

# **Duki 4 Poker<sup>®</sup>**

## **Procedures & Training**

**GAMING ENTERTAINMENT, INC.**  
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# Procedures & Training Guidelines for Duki 4 Poker®

**Duki 4 Poker® is a unique new table game where the Player's goal is to get a 3 or 4 card Duki (one card of each suit) and beat the Dealer's qualifying Duki hand.**

## **PLAYING THE GAME**

Duki 4 Poker® is played with a standard deck of 52 cards. It is played on a blackjack-size table by up to seven players.

At the start of play, before any cards are dealt, the Player may place an *Ante* bet (play against the Dealer) a *Duki Bonus* bet (play against a pay table) or both. These amounts do not have to be equal, but must be within the posted table limits.

The Dealer then deals out four cards face down to each Player and himself. After looking at their four cards, the Players that made an *Ante Bet* must decide whether to *Fold* or to *Play*. If the Player decides to *Fold*, the Player will forfeit both his *Ante* and *Bonus Bets*. If the Player decides to *Play*, he must make an additional *Play bet*, which is equal to his *Ante Bet*.

After all *Fold/Play* decisions are made, the Dealer then reveals his four cards to see if he has a qualifying Duki.

## **QUALIFYING HANDS**

A hand having either three suits out of four (a 3-Card Duki) or a hand having four different suits (a 4-Card Duki) is said to qualify. For example, a hand of 9♥ 9♣ 6♠ J♦ qualifies because all four suits are present. For another example, a hand of A♠4♦3♣J♠ qualifies because three of the four suits are present.

A qualified 4-Card Duki hand is ranked as follows, from highest to lowest:

1. Four of a Kind
2. Straight (4 Cards)
3. Three of a kind
4. Two pair
5. One pair
6. High card

A qualified 3-Card Duki hand is ranked as follows, from highest to lowest:

1. Three of a Kind
2. Straight (3 Cards)
3. One Pair
4. High Card

**NOTE: ANY 4-Card Duki beats any 3-Card Duki.**

## EXAMPLES

9♥ 9♣ 6♠ J♦ beats 9♦ 9♠ 5♥ 8♣ (Pair with a higher kicker wins; 4-Card Duki)

7♠ 8♥ 9♣ 10♦ beats J♦ J♠ J♥ 3♣ (A straight beats a Three of a Kind; 4-Card Duki)

6♣ 7♠ 8♥ 2♦ beats J♦ J♠ J♥ Q♦ (4-Card Duki no Pair beats a Three of a Kind 3-Card Duki)

6♣ 8♥ 9♣ 2♦ beats Q♦ Q♠ J♠ A♠ (High card hand beats a non-qualifying hand; 3-Card Duki)

## PAYING THE BETS

After the Dealer determines the ranking of his hand, the Dealer will pay or collect the Player's bets according to the following rules:

- If the Dealer doesn't qualify with either a 3-Card or 4-Card Duki, the Player will automatically be paid on the Ante and the Play bet pushes:
  - a) If the Player hand is a 4-Card Duki, the Ante is paid according to the Ante Pay Table
  - b) If the Player hand is not a Duki, the Ante bet is paid 1 to 1.
- If the Dealer qualifies with a 4-Card Duki, then whoever has the higher ranking 4-Card Duki wins. If the Player's 4-Card Duki outranks the Dealer's, the Ante is paid according to the Ante Pay Table and the Play bet is paid even money. If the Dealer's 4 Card Duki outranks the Player's, the Player loses both his Ante and Play bet. A tie is a push.
- If the Dealer qualifies with a 3-Card Duki, then whoever has the higher ranking 3-Card Duki wins. If the Player's 3-Card Duki outranks the Dealer's, the Ante is paid even money and the Play bet is paid even money. If the Dealer's 3-Card Duki outranks the Player's, the Player loses both his Ante and Play bet. A tie is a push.

### 4-Card Duki Ante Pay Table

Hand Type	Pay (to 1)
Four of a Kind	100
Straight	10
Three of a Kind	5
Two Pair	3
One Pair	2
4-Card Duki	1

- The Player must qualify with a three or four card Duki to win the Duki Bonus bet. The Duki Bonus bet gets paid according to the pay table below. A qualifying Duki Bonus bet will be paid even if the Player loses the hand.

### 3 Card Duki Bonus Pay Table

Hand Type	Payout
Three of a Kind	30
Straight	5
Pair 4's or Better	1

## **BETTING FOR THE DEALER**

Management at each casino will make the final determination on bets for the dealer.

## **HOW IS THE GAME DEALT**

The game may be dealt by hand or by automatic shuffler. If being dealt by hand, this is the recommended method:

### **Deal By Hand**

The dealer will shuffle the deck using the house procedure for single deck shuffling. Upon completion of the shuffling process, the Dealer will cut the deck using a one-handed "poker" cut. That will be accomplished by squaring up the deck, removing one hand from the deck and with the other hand, cutting the deck and placing the top half of the deck onto a cut card. Using the same hand, the Dealer will grasp the bottom half of the deck and place it on top of the first half of the deck. The Dealer will pick up the deck and begin dealing to the Players. Four cards will be dealt to each Player and the Dealer one at a time. After the Players and the Dealer receive their four cards, the Players may review their cards.

After the Dealer deals all the cards, he will remove the cut card from the bottom of the deck and place the deck stub into the discard holder with the cut card on top.

### **Automatic Shuffle Machine**

An automated card-shuffling device may be used at all Duki Poker tables. When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

- a) The backs of the cards are of different colors.
- b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
- c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

### **NEW DECK:**

The Casino Supervisor will bring two (2) new decks of cards to the table, remove the cellophane, and break the seal in front of the Dealer. The Supervisor examines the decks front and back, and then lays them face down on the table for the Dealer to inspect. The Dealer checks the fronts and backs of each deck for duplicates, omissions, flaws, or marks. He then washes the cards thoroughly and follows house procedures before placing the deck into the shuffler. The Dealer repeats the above process for the second deck.

### **DECK IN PLAY:**

Once the cards have been put into play, it is the Dealer's responsibility to insure that they are kept in good condition. The applicable house procedure for loading cards into the shuffler will be followed.

## **PHYSICAL CHARACTERISTICS OF THE TABLE AND EQUIPMENT**

The Duki Poker table is a semi-circle playing surface. The table includes:

- A padded rail attached to the circular outer edge of the table.
- A felt playing surface with six or seven betting positions of three spots each, pay tables and miscellaneous logos.
- A chip rack (with clear security cover) located on the straight edge of the table.
- A playing card discard holder.
- A table limit sign.
- A Dealer tip box (*optional*).
- An automatic card shuffler (*optional*).

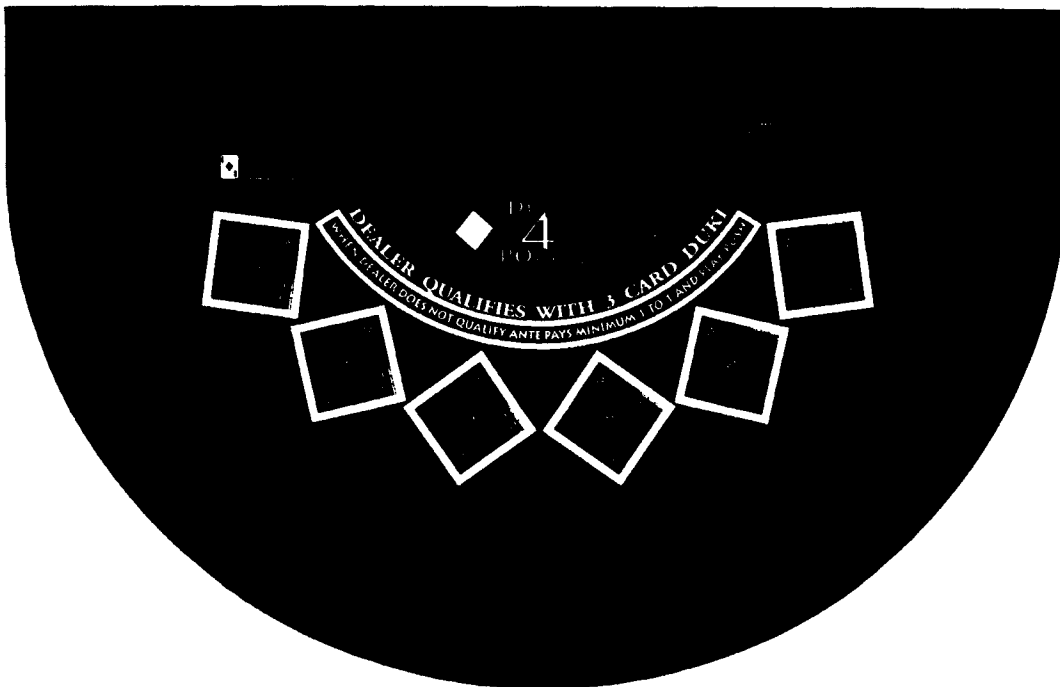
## **OPENING THE TABLE FOR PLAY**

A Casino Supervisor will unlock the rack that holds the value chips. A form (opener) will be used to obtain signatures from the Dealer and Supervisor when the bank has been verified. If a discrepancy exists, a form (error notification) indicating the nature of the discrepancy will be filled out by a Supervisor and signed by both the Supervisor and Dealer. A Casino Supervisor will bring cards to the table. The decks are opened at the table and checked for imperfections.

- a) After receiving a new deck of cards at the table, in accordance with house procedures, the Dealer will inspect and wash the cards. House procedure will be followed before loading the cards into the shuffle machine (if using a shuffler).
- b) All cards opened for use on a table, whether being dealt manually or using a shuffler, will be changed at regularly scheduled intervals throughout the gaming day.

## **IRREGULARITIES**

- a) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.
- b) If any Player, or the Dealer, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.
- c) If any of the Dealer's cards are inadvertently exposed prior to the Dealer revealing his cards as described above, all hands will be voided and the cards will be reshuffled.
- d) If an automated shuffle machine is being used and the device malfunctions, jams or fails to deal the appropriate number of cards; the round of play will be voided and the cards will be removed from the device, checked by a Casino Supervisor, and the cards will be reshuffled.
- e) All above rules in effect only if using shuffle machine.



## Duki 4 Poker®

**This new & unique poker game consists of the Player and the Dealer making a poker ranked hand of three or four different suits (♥♣♠♦) [Duki].**

**The Play:** Players may make an Ante bet, a Bonus bet or both. Once these bets are made the Dealer then deals four cards face down to each Player and himself. After looking at their hand Players will decide whether to *Fold* or *Play*. If the Player *Folds* he forfeits his Ante wager as well as his Bonus wager. If the Player decides to *Play*, he must make an additional *Play* wager, which is equal to the Ante.

**Qualifying Hands:** A hand having at least three (3) cards of each suit is said to qualify and is called a "3-Card Duki"; however, a hand having all four suits (♥♣♠♦), a "Duki 4", will beat any 3-Card Duki. For additional rewards see Ante pay table on layout.

**Player vs. Dealer:** The Dealer will pay or collect the Player's bets according to the following rules:

- If the Dealer doesn't qualify with a Duki, the Player will automatically be paid on the Ante and the Play bet pushes:
  - (a) If the Player hand is a Duki 4, the Ante is paid according to the Ante pay table;
  - (b) If the Player hand is not a Duki, the Ante bet is paid 1 to 1.
- If the Dealer has a Duki, then whoever has the higher ranking hand wins. If the Player's hand outranks the Dealer's, the Ante is paid according to the Ante pay table and the Play bet is paid even money. If the Dealer's hand outranks the Player's, the Player loses both his Ante and Play bet. A tie is a push.

**3-Card Duki Bonus:** The Player must qualify with a 3-Card Duki to win the Duki Bonus bet. The Bonus bet wins if the Player's hand is a three (3) card Duki only with a pair of 4's or better.

**House Advantage:** Bonus 3.17%, hit frequency 25.26%  
Game 3.3% of the Ante or 1.9% of the total wager



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