

## CRAZY 4 POKER® RULES

### Overview of the Rules

#### Introduction

Crazy 4 Poker uses a standard 52-card deck. The game features head-to-head play against the dealer and two bonus bets—one mandatory, the other optional. Since only four cards are used to make poker hands, a four-card straight is a straight; a four-card flush is a flush; and a four-card straight flush is a straight flush.

#### Ranking of Hands:

Hands are ranked from highest to lowest as follows:

FOUR OF A KIND  
STRAIGHT FLUSH (four suited and sequential cards)  
THREE OF A KIND  
FLUSH (four suited cards)  
STRAIGHT (four sequential cards)  
TWO PAIR  
PAIR  
HIGH CARD

Note: Ace is high except in 4-3-2-Ace sequence.

#### Mandatory Bets: ANTE and SUPER BONUS

The mandatory ANTE and SUPER BONUS bets facilitate head-to-head play against the dealer. To begin the game, players place two equal wagers: an ANTE wager and a SUPER BONUS wager. After looking at their hands, players may either fold (and lose both wagers), or they may stay in the game by making the PLAY wager. The PLAY wager must equal the ANTE wager, unless the player has a pair of Aces or better. With a pair of Aces or better, the PLAY may be up to three times the ANTE.

#### Playing vs. Dealer:

Player folds	ANTE and SUPER BONUS lose
Dealer does not qualify*	PLAY wins 1 to 1; ANTE pushes
Player beats dealer's qualifying hand	PLAY and ANTE win 1 to 1
Player loses to dealer's qualifying hand	PLAY and ANTE lose
Player ties dealer's qualifying hand	PLAY and ANTE push

\* The dealer qualifies with King-high or better.

**SUPER BONUS**—The SUPER BONUS wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the SUPER BONUS. This bet pushes when the player gets less than a straight, but beats or ties the dealer.

Hands of straight or better always receive SUPER BONUS payouts. When the player has a straight or better but loses to the dealer's qualifying hand, he still receives SUPER BONUS payouts and the original wager stays on the layout.

### Optional QUEENS UP side bet

While the ANTE and SUPER BONUS wagers are mandatory, the QUEENS UP bet is optional. However, players may make the QUEENS UP wager for any amount within the posted table limits. Players may bet more on the QUEENS UP bet than they bet on the ANTE and SUPER BONUS.

The QUEENS UP side bet wins when the player receives a pair of Queens or better. Odds are printed on layout. The bet loses when the player fails to get at least a pair of Queens.

### Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. Crazy 4 Poker must be dealt with a shuffler produced by Shuffle Master Inc., such as Shuffle Master's ACE<sup>®</sup>. If using an ACE, select one of the following modes: *Crazy 4 Poker*, *Bahama Bonus* or *Caribbean Stud*. All are programmed to dispense the appropriate number of cards.

1. Each player makes a wager as indicated below, according to posted table limits:
  - Mandatory wagers—ANTE and SUPER BONUS in equal amounts.
  - Optional wager—the QUEENS UP side bet.
  - Players may make these bets in any amounts within table limits. Players may bet more on the QUEENS UP side bet than on the mandatory wagers.
2. Each player and the dealer receive five cards face down. Cards are delivered to the player from the dealer's left to right in rotation. After all players have cards, the dealer should give himself five cards face down.
  - If using an ACE shuffler: Deal one hand face-down to each player and one hand face-down to yourself.
  - Hit the green button on the shuffler to dispense the remaining cards. This will also initiate shuffling the deck for the next round of play.
3. After examining their cards, players have the option to either make a PLAY wager or forfeit their ANTE and SUPER BONUS wagers by folding. If players make the PLAY wager it must be equal to the ANTE unless the player has at least a pair of Aces. If the player has a pair of Aces or better, he can bet up to three times his ANTE.
4. The dealer should immediately collect the bets and cards of folding players.
5. When all players have either folded or made PLAY wagers, the dealer will turn over his five cards and make his best four-card hand. The dealer will arrange his four-card hand in accordance with house rules.
6. The dealer will then reconcile the hands of those players who have not folded.

- a. When the dealer does not qualify (with King-high or better):
  - i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the QUEENS UP wager and reveal the player's cards.
  - ii. Pay all PLAY bets even money and push all ANTE bets. Resolve QUEENS UP and SUPER BONUS bets as usual.
  - iii. Handle the bets in this order: PLAY, ANTE, QUEENS UP and SUPER BONUS.
  
- b. When the dealer qualifies (with King-high or better):
  - i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the QUEENS UP wager and reveal the player's cards.
  - ii. If the player's hand is higher than the dealer's, the PLAY and ANTE bets are paid even money. Reconcile the QUEENS UP and SUPER BONUS as normal.

#### Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand. If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.
  
2. Card shuffler malfunction. Refer to the trouble shooting guide on the back of the shuffler, or; If the shuffler has continually malfunctioned, replace it as follows:
  1. Turn off the shuffler.
  2. Unplug the power cord.
  3. Replace the shuffler with the backup shuffler.
  4. Plug in the power cord.
  5. Turn the shuffler on.
  6. CALL SHUFFLE MASTER to service the shuffler.
  7. Resume play.

OR

- a. Follow specific procedures approved by your local regulatory body.

	C4P-09		C4P-10		C4P-11		C4P-12	
	Super Bonus	Queens Up	Super Bonus	Queens Up	Super Bonus	Queens Up	Super Bonus	Queens Up
4 Aces	200 to 1		200 to 1		200 to 1		200 to 1	
4 of a Kind	30 to 1	50 to 1	30 to 1	50 to 1	30 to 1	50 to 1	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	9 to 1	2 to 1	8 to 1	2 to 1	8 to 1	2 to 1	7 to 1
Flush	3 to 2	4 to 1	3 to 2	4 to 1	3 to 2	4 to 1	3 to 2	4 to 1
Straight	1 to 1	3 to 1	1 to 1	3 to 1	1 to 1	3 to 1	1 to 1	3 to 1
2 Pair		2 to 1		2 to 1		2 to 1		2 to 1
Queens or Better		1 to 1		1 to 1		1 to 1		1 to 1

1. Crazy 4 Poker Bad Beat Bonus features an optional wager.
2. Players that make the bet win if they are involved in a bad beat with the dealer. There are two ways to win:
  - a. The player loses with two pair or better.
  - b. The player beats the dealer's hand of two pair or better.
3. Sample paytables are below:

Paytable 1

Hand Beaten	Payout
4 of a Kind	25,000 to 1
Straight Flush	10,000 to 1
3 of a Kind	200 to 1
Flush	50 to 1
Straight	30 to 1
2 Pair	20 to 1
House edge	19.3%
Hit frequency	2.4%

Paytable 2

Hand Beaten	Payout
Straight Flush +	1,000 to 1
3 of a Kind	500 to 1
Flush	50 to 1
Straight	20 to 1
2 Pair	15 to 1
House edge	17.3%
Hit frequency	2.4%

4. To begin each round, players must make their standard Crazy 4 Poker wagers and, if they like, bad-beat bonus wager.
5. The dealer then follows house procedures for Crazy 4 Poker.



## RULES OF PLAY:

1. Four Card Poker Progressive and Crazy 4 Poker Progressive are optional progressive side bets.
2. The bet considers the best hand possible among all the player's 4 cards in play.
3. Paytable below:

Hand	Pays 1*	Envy	Pays 2*	Envy
Four Aces	100%	\$100	100%	\$100
Four of a Kind	300 for 1	\$10	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1	
Three of a Kind	9 for 1		15 for 1	
*Original Wager is NOT Returned				
Seed amount**	\$5,000		\$1,000	
House advantage	22.8%		20.98%	
Hit frequency	2.36%		2.36%	
Probability of top payout	54,145 to 1		54,145 to 1	
Top payout average**	\$22,000		\$14,536	
**Reflects a \$1 wager. All numbers multiply up for a larger wager.				

4. 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.
5. To begin each round, players must make their regular game's wager. They may optionally place any side 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.

6. 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.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. 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; they do not come off the meter.
  - c. 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.)
  - d. The dealer shall then contact a supervisor.
  - e. 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.)
  - f. Returning the supervisor key to the “Run” position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
  - g. When the dealer reconciles all action, he presses “Game Over.” This resets the system to begin the next hand.
  - h. 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.
10. Envy Bonus:
  - a. A player making the progressive side 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 side 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.

# **Appendix A**

## **Reconciling Multiple Progressive Meter Wins**

In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players.

As regulatory procedures permit, this policy can be replaced by casino internal controls.



Hand	Pays 1*	Envy	Pays 2*	Envy
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Four of a Kind	300 for 1	\$10	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1	
Three of a Kind	9 for 1		15 for 1	
*Original Wager is NOT Returned				