



RULES OF PLAY:

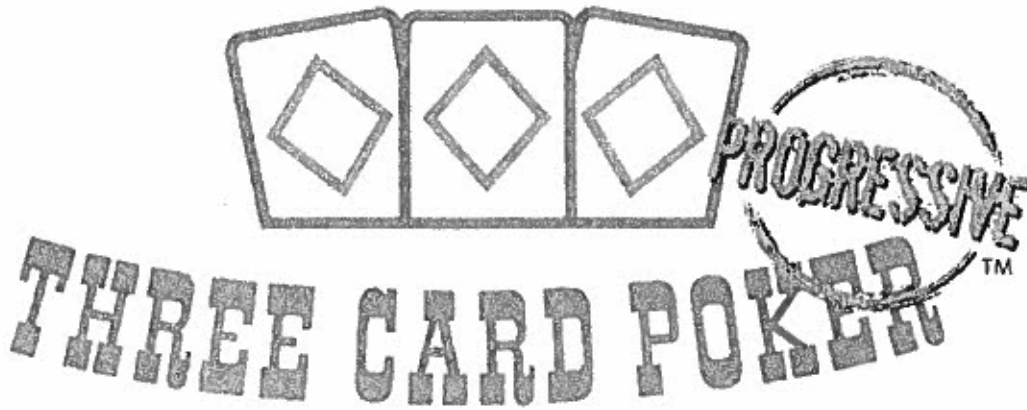
1. Let It Ride Progressive is an optional progressive side bet.
2. The bet considers the best hand possible among the player's 3 cards in their hand. This bet does not consider the 2 community cards.
3. The paytables shown have been designed to work on a link with different games all linked together. These paytables all define a 3 card winning hand from a standard 52 card deck
4. Sample Paytable below:

Hand	Paytable 1* (Quick Hit)	Paytable 2* (Quick Hit)	Envy (both paytables)
AKQ Spades	100%	100%	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	\$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	
*Original Wager is NOT Returned			
Seed amount**	\$1,000	\$1,000	
House advantage	22.33%	22.85%	
Hit frequency	3.72%	0.45%	
Probability of top payout	22,100 to 1	22,100 to 1	
Top payout average**	\$4,000	\$5,000	
**Reflects a \$1 wager. All numbers multiply up for a larger wager.			

5. 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.
6. 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.
7. 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.
8. The dealer then follows house procedures for dealing the regular game.
9. The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
10. 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.

11. 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. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**
- 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.



RULES OF PLAY:

1. Three Card Poker Progressive is an optional progressive side bet.
2. The bet considers the best hand possible among each individual player's cards.
3. Sample Paytable below:

Hand	Paytable 1*	Paytable 2*	Envy (both paytables)
AKQ Spades	100%	100%	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	\$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	
*Original Wager is NOT Returned			
Seed amount**	\$1,000	\$1,000	
House advantage	22.33%	22.85%	
Hit frequency	3.72%	0.45%	
Probability of top payout	22,100 to 1	22,100 to 1	
Top payout average**	\$4,000	\$5,000	
**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 "START GAME" 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 will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (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 will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. 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. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped 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. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**

- 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.