



# Progressive Blackjack®

## User Manual

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## About This Manual

This user manual provides game basics, rules, and payout procedures for the Progressive Blackjack table game, and is intended for use by the management and dealers of the operating establishment (operator). It assumes dealers are **familiar** with any operator policy that applies to this game.

The operator may require management **personnel** to perform some of the dealer procedures in this manual. Operator policy and internal control procedures for processing and paying jackpots take precedence over the procedures in this manual.

## Document Revision History

Revision	Description
Rev D	Added a new optional payable (PB101) Removed Document Feedback Form
Rev C	Updated front matter and Document Feedback Form. Changed the Table Setup heading to Table System Configuration. Added Table L1 on page , which lists coin acceptor LED patterns. Added new payable information for PBJA4, PBJC2, PBJC5, and PBJC8 in "Chapter Revised Game Procedures"

## Reference Documentation

The following table lists related PGIC documentation. You can access these and other PGIC documents on the PGIC **extranet** at:

<https://extranet.progressivegaming.net>

If a document has been revised, check the **extranet** for the latest version.

Document	Part Number
Game Manager v5.7 and Aquarius Controller v5.6 – v5.7 Technical Manual	990-241-22
Game Manager v5.7 and Aquarius Controller v5.6 – v5.7 Procedures Manual	990-241-21
Progressive Blackjack Mathematical Analysis Manual	990-300-20

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## Chapter 1 - Recommended Game Procedures

Progressive Blackjack is a casino table game based on the standard Blackjack game, played with four or more 52-card decks in which one to seven players play against the dealer.

Figure 1.1 shows the Progressive Blackjack table felt.

In Progressive Blackjack, players wager to receive a two-card hand, face down. The cards are dealt two in rotation from the dealer's left to right. The dealer's hand has one card face down and one card face up. The objective of the game is to achieve a hand value that is closer to 21 than that of the dealer's without going over 21, or a hand that is a progressive jackpot winner.

Each player position has a coin acceptor that allows a player to make an optional wager on the progressive jackpot. **The only hands that qualify for the progressive jackpot are the original 1, 2, 3, or 4 cards to the player, including split hands.** If a player chooses to make a progressive jackpot wager, he or she must do so at the time of making the initial wager and before the dealer deals any cards. **A winning progressive jackpot hand is not affected by the dealer's hand;** that is, if a player wins a progressive jackpot, it does not matter what the dealer's hand is, or if the dealer even qualifies—the player still wins the jackpot.

As with similar card table games, the mechanics of Progressive Blackjack allow for quick play and wager resolution. This manual describes the rules of Progressive Blackjack game play and dealer procedures.



Figure 1 1 Progressive Blackjack table felt

## Table System Configuration

Progressive Blackjack operates in two configurations: **linked** and standalone.

### Linked Configuration

In the linked configuration, there is one master table game with an Aquarius Controller that connects with up to 29 **additional** slave table games. The dealer uses the dealer console at each table to communicate game activities to the Aquarius Controller. The Aquarius Controller records game activity, collects game data, and issues **directives** to each slave to display jackpot information and messages on the table signs.

In the linked configuration, a central computer with Game Manager software allows casinos to set up games, monitor progressive jackpot activity, and generate table activity reports. Using Game Manager, casinos can configure such **things** as a game's jackpot seed amount and the currency amount for the progressive jackpot wager. Configuration information entered into Game Manager takes precedence over any Aquarius Controller settings.

One PC with Game Manager software can manage information for up to 120 Progressive Blackjack tables, whether the tables all contribute to one progressive jackpot or different ones.

### Standalone Configuration

In the standalone configuration, each table has its own Aquarius Controller and operates independent of any other tables or controller systems. A dealer uses the dealer console to record jackpots that the Aquarius Controller **displays** on the table sign. **All** default jackpot seed amounts are hard-coded (permanently written) in the EPROM chip on the Aquarius Controller board; however, PGIC service personnel can adjust the starting jackpot amount and progressive wager amount if required by a casino.

## Table Components

A standard Progressive Blackjack table configuration consists of the following components:

1. Seven player positions, each containing the following:
  - A location for the **initial** wager
  - Coin acceptor for an optional progressive wager (see [Table 1.1](#) for LED patterns)
2. One dealer position containing the following
  - Chip tray with 11 **chip** tubes and a **chip** return in the center.
  - An area for the dealer's hand
3. A progressive jackpot meter that **increments** when players make a progressive wager and decrements when most progressive jackpots are paid.
4. An Aquarius Controller that records jackpot information and sends progressive jackpot information to the progressive jackpot meter.

- The Game Manager system to set up games, monitor progressive jackpot activity, and generate table game reports.

Table 1.1 Coin acceptor LED pattern descriptions

LED Activity	Description
All Lights Off	No Coin Present No coin is present (when a coin drop has been completed).
Unison Flashing	Coin Placed A coin has been placed and <b>acknowledged</b> and is ready to be dropped for a progressive bet. All LEDs flash in unison.
All Lights Steady On	Successful Drop A coin was present, successfully dropped, and added to the progressive meter.
Chasing Pattern	Idle Sequence The coin acceptor is ready for coins to be inserted. Two LEDs light at once and follow one another around the slot.
Two Corner LEDs Constant On	Coin Jam A coin jam has occurred.
Two Center LEDs Steady On	Coin Not Registered A coin is present but not counted when dropped.
Two Alternate 1 Occur	Jackpot Mode Two alternate lighting patterns occur when a jackpot is processed (one for JPH and one for JPL). The patterns are a way to draw attention to the table and add excitement to the game. They do not have any other significance.

## Table Security

All Progressive Blackjack tables have a **built-in** dealer console in the chip tray that has a key lock. The key lock comes with two keys and requires the correct key to make either a **high** or low jackpot award.

- The **high** jackpot key (009) is used to pay a **high** jackpot
- The low jackpot key (008) is used to pay a low jackpot

## Chapter 2 - Progressive Blackjack Rules and Procedures

### Game Overview

Progressive Blackjack follows standard casino Blackjack rules, but includes additional rules for **handling** the optional progressive jackpot wager and paying a progressive jackpot. The main objective of Progressive Blackjack is the same as Blackjack in that players try to achieve a hand value that is closer to 21 than that of the dealer's without going over. However, in Progressive Blackjack, if the player **makes** a progressive jackpot wager, he or she also has an **additional** objective of **making** a progressive jackpot **winning** hand.

As in regular Blackjack, after the dealer deals the initial cards to each player, each player takes a turn playing his or her hand:

The player may **stand**, thereby freezing the hand for comparison to the dealer's

**or**

- The player may hit, thereby receiving additional cards

After **all** players have finished, the dealer flips over the dealer hand and plays it according to house policy.

The dealer then evaluates each player hand against the dealer hand. Players win, lose, or push (tie) according to whether their hands are **higher** or lower than, or equal to the dealer's hand. If the player makes a progressive jackpot wager and his or her hand matches a Progressive **Blackjack** winning hand, that player wins a progressive jackpot, even without a **winning** Blackjack hand.

### Casino-Specific Activities

The following activities are casino-specific. Perform these according to casino rules and regulations.

- Opening the table
- Inspecting the deck of cards
- Removing used and damaged cards
- Performing the shuffle
- Changing the deck of cards
- Managing a dead game
- Understanding the **minimum** and **maximum** wagering **limits** on the table game

## Wagering Rules

The following subsections outline rules for making an **initial** and progressive jackpot wager.

### Initial Wager

The following are the rules for **wagering** at a game of Progressive **Blackjack**:

1. A player may play more than one player position at a table.
2. The host casino policy dictates whether players may or may not exchange or communicate information **regarding** their hands. Violation of host casino policy may result in a dead hand and forfeiture of the wager.
3. A player makes an **initial** wager before the dealer delivers any cards.
4. Once the dealer **delivers** the first card of any hand, no player shall handle, remove, or alter any wagers that have been made until a decision has been rendered with respect to that wager as explicitly permitted by that casino.

### Optional Progressive Jackpot Wager

Each player has the option of wagering on the progressive jackpot. At each player position is a coin acceptor where the player may wager on the progressive jackpot for the upcoming hand.

The following are the rules for **making** a progressive jackpot wager:

1. The progressive wager is always treated as a side wager. Its payout is dependent **only** on the strength of the player's winning hand.
2. A player must place an **initial** wager to participate in the **optional** progressive jackpot wager.
3. Only one chip may be wagered per coin acceptor per hand. The coin acceptor will acknowledge only one chip per play. A player may not wager another chip until the beginning of the next hand (**GAME OVER** pressed).
4. All **LEDs** on the coin acceptor will light (along with the corresponding player position **LED** on the dealer console) to indicate valid progressive jackpot wagers. A hand that **qualifies** for the progressive jackpot will be honored only if the appropriate **LEDs** are on. A player position on a table with defective **LEDs** **will** be closed.
5. A player choosing to play for the progressive jackpot is responsible for noting that the coin acceptor **LEDs** are on.
6. A player must make the progressive jackpot wager before the dealer delivers the cards.

## Dealer Procedures

This section outlines the dealer procedures for:

- **Dealing the Hand**
- Playing Progressive Blackjack
- **Determining** a Winning Hand
- Concluding the Game
- Resolving Dealer Errors

### Dealing the Hand

**To deal a Progressive Blackjack hand:**

1. Before each hand is dealt, the dealer will perform the following steps:
  - a. Say "No more bets" to inform the players that the progressive jackpot is closed.
  - b. Press COIN IN on the controller keypad.
2. Starting on the left and moving to the right, deal cards only to player-occupied positions as follows:
  - a. Deal a card face up to each player.
  - b. After **dealing** a card to the last player, deal a card face down in the dealer position.
  - c. Deal a second card face up on top of the **first** card to each player and one to the dealer position.

For example, for a game of three players, deal cards in the following order:

- Card 1 = player 1, player 2, player 3, dealer
- Card 2 = player 1, player 2, player 3, dealer

### Playing Progressive Blackjack

After the cards are dealt, the game follows standard casino Blackjack play rules; however, house policy and procedure take precedence.

**To play the game:**

1. Starting with the player on the left, either deal **additional** cards to the player or move to the next, according to the player's intentions.
  - a. If a player requests a **hit**, deal him or her another card. Continue this until he or she either **stands** or **busts**.
  - b. If a player **stands**, move to the next player.
  - c. If a player **busts**, remove the **initial wager**. If a player **did** not **make** a progressive jackpot wager, remove the cards to the **discard** holder. If the player made a

progressive jackpot wager, leave his or her cards on the table to determine whether a progressive jackpot occurred.

2. After **all** player hands are completed, reveal **all** cards in the dealer position and play the hand according to standard casino Blackjack rules and house policy.

## Determining a Winning Hand

To determine a Progressive **Blackjack** winning hand:

1. Compare, take, and pay players from **right** to left according to standard Blackjack and house rules. For each player, spread the cards, count the cards, and then place them in the discard holder before going on to the next player.
  - a. If the dealer hand exceeds 21 in points, pay **all** active players according to their initial game wager.
  - b. If the dealer hand does not bust, take and pay wagers, according to the following rules:
    - If the dealer hand stands at a value greater than the active players' hands, take the initial wagers of those players and place their cards in the discard holder.
    - If the dealer hand stands at a value less than the active players' hands, pay those players according to their initial wagers.
    - If the dealer hand is the same point value as a player's (a push), the player retains **his** or her wager but is not paid for that hand.
  - c. If a player has a progressive jackpot winning hand (see ["Paytables" on page 8](#)), follow the progressive jackpot payout procedures (see ["Recording and Paying Progressive Jackpots" on page 15](#)).
2. If a player is a progressive jackpot winner, leave the hand exposed on the layout. Depending on the amount of the jackpot, notify the appropriate casino personnel to process the win.

## Concluding the Game

After comparing **all** hands, **taking** losing wagers, and paying **all** winnings, return **all** cards to the discard holder and press **GAME OVER** on the dealer console to end the game. (Players cannot make new wagers on the progressive jackpot until **GAME OVER** is pressed.)

## Resolving Dealer Errors

To resolve a dealer error, stop the game and notify the appropriate personnel.

**\*\*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.**

## Chapter 3 - Progressive Jackpot Payout Procedures

Table 3.1 through Table 3.12 list the paytables available for Progressive Blackjack. Refer to the following sections for procedures to record and pay progressive jackpots:

- “Recording and Paying Progressive Jackpots” on page 15
- “Handling Multiple Progressive Jackpots at One Table and One Deal” on page 17
- “Handling Simultaneous High Progressive Jackpot Hands on Multiple Tables” on page 18
- “Reconciling Progressive Meter and Coin-In Amounts” on page 20

### Paytables

Table 3.1 Paytable PBJA1 (\$1 wager)

Progressive Blackjack Paytable - PBJA1		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Ace	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$0	N/A
3 Suited Aces	\$2,500 (from meter)	High (JPH – turn right)
3 Unsuited Aces	\$250 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$100 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	\$25 (from meter)	Low (JPL – turn left)
1 Ace	\$0	N/A

Table 3.2 Paytable PBJA2 (\$1wager)

Progressive Blackjack Paytable – PBJA2		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$0	N/A
3 Suited Aces	\$1,000 (from meter)	High (JPH – turn right)
3 Unsuited Aces	\$100 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$30 (from meter)	Low (JPL – turn left)

Table 3.2 Paytable PBJA2 (\$1 wager)

<b>Progressive Blackjack Paytable – PBJA2</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
2 Unsuites Aces	\$15 (from meter)	Low (JPL – turn left)
1 Ace	\$3 (not from meter)	No Key

Table 3.3 Paytable PBJA3 (\$1 wager)

<b>Progressive Blackjack Paytable – PBJA3</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$0	N/A
3 Suited Aces	\$500 (from meter)	High (JPH – turn right)
3 Unsuites Aces	\$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$50 (from meter)	Low (JPL – turn left)
2 Unsuites Aces	\$15 (from meter)	Low (JPL – turn left)
1 Ace (Second)	\$3 (not from meter)	No Key
1 Ace (First)	\$3 (not from meter)	No Key

Table 3.4 Paytable PBJA4 (\$1 wager)

<b>Progressive Blackjack Paytable – PBJA4</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$0	N/A
3 Suited Aces	\$1,000 (from meter)	High (JPH – turn right)
3 Unsuites Aces	\$100 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$30 (from meter)	Low (JPL – turn left)
2 Unsuites Aces	\$15 (from meter)	Low (JPL – turn left)
1 Ace (first)	\$3 (not from meter)	No Key
1 Ace (second)	\$3 (not from meter)	No Key

Table 3.5 Paytable PBJB1 (\$1 wager)

<b>Progressive Blackjack Paytable – PBJB1</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$1,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	\$250 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$100 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	\$25 (from meter)	No Key
1 Ace	\$1 (not from meter)	No Key

Table 3.6 Paytable PBJB2 (\$1 wager)

<b>Progressive Blackjack Paytable – PBJB2</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$1,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	\$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$75 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	\$20 (from meter)	No Key
1 Ace	\$2 (not from meter)	No Key

Table 3.7 Paytable PWB3 (\$1 wager)

Progressive Blackjack Paytable – PBJB3		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$1,000 (from meter)	Low (JPL – turn left)
3 Unsited Aces	\$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$50 (from meter)	Low (JPL – turn left)
2 Unsited Aces	\$15 (from meter)	No Key
1 Ace	\$3 (not from meter)	No Key

Table 3.8 Paytable PBJB4 (\$1 wager)

Progressive Blackjack Paytable – PBJB4		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$1,000 (from meter)	Low (JPL – turn left)
3 Unsited Aces	\$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$50 (from meter)	Low (JPL – turn left)
2 Unsited Aces	\$15 (from meter)	No Key
1 Ace (Second)	\$3 (not from meter)	No Key
1 Ace (First)	\$3 (not from meter)	No Key

Table 3.0 Paytable PBJB5 (\$1 wager)

Progressive Blackjack Paytable – PBJB5		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$1,500 (from meter)	High (JPH – turn right)
3 Suited Aces	\$500 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	\$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$50 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	\$15	No Key
1 Ace (Second)	\$3 (not from meter)	No Key
1 Ace (First)	\$3 (not from meter)	No Key

Table 3.10 Paytable PBJC2 (\$2.50 wager)

Progressive Blackjack Paytable – PBJC2		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$5,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$2,500 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	\$500 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$125 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	\$37.50 (from meter)	No Key
1 Ace (Second)	\$7.50 (not from meter)	No Key
1 Ace (First)	\$7.50 (not from meter)	No Key

Table 3.11 Paytable PBJC5 (\$5 wager)

<b>Progressive Blackjack Paytable – PBJC5</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$10,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$5,000 (from meter)	Low (JPL – turn left)
3 Unsited Aces	\$1,000 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$250 (from meter)	Low (JPL – turn left)
2 Unsited Aces	\$75 (from meter)	No Key
1 Ace (Second)	\$15 (not from meter)	No Key
1 Ace (First)	\$15 (not from meter)	No Key

Table 3.12 Paytable PBJC8 (\$25 wager)

<b>Progressive Blackjack Paytable – PBJC8</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$50,000 (from meter)	High (JPH – turn right)
3 Suited Aces	\$25,000 (from meter)	Low (JPL – turn left)
3 Unsited Aces	\$5,000 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$1,250 (from meter)	Low (JPL – turn left)
2 Unsited Aces	\$375 (from meter)	No Key
1 Ace (Second)	\$75 (not from meter)	No Key
1 Ace (First)	\$75 (not from meter)	No Key

PGIC recommends that the following optional payable only be used if the meter is at \$10,000 or higher.

TaMe3.13 Paytable PBJD1 (\$1 wager)

<b>Progressive Blackjack Paytable – PBJD1</b>		
<b>Hand</b>	<b>Payout (from/not from meter)</b>	<b>Jackpot Type (key turn)</b>
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	\$4,500 (from meter)	High (JPH – turn right)
3 Suited Aces	\$2,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	\$1,000 (from meter)	Low (JPL – turn left)
2 Suited Aces	\$500 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	\$100 (from meter)	No Key
1 Ace (first card)	\$25 (not from meter)	No Key

## Recording and Paying Progressive Jackpots

Players who have a progressive jackpot winning hand must notify the dealer of the winning hand. The dealer must then notify the appropriate casino management and perform several steps to record and handle the transaction correctly. This section **outlines** dealer procedures for paying a progressive jackpot, however some casinos may require management personnel perform some of these actions. **Casino policy and internal control procedures take precedence over these procedures for paying any jackpot.**

When a progressive jackpot occurs, the dealer enters the information into the Game Manager system using the dealer console keypad. After the win is verified and the player paid, the Aquarius Controller reduces the meter to account for the jackpot win and the Game Manager system records the information in its database.

There are three progressive jackpot **types**—High, Low, and No Key. [Table 3.1](#) through [Table 3.3](#) list the jackpot types for each **paytable** award. The following subsections detail how to perform payouts for each type of jackpot.



The dealer pays progressive jackpot winners **from right** to left, in order of player position, after taking or paying **all** initial wagers.

### High Jackpot Payout Procedure

High jackpots are either 100% of the meter amount or a **fixed** pay amount. Refer to the **appropriate payable** ([“Paytables” on page 8](#)).

**To make a high jackpot payout, the dealer performs the following steps:**

1. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.
2. Press the dealer console button that corresponds to the winning hand. The button's red LED **lights** to indicate a pending jackpot.
3. Notify the appropriate casino personnel, who will:
  - a. Verify the hand.



If the hand is not verifiable (is not a winner), press the keypad button pressed in step 2. **This** will cancel the jackpot payout process for that hand.

- b. Ensure the coin acceptor **LEDs** are on.
- c. Double-check all security measures before validating the jackpot:
  - Verify that the shuffle was according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards

were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

- Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.
  - **Roll** and check the card deck (save the deck for further inspection).
  - Replace the card deck.
4. Count down remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.
  5. After the hand is **verified**, process the win by performing the following steps:
    - a. If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. It is permissible, **find** out from the player how the transaction is to be carried out before completing the payout slip.
    - b. Insert the 009 key and turn it from the R (**Run**) position to the **JPH** (Jackpot **High**) position. The **J-POT** button LED **will** flash to **signify** that the console is in the **Process Jackpot** mode.
    - c. Press the **flashing J-POT** button to pay a **pending** jackpot. The controller deducts the **corresponding** payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message will display on the Game Manager Activity Log.
  6. Pay the amount of the jackpot to the **winning** player.
  7. After **all** jackpot payouts are made, turn the key back to the **R** (Run) position and remove the key.
  8. Press **GAME OVER** after **all** payouts are processed.
  9. Clear the jackpot in Game Manager. (Percentage jackpots **will** cause the **Process Jackpot** button on the Main Menu to **blink**. When the system has **finished** processing a jackpot, it prints a jackpot receipt. Add **this** receipt to paperwork completed at the table.)

### Low Jackpot Payout Procedures

Low jackpots are **fixed** pay amounts the dealer pays from the chip tray. Low jackpots also reduce the jackpot meter amount. To pay a low jackpot, follow the procedure in [Tablet Jackpot Payout Procedure](#), but use the 008 key in the dealer console and turn it from the R (Run) position to the **JPL** (Jackpot Low) position.

### No Key Jackpot Payout Procedures

No key jackpots are fixed pay amounts that the dealer pays from the **chip** tray. These jackpots do not require a key to pay and some no key jackpots reduce the jackpot meter amount.

**To make a no key jackpot payment:**

1. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode in order to pay jackpots.
2. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to **indicate** a **pending** jackpot.
3. Pay the **winning** player the amount of the jackpot from the **chip** tray.

## Handling Multiple Progressive Jackpots at One Table and One Deal



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PGIC recommends casinos pay **all** winning progressive jackpot hands one at a time according to player position (**from** right to left). See Section 5 for troubleshooting information.

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**To handle multiple progressive jackpot wins on one table:**

1. Determine the **first** winner of a progressive jackpot from **right** to left.
2. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.
3. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a **pending** jackpot.
4. Notify the appropriate casino personnel, who **will**:
  - a. Verify the hand.



---

If the hand is not **verifiable** (is not a winner), press the keypad button pressed in step 3. **This** will cancel the jackpot payout process for that hand.

---

- b. Ensure the coin acceptor **LEDs** are on.
- c. For a high jackpot only: Double-check **all** security measures before validating the jackpot.
  - Verify that the shuffle was according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.
  - Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the **winning** meter amount is correct.
  - Pull and check the card deck (save deck for further inspection).

- Replace the card deck.
5. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.
  6. After the hand is verified, process the win by performing the following steps:
    - a. **For a high jackpot only:** If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. It is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.
    - b. Insert the key and turn it from the R (Run) position to the **JPH** (JackpotHigh) position. The **J-POT** button LED will flash to signify that the console is in the **Process Jackpot** mode.
    - c. Press the **flashing** J-POT button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter **indicating** a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message will display on the Game Manager Activity Log.
  7. Pay the amount of the jackpot to the winning player.
  8. After all jackpot payouts have been made, turn the key back to the R (**Run**) position and remove the key.
  9. Press **GAME OVER** after all payouts are processed.
  10. Clear the jackpot in Game Manager. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the system has **finished** processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

## Handling Simultaneous High Progressive Jackpot Hands on Multiple Tables



---

PGIC recommends casinos pay simultaneous winning **high** progressive jackpot hands at multiple tables **according** to which player won first—as shown on **surveillance** tapes.

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Situations can occur in which multiple 100% jackpots **hit** at **different** tables virtually simultaneously. Although it is statistically rare to have such an occurrence, it could happen. When there is more than one table **linked** to the same progressive, surveillance must determine which player got the winning hand first. **Winning** a progressive **jackpot** second (and so on) means that player wins a smaller amount after the first jackpot reduces the meter. Therefore, in a situation where one player wants to be paid ahead of another or insists he or she won the hand first, **surveillance** must be called to settle the dispute with surveillance tape

evidence. The house will award the first high jackpot to the player who won the hand **first**, even if by a few seconds difference.

**When multiple high progressive jackpot hands are won simultaneously on different tables, the dealer performs the following steps:**

1. As soon as a dispute arises, notify the appropriate casino personnel, who will perform the following steps:
  - a. Verify that the dealer console on **all** tables is in the COIN IN mode. The game must be in this mode to pay jackpots.
  - b. **Verify** the hands.
  - c. Ensure the coin acceptor **LEDs** are on.
  - d. Double-check **all** security measures before validating the jackpot
    - **Verify** that the shuffle was according to procedures, that **qualifying** progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.
    - Check the **winning** meter amount against the last meter **reading** and the last jackpot payout to determine if the winning meter amount is correct.
    - **Bill** and check the card deck (save the deck for further inspection).
    - Replace the card deck.
2. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.
3. After both hands are verified, perform the following steps:
  - a. At the first winner's table, press the dealer console button that corresponds to the winning hand. The button's red **LED lights** to indicate a pending jackpot
  - b. If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. It is permissible, find out from the player how the transaction is to be carried out before completing the **payout slip**.
  - c. Insert the key and turn it from the **R** (Run) position to the **JPH (Jackpot High)** position. The **J-POT** button LED **will** flash to **signify** that the console is in the **Process Jackpot** mode.
  - d. Press the **flashing J-POT** button to pay a **pending** jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message **will** display on the Game Manager Activity Log.
4. Pay the first jackpot winner the **full** sum of the **winning** hand's payout.
5. Turn the key back to the **R** (Run) position and remove the key.
6. Press **GAME OVER** after the first table payout is processed.

7. Clear the jackpot in Game Manager. (Percentage jackpots **will** cause the **Process Jackpot** button on the Main Menu to **blink**. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)
8. After the first jackpot payout is made, repeat the above process to pay the second jackpot winner. The second **high** jackpot winner will receive the new jackpot amount minus the first winner's payout.

## Reconciling Progressive Meter and Coin-In Amounts

The End of Shift form is an optional tool for casinos to use. The main purpose of this form is to check and balance the progressive jackpot meter and coin-in amounts against the Game Manager system.

### To complete the form:

1. Fill in the date, time, **shift**, table #, games supervisor, and **pit/shift** personnel.
2. In the Progressive Jackpot Hard Meter section:
  - a. Enter the beginning hard meter **reading** amount. This is the end hard meter amount from previous **shift**.
  - b. Enter the end hard meter amount at the end of your shift. **This** is the beginning amount for the next shift.
  - c. Subtract the end amount **from** the beginning amount. Enter this amount in Total Hard Meter.
  - d. Multiply the Total Hard Meter amount with the progressive meter increment rate. (**This** rate is casino-specific.) Enter **this** amount in Change in Progressive Jackpot Value.
3. Under the Current Progressive Jackpot **Reading** section:
  - a. Enter the beginning amount of the progressive jackpot. **This** is the end **progressive** jackpot amount from the previous shift.
  - b. Enter the end amount of the progressive jackpot from the LED screen on dealer console. This is the **beginning** amount for the next shift.
  - c. Subtract the end amount from the beginning amount. Enter **this** amount in Total Current Meter.
4. Compare the Change in Progressive Jackpot Value with the Total Current Meter. This figure represents the correct amount of coin that was added to the progressive jackpot.

To reconcile meter amounts, run the Game Manager Coin-In, Activity Log, and Progressive Jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports. If the variance is more than 100 coins, contact PGIC Customer Service to resolve the problem (see [Contact Information on page 40](#)).

<b>PGIC PROGRESSIVE TABLE GAMES END OF SHIFT FORM</b>	
<b>Date:</b>	<b>Shift:</b>
<b>Time:</b>	<b>Table #:</b>
<b>Games Supervisor:</b>	
<b>Pit/Shift Personnel:</b>	
<b>Progressive Jackpot Hard Meter</b>	
<b>Beginning Amount:</b> <small>(end amount from previous shift)</small>	
<b>End Amount:</b> <small>(beginning amount for next shift)</small>	
<b>Total Hard Meter:</b> <small>(beginning minus end)</small>	
<b>Change in Progressive Jackpot Value (in dollars):</b> <small>(Total Hard Meter times progressive increment rate)</small>	<b>\$</b>
<b>Current Progressive Jackpot Meter</b>	
<b>Beginning Amount:</b> <small>(end amount from previous shift)</small>	
<b>End Amount:</b> <small>(amount on screen on dealer console)</small>	
<b>Total Current Meter:</b> <small>(beginning minus end)</small>	

## Chapter 4 - Troubleshooting

### Progressive Malfunctions



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To troubleshoot Game Manager or Aquarius Controller problems, refer to the documentation for that product.

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In case of a **malfunction** of the Aquarius Controller or the Game Manager **computer**, the coin acceptors can be covered up, allowing the standard Progressive Blackjack table game to continue without the progressive feature **until** repairs are made.

### Progressive High Jackpot Input Errors

If multiple **high** percentage progressive jackpots are **pending** on Game Manager and the dealer presses wrong high jackpot buttons on the dealer console, perform the following steps:

1. Stop game play on **all** tables **linked** to the Game Manager.
2. Take note of current progressive jackpot amount shown on the dealer console screen and the Game Manager screen.
3. Cancel **all** pending progressive jackpots in Game Manager.
  - a. Click the **Process Jackpot** button on the Game Manager Main screen. The Process Jackpot screen will open.
  - b. Select each pending jackpot individually, and then click **Delete**.
  - c. A **Confirm** Jackpot Deletion pop-up screen will appear. Click the green v for acceptance or the red X to return to the Process Jackpot screen. If the green v is selected the Process Jackpot screen will appear.
4. **Re-enter** the correct **progressive** jackpot5 in the **Process** Jackpot **screen**, in **correct** winning sequence.
5. Pay the correct jackpot amount to each player, one at a time.

## Glossary

<b>Aquarius Controller</b>	Mechanism installed on table games that communicates with the console to determine how the table functions and how visual displays increment the progressive jackpot value.
<b>bet</b>	To wager; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.
<b>bust</b>	To lose by <b>accumulating</b> a hand total in excess of 21.
<b>chip</b>	Token representing a monetary value, such as one dollar.
<b>coin acceptor</b>	Device used to collect the progressive jackpot bet and register the player for a chance to win a progressive jackpot. There is one coin acceptor for each player position on the table.
<b>coin in</b>	Value of coins wagered in a gaming machine. Also known as Turnover, (Coin) Credits Played, and (Coin) Credits Wagered.
<b>dealer</b>	Person who oversees a table game and is responsible for distributing playing cards and other gaming tools and paying and <b>taking</b> bets at the table.
<b>dealer console</b>	Panel in the dealer's station that consists of key switches and buttons. The panel enables the dealer to perform specific table game functions, such as recording jackpot wins.
<b>EPROM</b>	<b>Erasable</b> Programmable Read Only Memory chip that acts as a storage device for various information such as programs or data.
<b>face cards</b>	Ten, Jack, Queen, or King card.
<b>fold</b>	To withdraw <b>from</b> a card game due to a losing hand.
<b>Game Manager</b>	PGIC table game accounting system that sends and receives information to and from the Aquarius Controller.
<b>hand</b>	Two or more cards dealt to a <b>player</b> or <b>dealer</b> .
<b>hit</b>	To deal additional cards to a player.
<b>hopper</b>	Device within a machine that collects and dispenses coins or tokens.
<b>jackpot</b>	Prize awarded to a game player upon receiving a winning combination in a game.
<b>key (dealer console)</b>	Key, comparable to a car key, used for security purposes—to restrict access to equipment, computer functions, and gaming equipment functions. The following are examples of <b>different</b> key uses: pay jackpots, start and end games, and configure the Aquarius Controller.

<b>LED</b>	<b>Light-Emitting Diode.</b> An indicator <b>light</b> on the dealer console and coin acceptor that changes patterns (for example, solid or flashing) according to the status of the function the <b>LED</b> represents.
master	Primacy controlling mechanism for one or more tables. The <b>master</b> can be either a game controller installed on a single table or a computer installed in one location (such as the pit boss' station).
master and slave	Relationship between the Master (controller or computer) and the tables with which it communicates.
<b>max bet</b>	Maximum number of coins or credits a game will accept for a single <b>play</b> .
meter	Overhead visual display showing the incrementing numbers of a progressive jackpot.
<b>paytable</b>	Pay schedule for the wager.
<b>player</b>	Person who is participating in a game and placing bets.
progressive bet <b>(wager)</b>	Wager that a player places in the coin acceptor to participate in the progressive jackpot portion of the game.
progressive jackpot	In a table game, an amount of money accrued by player contributions of chips added to a seed amount (for example, \$10,000 to start). Players with winning hands can collect all or a part of the progressive jackpot.
push	Tie in a card game. Nothing is won or lost, and the player retains <b>all</b> money wagered (other than the progressive bet).
seed amount	Starting amount of a progressive jackpot.
stand	When the player is satisfied with his or her hand, and does not take any additional cards.
table	Where a card game is played. May contain an <b>Aquarius</b> Controller in the table mechanism
table felt	<b>Printed surface</b> of a table <b>game</b> , which <b>shows all</b> the areas <b>where</b> bets can be placed.
wager	To bet; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

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January 20,2006

Mr. Mark Harris  
Washington State Gambling Commission  
4301 Pine Street  
Suite 307  
Tacoma, Washington 98409

Dear Mark:

Re: Progressive Black Jack:

Mikohn Gaming opposes no objections to properties located in the state of Washington to use any number of decks with any approved pay table for play of our approved Progressive Blackjack table game.

If you need any additional information please contact me directly 702-263-2507.

Sincerely,



Cindy Knowlton  
Compliance Officer

Mr. Keith Wittmers  
Washington State Gambling Commission  
4301 Pine Street, Suite #307  
Tacoma, Washington 98409-7206



Bonus Hand	Payout from Meter
4 Black or 4 Red Aces	100%
3 Suited Aces	\$2500
3 Unsuited Aces	\$250
Suit of the Day Suited Blackjack (A-J)	\$250
2 Suited Aces	\$100
Suit of the Day Suited Blackjack	\$100
2 Unsuited Aces	\$25
Suited Blackjack	\$25

Progressive Gaming International Corporation (PGIC) submits the above payable as an additional option for gaming operators in the State of Washington to choose in conjunction with Progressive Blackjack table games. As the intellectual property owners of this game, PGIC authorizes casino operators within the State to utilize this payable at their discretion while PGIC makes no representations as to the profitability of the payable.

All of the above payouts would be keyed from the Main Jackpot Meter.

Please consider this letter and the attached payable as Attachment A to our already submitted and approved Progressive Blackjack User Manual.

Regards,

A handwritten signature in black ink, appearing to read "Ben Parks", is written over a light gray circular background.

Ben Parks  
Sr. Product Manager, Table Games  
Progressive Gaming International Corporation