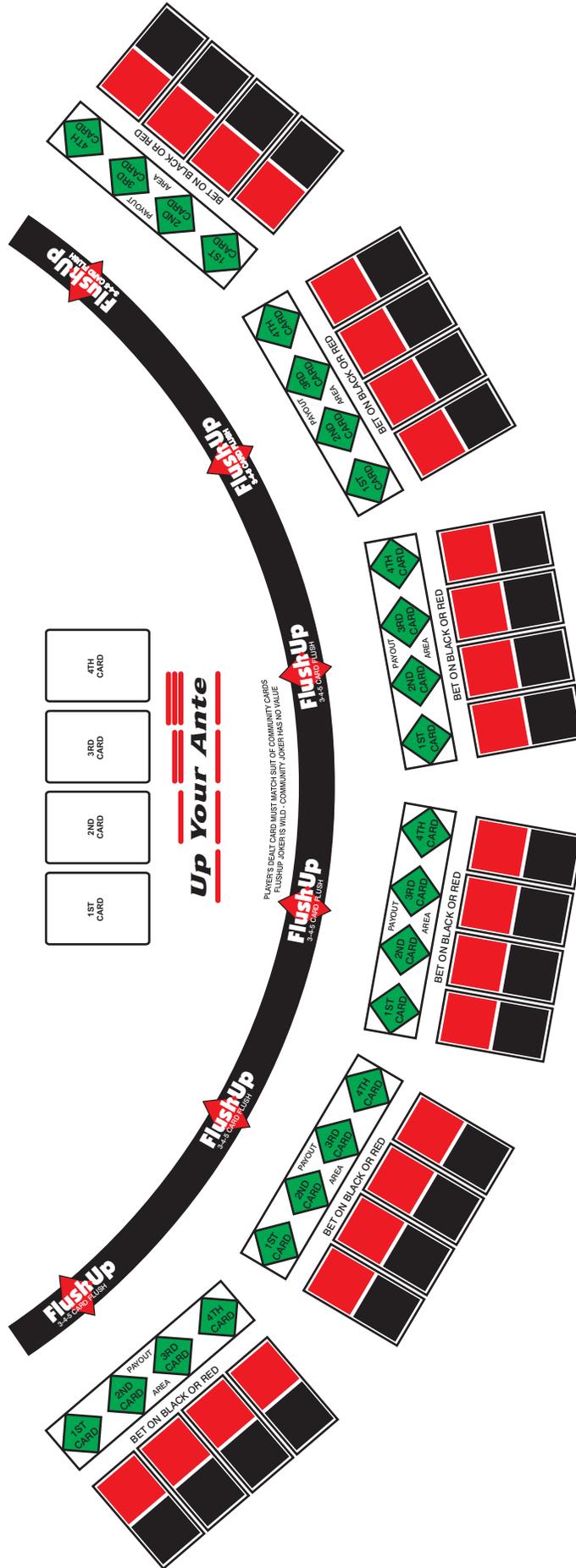


Layout pattern 1



Layout pattern 2

# 6 Player Table Layout





## Game Procedures Version 1 - 4 Up Your Ante Bets

### **Object Of Game**

Four community cards are dealt face down representing four betting positions. On the table in front of each player is a betting grid that represents the 4 community cards. Player chooses a position or combination of positions to bet on: 1st, 2nd, 3rd, or 4th card. Player chooses a color for each played position. (Red or Black) Players that wager on the correct color in the correct position win bet. Players that wager on the incorrect color lose bet. Joker is a house card and represents a no color card - all bets lose. Bets on consecutive positions constitute an Ante Up bet as described in the playing procedure below. Player may also wager on an optional bonus game called FlushUp. Players that wager on the FlushUp bonus game are dealt 1 face down card that must match the suit of at least 2 community cards to win. A joker dealt as a player's card is wild and can be used as any suit. A joker dealt as a community card has no value. Card room operators must not 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 within a single hand of cards. One of the four wagers must be limited to \$5.00. Card room operators are required to post this four wagering spot restriction on the layout of the game.

### **Wagers**

*Single Bet* - A single bet can be placed on position 1, 2, 3 or 4.

Two single bets can be placed on positions (1 and 3), (2 and 4), or (1 and 4).

*Ante Up Bet* - wagers in which the ante from 1 winning position is added to the next consecutive betting position.

*2 position Ante Up bet* - can be placed on positions (1 and 2), (2 and 3), or (3 and 4). Two consecutive plays

*3 position Ante Up bet* - can be placed on positions (1, 2, and 3) or (2, 3, and 4). Three consecutive plays

*4 position Ante Up bet* - must be placed on positions (1, 2, 3, and 4). Four consecutive plays

*Combination bet* - can be placed on positions (1 and 3,4) or (1,2 and 4). Two consecutive plays and a single play

*FlushUp Bonus Wager* - wager on an optional bonus game.

### **Card Dealing Procedure**

Game is played with one standard deck of 52 playing cards plus 1 or 2 Jokers. (optional: a continuous shuffler can be used)

Dealer will bury top card.

Dealer will deal 4 community cards face down in the 4 designated spots on the table starting with position one.

Dealer will bury next card before dealing FlushUp bonus wager cards.

Dealer will deal one card face down to each player that wagers on the FlushUp bonus game or optionally one to every player, removing the card from players that did not wager.

### **Playing Procedure**

Dealer will turn over 1st community card.

Dealer will collect losing bets or pay winning bets 1 to 1 on the first community card starting from dealer's right.

Winning bet payouts will be placed on that betting positions payout area.

If winning bet is a single bet, player's ante will stay on that position until game is over.

If winning bet is an Ante Up bet, player's ante will be added to the next consecutive bet.

Game will continue as above for the next 3 community cards.

After all four community cards are played and either paid or collected, dealer will turn over player's FlushUp card,

The FlushUp bonus wager will be paid or collected based on a pay table.



**FlushUp Bonus Wager - 2 JOKERS**

At least 2 community cards must match the suit of the player's FlushUp card to form a winning flush.

3, 4, or 5 card flushes in the community cards that do not match the suit of the player's card will not be paid.

A joker dealt as a player's Flush Up card is wild and can be used as any suit. A joker dealt as a community card has no value.

Winning players are paid from a pay table below.

**Two Jokers**

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	30	5,720	0.000362	1 in 2764.4	0.010852
Suit + 4 Suited Cards	20	25,740	0.001628	1 in 614.3	0.032556
Joker + 3 Suited Cards	8	91,520	0.005788	1 in 172.8	0.046302
Suit + 3 Suited Cards	8	469,040	0.029663	1 in 33.7	0.237300
Joker + 2 Suited Cards	2	413,712	0.026164	1 in 38.2	0.052327
Suit + 2 Suited Cards	2	2,814,240	0.177975	1 in 5.6	0.355950
Other	-1	11,992,578	0.758422	1 in 1.3	-0.758422
<b>Total</b>		15,812,550	1.000000		-0.023133
<b>House Edge</b>					<b>2.3133%</b>

**Two Jokers**

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	20	5,720	0.000362	1 in 2764.4	0.007235
Suit + 4 Suited Cards	20	25,740	0.001628	1 in 614.3	0.032556
Joker + 3 Suited Cards	8	91,520	0.005788	1 in 172.8	0.046302
Suit + 3 Suited Cards	8	469,040	0.029663	1 in 33.7	0.237300
Joker + 2 Suited Cards	2	413,712	0.026164	1 in 38.2	0.052327
Suit + 2 Suited Cards	2	2,814,240	0.177975	1 in 5.6	0.355950
Other	-1	11,992,578	0.758422	1 in 1.3	-0.758422
<b>Total</b>		15,812,550	1.000000		-0.026751
<b>House Edge</b>					<b>2.6751%</b>

<b>Two Jokers</b>					
Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	30	5,720	0.000362	1 in 2764.4	0.010852
Suit + 4 Suited Cards	15	25,740	0.001628	1 in 614.3	0.024417
Joker + 3 Suited Cards	8	91,520	0.005788	1 in 172.8	0.046302
Suit + 3 Suited Cards	8	469,040	0.029663	1 in 33.7	0.237300
Joker + 2 Suited Cards	2	413,712	0.026164	1 in 38.2	0.052327
Suit + 2 Suited Cards	2	2,814,240	0.177975	1 in 5.6	0.355950
Other	-1	11,992,578	0.758422	1 in 1.3	-0.758422
<b>Total</b>		15,812,550	1.000000		-0.031272
<b>House Edge</b>					<b>3.1272%</b>



**FlushUp Bonus Wager - 1 JOKER**

At least 2 community cards must match the suit of the player's FlushUp card to form a winning flush.

3, 4, or 5 card flushes in the community cards that do not match the suit of the player's card will not be paid.

A joker dealt as a player's Flush Up card is wild and can be used as any suit. A joker dealt as a community card has no value.

Winning players are paid from a pay table below.

**One Joker**

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	30	2,860	0.000199	1 in 5016.9	0.005980
Suit + 4 Suited Cards	30	25,740	0.001794	1 in 557.4	0.053818
Joker + 3 Suited Cards	8	44,616	0.003109	1 in 321.6	0.024876
Suit + 3 Suited Cards	8	457,600	0.031892	1 in 31.4	0.255136
Joker + 2 Suited Cards	2	194,688	0.013569	1 in 73.7	0.027137
Suit + 2 Suited Cards	2	2,676,960	0.186568	1 in 5.4	0.373136
Other	-1	10,945,961	0.762868	1 in 1.3	-0.762868
<b>Total</b>		<b>14,348,425</b>	<b>1.000000</b>		<b>-0.022786</b>

**House Edge 2.2786%**

**One Joker**

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	60	2,860	0.000199	1 in 5016.9	0.011960
Suit + 4 Suited Cards	25	25,740	0.001794	1 in 557.4	0.044848
Joker + 3 Suited Cards	8	44,616	0.003109	1 in 321.6	0.024876
Suit + 3 Suited Cards	8	457,600	0.031892	1 in 31.4	0.255136
Joker + 2 Suited Cards	2	194,688	0.013569	1 in 73.7	0.027137
Suit + 2 Suited Cards	2	2,676,960	0.186568	1 in 5.4	0.373136
Other	-1	10,945,961	0.762868	1 in 1.3	-0.762868
<b>Total</b>		<b>14,348,425</b>	<b>1.000000</b>		<b>-0.025775</b>

**House Edge 2.5775%**

**One Joker**

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	50	2,860	0.000199	1 in 5016.9	0.009966
Suit + 4 Suited Cards	25	25,740	0.001794	1 in 557.4	0.044848
Joker + 3 Suited Cards	8	44,616	0.003109	1 in 321.6	0.024876
Suit + 3 Suited Cards	8	457,600	0.031892	1 in 31.4	0.255136
Joker + 2 Suited Cards	2	194,688	0.013569	1 in 73.7	0.027137
Suit + 2 Suited Cards	2	2,676,960	0.186568	1 in 5.4	0.373136
Other	-1	10,945,961	0.762868	1 in 1.3	-0.762868
<b>Total</b>		<b>14,348,425</b>	<b>1.000000</b>		<b>-0.027769</b>

**House Edge 2.7769%**

**One Joker**

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	40	2,860	0.000199	1 in 5016.9	0.007973
Suit + 4 Suited Cards	25	25,740	0.001794	1 in 557.4	0.044848
Joker + 3 Suited Cards	8	44,616	0.003109	1 in 321.6	0.024876
Suit + 3 Suited Cards	8	457,600	0.031892	1 in 31.4	0.255136
Joker + 2 Suited Cards	2	194,688	0.013569	1 in 73.7	0.027137
Suit + 2 Suited Cards	2	2,676,960	0.186568	1 in 5.4	0.373136
Other	-1	10,945,961	0.762868	1 in 1.3	-0.762868
<b>Total</b>		<b>14,348,425</b>	<b>1.000000</b>		<b>-0.029762</b>

**House Edge 2.9762%**



## FLUSHUP BONUS WAGER ODDS ADDITIONAL PAY TABLES

### One Joker

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	60	2,860	0.000199	1 in 5016.9	0.011960
Suit + 4 Suited Cards	40	25,740	0.001794	1 in 557.4	0.071757
Joker + 3 Suited Cards	20	44,616	0.003109	1 in 321.6	0.062189
Suit + 3 Suited Cards	4	457,600	0.031892	1 in 31.4	0.127568
Joker + 2 Suited Cards	6	194,688	0.013569	1 in 73.7	0.081412
Suit + 2 Suited Cards	2	2,676,960	0.186568	1 in 5.4	0.373136
Other	-1	10,945,961	0.762868	1 in 1.3	-0.762868
<b>Total</b>		14,348,425	1.000000		-0.034847

**House Edge 3.4847%**

### Two Jokers

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	40	5,720	0.000362	1 in 2764.4	0.014470
Suit + 4 Suited Cards	30	25,740	0.001628	1 in 614.3	0.048835
Joker + 3 Suited Cards	15	91,520	0.005788	1 in 172.8	0.086817
Suit + 3 Suited Cards	4	469,040	0.029663	1 in 33.7	0.118650
Joker + 2 Suited Cards	4	413,712	0.026164	1 in 38.2	0.104654
Suit + 2 Suited Cards	2	2,814,240	0.177975	1 in 5.6	0.355950
Other	-1	11,992,578	0.758422	1 in 1.3	-0.758422
<b>Total</b>		15,812,550	1.000000		-0.029046

**House Edge 2.9046%**

### Two Jokers

Hand	Pays	Combinations	Probability	Frequency	Return
Joker + 4 Suited Cards	40	5,720	0.000362	1 in 2764.4	0.014470
Suit + 4 Suited Cards	25	25,740	0.001628	1 in 614.3	0.040696
Joker + 3 Suited Cards	15	91,520	0.005788	1 in 172.8	0.086817
Suit + 3 Suited Cards	4	469,040	0.029663	1 in 33.7	0.118650
Joker + 2 Suited Cards	4	413,712	0.026164	1 in 38.2	0.104654
Suit + 2 Suited Cards	2	2,814,240	0.177975	1 in 5.6	0.355950
Other	-1	11,992,578	0.758422	1 in 1.3	-0.758422
<b>Total</b>		15,812,550	1.000000		-0.037185

**House Edge 3.7185%**



## Up Your Ante Bet Odds

*Assuming Equal Sized wagers, win on final bet pays even money:*

Betting Pattern	Best Betting Pattern	House Edge 1 Joker	House Edge 2 Jokers
Single Bet	R or B	1.8868%	3.7037%
2 Position Wager	BR or RB	1.8868%	4.1579%
3 Position Wager	BRB or RBR	2.0471%	4.6122%
4 Position Wager	BRBR or RBRB	2.1273%	4.8949%
Combo Bet	BR or RB for 2 position bet, R or B for single Bet	1.8868%	4.0065%

# Alternate Version of FlushUp Bonus Wager

## FlushUp-HeadsUp Bet

Game is played with one standard deck of 52 playing cards plus 2 Jokers. (optional 1 Joker version)

New version main rule change: dealer also receives a FlushUp card and player must now beat the dealer's FlushUp hand.

Player's make a wager on the FlushUp bonus game.

Four community cards are then dealt face down on four designated spots: 1st card, 2nd card, 3rd card, 4th card.

Players and dealer are dealt 1 face down card. This is known as the FlushUp card.

One card is turned over at a time starting with the 1st card.

After all community cards are revealed, players that form a 3, 4 or 5 card flush based on the suit of their FlushUp card, will now challenge the dealer's hand. Player or dealer with the highest count flush wins (3, 4, or 5 card flush),

If player and dealer have same count, player or dealer with the highest ranked flush wins. If still a tie player wins.

If the dealer has a joker as his FlushUp card, all player that qualified with a 3+ card flush win.

At least 2 community cards must match the suit of the FlushUp card to form a winning flush.

3, 4, or 5 card flushes in the community cards that do not match the suit of the player's card will not be paid.

A joker dealt as a player's card is wild and can be used as any suit. A joker dealt as a community card has no value.

Winning players are paid from a pay table below.

## FlushUp-HeadsUp Odds

### One Joker

	Hand	Pays	Combinations	Probability	Frequency	Return
8	Joker + 4 Suited Cards	40	137,280	0.000199	1 in 5016.9	0.007973
7	Suit + 4 Suited Cards	20	1,132,560	0.001644	1 in 608.1	0.032889
6	Joker + 3 Suited Cards	6	2,141,568	0.003109	1 in 321.6	0.018657
5	Suit + 3 Suited Cards	6	19,905,600	0.028902	1 in 34.6	0.173413
4	Joker + 2 Suited Cards	3	9,345,024	0.013569	1 in 73.7	0.040706
3	Suit + 2 Suited Cards	3	110,697,444	0.160728	1 in 6.2	0.482185
2	Joker + 1 Suited Card	-1	1,370,928	0.001991	1 in 502.4	-0.001991
1	Suit + 1 Suited Card	-1	162,373,848	0.235760	1 in 4.2	-0.235760
0	Other	-1	381,620,148	0.554097	1 in 1.8	-0.554097
	<b>Total</b>		688,724,400	1.000000		-0.036026
					<b>House Edge</b>	<b>3.6026%</b>

### Two Jokers

	Hand	Pays	Combinations	Probability	Frequency	Return
8	Joker + 4 Suited Cards	40	280,280	0.000362	1 in 2764.4	0.014470
7	Suit + 4 Suited Cards	20	1,158,300	0.001495	1 in 668.9	0.029899
6	Joker + 3 Suited Cards	5	4,484,480	0.005788	1 in 172.8	0.028939
5	Suit + 3 Suited Cards	5	20,872,280	0.026938	1 in 37.1	0.134692
4	Joker + 2 Suited Cards	3	20,271,888	0.026164	1 in 38.2	0.078491
3	Suit + 2 Suited Cards	3	119,414,724	0.154120	1 in 6.5	0.462361
2	Joker + 1 Suited Card	-1	3,660,202	0.004724	1 in 211.7	-0.004724
1	Suit + 1 Suited Card	-1	184,187,952	0.237719	1 in 4.2	-0.237719
0	Other	-1	420,484,844	0.542691	1 in 1.8	-0.542691
	<b>Total</b>		774,814,950	1.000000		-0.036282
					<b>House Edge</b>	<b>3.6282%</b>



## Game Procedures Version 1 - 3 Up Your Ante Bets

### **Object Of Game**

Four community cards are dealt face down representing three betting positions and a FlushUp card.

On the table in front of each player is a betting grid that represents the first three community cards.

Player chooses a position or combination of positions to bet on: 1st, 2nd or 3rd card.

Player chooses a color for each played position. (Red or Black)

Players that wager on the correct color in the correct position win bet. Players that wager on the incorrect color lose bet.

Joker is a house card and represents a no color card - all bets lose.

Bets on consecutive positions constitute an Ante Up bet as described in the playing procedure below.

Player may also play an optional bonus game called FlushUp.

Players that wager on the FlushUp bonus game are dealt 1 face down card that must match the suit of at least 2 community cards to win.

A joker dealt as a player's card is wild and can be used as any suit. A joker dealt as a community card has no value.

### **Wagers**

**Single Bet** - A single bet can be placed on position 1, 2 or 3.

Two single bets can be placed on positions 1 and 3.

**Ante Up Bet** - wagers in which the ante from 1 winning position is added to the next consecutive betting position.

**2 position Ante Up bet** - can be placed on positions 1 and 2 or 2 and 3. Two consecutive plays

**3 position Ante Up bet** - must be placed on positions 1, 2, and 3. Three consecutive plays

**FlushUp Bonus Wager** - wager on an optional bonus game.

### **Card Dealing Procedure**

Game is played with one standard deck of 52 playing cards plus 1 or 2 Jokers. (optional: a continuous shuffler can be used)

(Buried cards are house option)

Dealer will bury top card.

Dealer will deal 4 community cards face down in the 4 designated spots on the table starting with position one.

Dealer will bury next card before dealing FlushUp bonus wager cards.

Dealer will deal one card face down to each player that wagers on the FlushUp bonus game or optionally one to every player, removing the card from players that did not wager.

### **Playing Procedure**

Dealer will turn over 1st community card.

Dealer will collect losing bets or pay winning bets 1 to 1 on the first community card starting from dealer's right.

Winning bet payouts will be placed on that betting positions payout area.

If winning bet is a single bet, player's ante will stay on that position until game is over.

If winning bet is an Ante Up bet, player's ante will be added to the next consecutive bet.

House option: Player may be allowed the option not to have their UYA ante moved over to the 2nd or 3rd card bet or both 2nd and 3rd card bet..

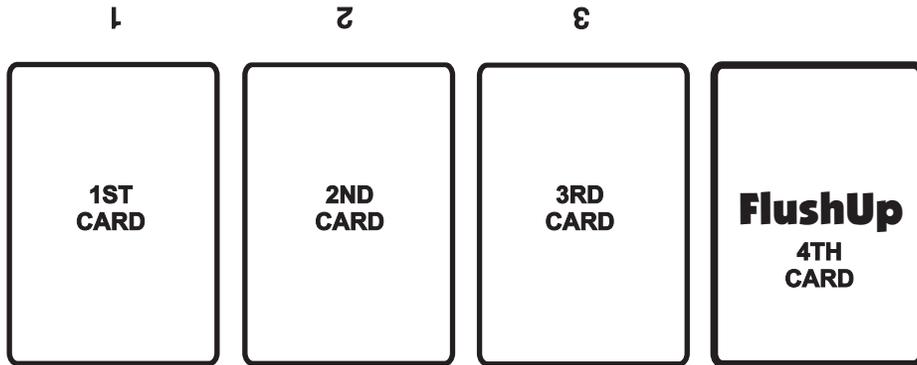
Game will continue as above for the next 2 community cards.

After the first 3 community cards are played and either paid or collected, the 4th community card will be turned over.

Dealer will then turn over the player's FlushUp card, the FlushUp bonus wager will be paid or collected.

The FlushUp bonus wager is paid by a pay table.

# Single Player Layout



PLAYER'S DEALT CARD MUST MATCH SUIT OF COMMUNITY CARDS  
FLUSHUP JOKER IS WILD - COMMUNITY JOKER HAS NO VALUE



BET ON BLACK OR RED

