

Four Card Poker - Cover All Bonus

Rules and Procedures

1. The Cover All Bonus is an optional side wager for Four Card Poker.
2. To begin, players make the standard base game wagers, any available side wagers and optionally, the Cover All wager, before the start of the round.
3. Casinos must set the i-Deal Plus shuffler to the "Four Card Poker Cover All" mode.
4. Each player receives five cards and the dealer receives six cards according to the standard procedures for the base game.
5. After the dealer removes their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
6. Payouts are dynamic: They change depending on the number of players in the round.
7. The Cover All wager wins if the highest four card poker hand, from the initial cards dealt, whether it belongs to a player or the dealer, is three-of-a-kind or better. If the dealer has three-of-a-kind and a player has a straight flush, the bonus for the straight flush is paid to all players participating in the Cover All wager.
8. The dealer resolves the game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's three of a kind or better (even if it's the dealer's), they will leave the cards exposed on the table.
9. If the dealer finds a higher ranking hand, they will leave those cards exposed and remove any previous cards left on the table.
10. Once the dealer has finished reconciling all player base wagers, they will go back and reconcile the Cover All wagers.
11. Below is the matrix for 2-7 hands. This includes up to 6 players and the dealer.

High Hand	Player's and Dealer					
	7	6	5	4	3	2
Four Aces	100 to 1	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1
Royal Flush	50 to 1	50 to 1	80 to 1	90 to 1	100 to 1	125 to 1
Four of a Kind	35 to 1	30 to 1	50 to 1	60 to 1	80 to 1	90 to 1
Straight Flush	20 to 1	15 to 1	30 to 1	30 to 1	50 to 1	70 to 1
Three of a Kind	3 to 1	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1