



RULES OF PLAY

1. Island Stud Poker is a five-card stud poker game played with a standard deck of 52 cards. The game is best dealt with an automatic card shuffler, like an iDeal or ACE. Set the shuffler to “Caribbean Stud Poker.” This mode will dispense packets of five cards.
2. Players must make an Ante bet. They may also make a Bonus bet, and the progressive bet.
3. The dealer, working from his left to his right, will give each player and himself a packet of five cards. The dealer will turn his top card face up.
4. Players now have a choice: 1) Fold and lose their Ante; or 2) Stay in the game by making a Bet of 2x their Ante.
5. The dealer then reveals and announces his hand.
6. The dealer, working from his right to his left, reveals the cards of each player that stayed in the game.
 - a. If the player beats the dealer, the player’s Play bet pays 1 to 1. If the player beats the dealer with two pair or better, the Ante pays even money; otherwise, it pushes.
 - b. If the dealer beats the player, the Bet and Ante lose.
 - c. If the dealer and player tie, the Bet and Ante push.

7. The Bonus bet wins if the player has a pair of 10s or better.

Hand	IS-01	IS-02	IS-03
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1
Four of a kind	100 to 1	100 to 1	100 to 1
Full house	50 to 1	50 to 1	50 to 1
Flush	40 to 1	40 to 1	40 to 1
Straight	25 to 1	25 to 1	20 to 1
Three of a kind	7 to 1	6 to 1	6 to 1
Two pair	3 to 1	3 to 1	3 to 1
10s or better	1 to 1	1 to 1	1 to 1
House edge:	3.1%	5.2%	7.2%
Hit frequency:	23.9%	23.9%	23.9%

8. The progressive bet pays according to the paytable shown.

Hand	PMG-01		PMG-02	
	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	
*Original Wager is NOT Returned				
Wager amount	\$1		\$5	
Contribution Rate	21%		22%	
Seed amount**	\$10,000		\$10,000	
House advantage	20.99%		21.22%	
Hit frequency	2.87%		2.87%	
Probability of top payout	649,740 to 1		649,740 to 1	
Top payout average**	\$81,813		\$386,165	
**Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount				

9. 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.

10. 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.
11. 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.
 12. The dealer then follows house procedures for dealing the regular game.
 13. 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.
 14. 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. In the event more than one progressive meter pay hits during the same round, see Appendix A attached for resolution of the progressive hands.
 - 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.

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.



Progressive Payouts

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

*Original Wager is NOT Returned
Progressive Jackpot available across differing games.



Progressive Payouts

Hand	Pays*	Envy
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
Four of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
Three of a Kind	9 for 1	

*Original Wager is NOT Returned
Progressive Jackpot available across differing games.