

# **FOUR CARD FRENZY**

## **Rules of Play**

### **Game Description**

Four Card Frenzy is a house-banked, four-card poker card game played with one standard 52-card deck. The object of the game is for the player and the dealer to achieve their best four card poker hand formed from five cards dealt. Four Card Frenzy also contains several optional bonus wagers, which are won if the player's hand achieves a predetermined winning event posted on the corresponding paytables. Casino operators choose which wagers they will offer and the minimum and maximum wagering limits.

### **To Play**

1. Each player must place Ante and Odds wagers of equal amounts. Players may also place an optional Four Card Bonus and/or Prime side wagers.
2. Each player and the dealer receive five cards face down.
3. After examining their cards, determining the best four card hand that can be made, each player decides to either place a Raise wager or fold. (The fifth card is not discarded as it may be used to determine the outcome of bonus wagers.)
4. If the player's hand is a pair of Kings or lower, the Raise wager must be equal to the Ante wager. If the player's hand is a pair of Aces or better the Raise wager may be 1x, 2x or 3x the Ante wager.
5. If the player folds, the Ante and Odds wagers lose, however, any bonus wagers made will remain in action. If the player folds, the hand shall be tucked under a bonus wager.
6. After all player decisions have been made, the dealer reveals his cards and determines his best four card hand.
7. The dealer then compares his four card hand against each players four card hand. The dealer qualifies with a King-high. The hands are ranked in the following order from highest to lowest:
  - Quads
  - Straight flush
  - Trips
  - Flush
  - Straight
  - Two pair
  - One pair
  - High Card

8. The **Ante** wager is resolved as follows:
- Dealer **does not qualify**, Ante wager automatically pushes.
  - Dealer qualifies and the player's hand wins or copies the dealer's hand, Ante wager is paid even money.
  - Dealer qualifies and the player's hand is lower than the dealer's hand, Ante wager loses.
9. The **Raise** wager is resolved as follows (regardless of dealer qualifying):
- Player's hand wins or copies the dealer's hand, Raise wager is paid even money.
  - Player's hand is lower than the dealer's hand, Raise wager loses.
10. The **Odds** wager is resolved as follows with two pairs or less (regardless of dealer qualifying):
- Player's hand wins or copies the dealer's hand, Odds wager pushes.
  - Player's hand is lower than the dealer's hand, Odds wager loses.
11. The **Odds** wager is resolved as follows with a Straight or higher (regardless of dealer qualifying):
- Player's hand wins or copies the dealer's hand, Odds wager wins and is paid in accordance with the posted payable. See Appendix A.
  - Player's hand is lower than the dealer's hand, Odds wager wins and is paid in accordance with the posted payable. See Appendix B.

### **Optional Bonus Wagers**

Four Card Frenzy also contains optional bonus wagers which are made prior to the start of a round of play.

#### **Four Card Bonus**

The Four Card Bonus wager wins if the player's best four card hand consists of a Pair of Queens or better. The wager is paid according to the payable in Appendix C.

#### **Prime**

The Prime wager wins if the player has four or five cards of the same color in their hand. The wager is paid according to the payable in Appendix D.

### Appendix A - Odds Wager Paytable

The player is wagering that their best 4-card hand will match one of the winning triggering events displayed in the paytable below:

#### Win/Copy

<b>Outcome</b>	<b>Pays</b>
<b>Quad Aces</b>	200 to 1
<b>Quads</b>	30 to 1
<b>Straight Flush</b>	15 to 1
<b>Trips</b>	2 to 1
<b>Flush</b>	1.5 to 1
<b>Straight</b>	1 to 1
<b>Other</b>	Push

#### Notes:

1. Casino operators may post a maximum aggregate amount payable per round or per hand.

### Appendix B - Odds Wager Paytables

The player is wagering that their best 4-card hand will match one of the winning trigger 1g events displayed in the payable below:

Outcome	Loss/Bad Beat					
	BB-1	BB-2	BB-3	BB-4	BB-5	BB-6
Quads	30 to 1	100 to 1	100 to 1	500 to 1	500 to 1	500 to 1
Straight Flush	15 to 1	30 to 1	50 to 1	50 to 1	50 to 1	50 to 1
Trips	2 to 1	4 to 1	4 to 1	10 to 1	5 to 1	5 to 1
Flush	1.5 to 1	3 to 1	3 to 1	3 to 1	4 to 1	4 to 1
Straight	1 to 1	2 to 1	2 to 1	2 to 1	2 to 1	3 to 1
Other	Loss	Loss	Loss	Loss	Loss	Loss

#### Notes:

1. Bad beat paytables apply when a player's hand of a straight or better loses to the dealer.
2. Quad Aces can only win, and as such cannot receive a Bad Beat win.
3. Odds wager remains (not taken) on a Bad beat event.
4. Casino operators may post a maximum aggregate amount payable per round or per hand.

### Appendix C - Four Card Bonus Paytables

The player is wagering that their best 4-card hand will match one of the winning triggering events displayed in the payable below:

Outcome	FC-1	FC-2	FC-3	FC-4	FC-5	FC-6
Quad Aces	50 to 1	50 to 1	50 to 1	50 to 1	200 to 1	200 to 1
Quads	50 to 1	50 to 1	50 to 1	50 to 1	100 to 1	100 to 1
Royal	30 to 1	40 to 1	30 to 1	40 to 1	50 to 1	50 to 1
Straight Flush	30 to 1	40 to 1	30 to 1	40 to 1	30 to 1	40 to 1
Trip Aces	9 to 1	8 to 1	8 to 1	7 to 1	20 to 1	20 to 1
Trips	9 to 1	8 to 1	8 to 1	7 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
QQ-AA	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

Outcome	FC-7	FC-8	FC-9	FC-10	FC-11	FC-12
Quad Aces	200 to 1	200 to 1	200 to 1	200 to 1	200 to 1	200 to 1
Quads	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Royal	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1
Straight Flush	30 to 1	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Trip Aces	20 to 1	20 to 1	20 to 1	20 to 1	20 to 1	20 to 1
Trips	6 to 1	5 to 1	8 to 1	7 to 1	6 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
QQ-AA	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

**Notes:**

1. Casino operators may post a maximum aggregate amount payable per round or per hand.
2. The Four Card Bonus wager is independent of the outcome of the primary game's result.

### Appendix D – Prime Paytables

The player is wagering that the number of cards of the same color in their hand will match one of the winning triggering events displayed in the payable below:

<b>Outcome</b>	<b>Prime-1</b>	<b>Prime-2</b>
<b>Five Cards Same Color</b>	<b>6 to 1</b>	<b>5 to 1</b>
<b>Four Cards Same Color</b>	<b>1 to 1</b>	<b>1 to 1</b>

**Notes:**

1. Hand is formed from player's five cards
2. The Prime wager is independent of the outcome of the primary game's result.
3. Casino operators may post a maximum aggregate amount payable per round or per hand.