Bonus Spin Xtreme (BSX) for 3-Card Rules of Play

Bonus Spin Xtreme for 3-Card is an optional side wager which features an electronic virtual wheel which is spun when a qualifying trigger event occurs. The amount of the side wager may be configured as either $\$ 1$ or $\$ 5$. Bonus Spin Xtreme uses three wheels:

- The Community Prize Wheel (inner wheel) is for all participating Bonus Spin Xtreme players to win if a trigger event occurs.
- The Hot-Spot Wheel (middle wheel) uses an electronic random number generator to choose one of the player positions uniformly at random.
- The Hot-Spot Prize Wheel (outer wheel) is for the participating Bonus Spin Xtreme players that were randomly selected to win a larger prize.

At the beginning of each game, each player must make the mandatory Ante wager on 3-Card and then may place the Bonus Spin Xtreme for 3-Card wager which is played with a standard 52-card deck.

The qualifying trigger events are based on the natural poker hand ranking of three designated cards dealt in the base game. Depending on how the casino operator chooses, the designated cards may be the dealer's dealt three cards or three additional cards dealt face up once the base game is complete. These cards will always be dealt out, regardless of any player actions in the base game. If a qualifying trigger event is met, the wager wins and is awarded the prize in the attached paytable. Otherwise, the wager loses.

After all wagers have been placed, the dealer will press "Start Round" and lock up all of the side wagers. 3-Card is then played per underlying procedures and house rules. All of the main game 3 -Card wagers will then be settled.

If the Bonus Spin Xtreme side wager meets the criteria for a qualifying trigger event, the dealer will mark on the dealer terminal the player's qualifying hand and press "Spin".

While the wheel is spinning only the Bonus Spin Xtreme player's positions are displayed with participating players highlighted.

If the spin outcome lands on a seat which has not participated (no Bonus Spin Xtreme side wager), then all participating players with side wagers win the community prize randomly picked and indicated by the inner community wheel.

If the spin outcome lands on a seat for a participating Bonus Spin Xtreme player, then the player at the winning position is the Hot-Spot Prize winner and will spin the Hot-Spot wheel. Note: The Hot-Spot winner only gets paid the Hot-Spot prize and does not get paid the community prize.

Once the spin has been initiated by the player, a spinning wheel animation of the Hot-Spot Prize wheel will appear on the Bonus Spin Xtreme table signage.


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Note: Depending on the system settings or sensor malfunction, the dealer may initiate the spin on behalf of the player by pressing the highlighted player position on the dealer terminal.

The dealer completes all players winning payouts for the table.

## Options:

Casino operators can choose from the following:

- The amount of the side wager may be configured as either $\$ 1$ or $\$ 5$.
- The designated cards which qualify for the trigger events may be the dealer's dealt three cards or three additional cards dealt face up once the base game is complete.
- The top two tiered prizes for the Hot-Spot Prize can be configured to be a fixed amount or a progressive (primary and secondary).
- The progressives are designed to be linkable across other games using Bonus Spin Xtreme (locally only) if the operator chooses.



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Rules of Play

## PAYTABLES

Triggering Events

| Event | \$1 Wager | \$5 Wager |
| :---: | :---: | :---: |
| AKQ Suited | Wheel $+\mathbf{\$ 5 0}$ | Wheel $+\mathbf{\$ 2 5 0}$ |
| 3 of a Kind | Wheel $+\$ 5$ | Wheel $+\$ 25$ |
| Straight Flush | Wheel $+\$ 5$ | Wheel $+\$ 25$ |
| 3 Card Straight | Wheel | Wheel |

Community Prize Wheel, \$1 Wager

| 6 Positions |  |
| :--- | :--- |
| Weight | Pay |
| 300 | $\$ 30$ |
| 400 | $\$ 25$ |
| 500 | $\$ 20$ |
| 1000 | $\$ 15$ |
| 3000 | $\$ 12$ |
| 4800 | $\$ 10$ |
| 5000 | $\$ 7$ |
| 5000 | $\$ 5$ |

Community Prize Wheel, $\$ 5$ Wager

| 6 Positions |  |
| :--- | :--- |
| Weight | Pay |
| 250 | $\$ 150$ |
| 300 | $\$ 125$ |
| 400 | $\$ 100$ |
| 1000 | $\$ 75$ |
| 2300 | $\$ 60$ |
| 5000 | $\$ 55$ |
| 5250 | $\$ 50$ |
| 5500 | $\$ 40$ |



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Hot Spot Prize Wheel, \$1 Wager

| 6 Positions |  |
| :--- | :--- |
| Weight | Pay |
| Variable | Fixed or Primary Progressive |
| Variable | Fixed or Secondary Progressive |
| 250 | $\$ 250$ |
| 400 | $\$ 150$ |
| 600 | $\$ 100$ |
| 1200 | $\$ 80$ |
| 3000 | $\$ 75$ |
| 4000 | $\$ 60$ |
| 5000 | $\$ 50$ |
| Remainder | $\$ 40$ |

Hot Spot Prize Wheel, \$5 Wager

| 6 Positions |  |
| :--- | :--- |
| Weight | Pay |
| Variable | Fixed or Primary Progressive |
| Variable | Fixed or Secondary Progressive |
| 300 | $\$ 500$ |
| 650 | $\$ 450$ |
| 800 | $\$ 400$ |
| 900 | $\$ 350$ |
| 2100 | $\$ 300$ |
| 3750 | $\$ 275$ |
| 5000 | $\$ 250$ |
| Remainder | $\$ 200$ |

Note: All other submitted paytables with seeds, increments, etc. must meet the standards of the math report.

