



RULES OF PLAY FOR LET IT RIDE® BASE GAME:

Let it Ride is a five-card poker game. Players compete against a payable, not against the dealers or other players.

RECOMMENDED DEALING PROCEDURES

1. Set the ACE/iDeal shuffler to “Let it Ride.” In this mode, the ACE/iDeal will dispense sets of three cards.
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
3. Working from left to right, the dealer gives each player three cards face down.
4. The dealer gets two community cards. To do this, the dealer takes a three-card pack from the shuffler and burns the bottom card.
5. The dealer then presses the green button on the ACE/iDeal; this dispenses the remaining cards.
6. Players now have a choice:
 - a. Remove the (1) bet or keep it in action.

- i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
 - ii. To keep the bet in action, the player tucks his cards under the (2) bet.
- 7. The dealer then reveals the community card on his left.
- 8. Players now have a choice:
 - a. Remove the (2) bet or keep it in action.
 - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
- 9. Players then tuck their cards under the (\$) bet.
- 10. The dealer then reveals the second community card.
- 11. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
- 12. If the player has a pair of 10s or better, all bets left in action win according to the posted odds chart.
 - a. If the player has less than a pair of 10s, all bets left in action lose.

Let it Ride
Basic Game Paytable Summary

Paytable Designator Description	LIRX-01		LIRX-02		LIRX-03		LIRX-04		LIRX-05	
	1000:1 Top award		500:1 Top award		100:1 Top award		500:1 Top award Special for Cruise ship		200:1 Top award Indiana	
OUTCOME	Primary Paytable		Primary Paytable		Primary Paytable		Primary Paytable		Primary Paytable	
Royal Flush	1000		500		100		500		200	
Straight Flush	200		100		50		100		100	
Four of a Kind	50		25		30		25		40	
Full House	11		15		15		11		15	
Flush	8		10		9		8		9	
Straight	5		5		6		5		5	
Three of a Kind	3		3		3		3		3	
Two Pair	2		2		2		2		2	
10s or Better	1		1		1		1		1	
Par	2.86%		2.80%		2.66%		4.63%		2.48%	
Hit Frequency	23.88%		23.88%		23.88%		23.88%		23.88%	

Let it Ride
Basic Game Paytable Summary

Paytable Designator Description	LIRX-06	
	500:1 Top award Colorado Only	
OUTCOME	Primary Paytable	
Royal Flush	500	
Straight Flush	200	
Four of a Kind	50	
Full House	11	
Flush	8	
Straight	5	
Three of a Kind	3	
Two Pair	2	
10s or Better	1	
Par	3.05%	
Hit Frequency	23.88%	

RULES OF PLAY FOR LET IT RIDE PROGRESSIVE™ SIDE BET:

1. Let It Ride Progressive is an optional progressive side bet.
2. The bet considers the best hand possible among all the player's cards.
3. Paytable below:

Hand	Pays*	Envy
Royal Flush	100%	\$1000
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	
*Original Wager is NOT Returned		
Seed amount**	\$10,000	
House advantage	23%	
Hit frequency	2.87%	
Probability of top payout	649,740 to 1	
Top payout average**	\$70,000	
**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. 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.
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. 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.
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.

**This game will use the approved Shuffle Master 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 displays can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.

OPTIONAL 3 CARD BONUS:



Overview of the Rules for option 1

3 Card Bonus is an optional side bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH
THREE OF A KIND
STRAIGHT
FLUSH
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

This game must be used with a shuffler produced by Shuffle Master Inc.

Dealing Procedures

Casinos should follow standard dealing procedures for Let it Ride Progressive™. The 3 Card Bonus bet is handled in this manner:

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.
3. The Player plays the Let it Ride® or Let it Ride Progressive™ game as usual. The 3 Card Bonus bet is resolved at the end before the base game is resolved.
4. 3 Card Bonus is resolved when all cards are revealed. Only Players first 3 cards can be considered.
5. The dealer then resumes game play of Let it Ride® or Let it Ride Progressive™.

* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.

Overview of the Rules for option 2

3 Card Bonus is an optional side bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH
THREE OF A KIND
STRAIGHT
FLUSH
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

Dealing Procedures

Casinos should follow standard dealing procedures for Let it Ride Progressive™. The 3 Card Bonus bet is handled in this manner.

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.
3. If the player has a pair or better, he shows it to the dealer. The dealer pays him the appropriate amount according to the paytable.
4. If the player does not have a pair or better, he does not reveal his hand. He indicates a loss by making a left-to-right waving motion with his cards. The dealer then removes his 3 Card Bonus bet.
5. 3 Card Bonus is resolved when all cards are revealed. Only the players first 3 cards can be considered.
6. The dealer then resumes game play of Let it Ride Progressive™.

* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.



3 Card Bonus Side Bet Pay Tables

Hand	1	2	3
Straight flush	40 to 1	40 to 1	40 to 1
Three of a kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

Hand	4	5	6
Mini Royal	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three of a kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

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.



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3 CARD BONUS

PAYOUTS

Royal Flush 500 to 1
 Straight Flush 25 to 1
 Four-of-a-Kind 10 to 1
 Full House 5 to 1
 Flush 3 to 1
 Straight 2 to 1
 Three-of-a-Kind 1 to 1
 Two Pair 1 to 1
 10's or Better 1 to 1

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 Straight Flush 25 to 1
 Four-of-a-Kind 10 to 1
 Full House 5 to 1
 Flush 3 to 1
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 Three-of-a-Kind 1 to 1
 Two Pair 1 to 1
 10's or Better 1 to 1

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 Straight Flush 25 to 1
 Four-of-a-Kind 10 to 1
 Full House 5 to 1
 Flush 3 to 1
 Straight 2 to 1
 Three-of-a-Kind 1 to 1
 Two Pair 1 to 1
 10's or Better 1 to 1

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 Straight Flush 25 to 1
 Four-of-a-Kind 10 to 1
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 Flush 3 to 1
 Straight 2 to 1
 Three-of-a-Kind 1 to 1
 Two Pair 1 to 1
 10's or Better 1 to 1

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3 CARD BONUS

PAYOUTS

Royal Flush 500 to 1
 Straight Flush 25 to 1
 Four-of-a-Kind 10 to 1
 Full House 5 to 1
 Flush 3 to 1
 Straight 2 to 1
 Three-of-a-Kind 1 to 1
 Two Pair 1 to 1
 10's or Better 1 to 1

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