

## Nexus Multi Game Link Progressive – Version 22

### RULES OF PLAY:

1. *3 Shot Poker* offers an optional or mandatory Progressive wager based on the properties internal controls (IC).
2. The Progressive wager considers player's two cards, and the three "community cards" that are flopped before the player's two cards are delt.
3. The Multi Game Link Paytable shown is an example, this is designed to work on a link with different games all linked together. These paytables all define a 5-card winning hand from a standard 52 card deck.

Hand	Payout	**Envy
Royal Flush - Spades	100% Mega	\$5,000
Royal Flush - Other	100% Major	\$2,000
Straight Flush	100% Minor	\$1,000
Four of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
*Original Wager is NOT Returned		
** Based on a \$5 Wager, Envy amounts scale with wager amount		

4. All pays from these progressive paytables only consider 5 cards. That is, the player's two cards, and the 3 flop cards.
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, each player must place a required 1st Shot wager. They may also place an optional 5 Shot wager and/or progressive wager at this time. All wagers must be placed before any cards are dealt.
7. Once all players place their bets, the dealer will slide "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.
8. The dealer then follows house procedures for dealing the regular game. After all wagers have been placed, the dealer will deal two cards facedown to each player and three community cards face down. After examining their cards players must either place a 2<sup>nd</sup> Shot and a 3<sup>rd</sup> Shot wager equal to their 1st Shot wager, or fold and forfeit their 1<sup>st</sup> Shot wager. 5 Shot wagers will remain in play even if the player folds.

9. The dealer reconciles the standard wager, bonus wagers, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for the progressive payouts. 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, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay others players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
- 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 will then press the "Hit Jackpot" button.
- f. The dealer shall then contact a supervisor.
- g. Once the casino verifies the progressive win, the supervisor will press the "Pay Jackpot" 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.)
- h. Once the dealer has reconciled all action, they slide "END GAME". This resets the system to begin the next hand.
- i. 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.

11. Envy Bonus:

- a. A player making the progressive 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 wager 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 players 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.