



RULES OF PLAY:

1. Three Card Poker Bad Beat Progressive features an optional \$1 progressive bet.
2. The bet wins if the player is involved in a bad-beat with the dealer.
 - a. The bet wins if the player and dealer each have a pair or better, and they do not tie.
 - b. The payout is based on the lowest hand.
3. A sample payable is below:

Bad Beat Hand	TCP-BBP01*	Envy Bonus
7 High Straight Flush or Better	100% of meter	\$1,000
Straight Flush	25% of meter	\$250
3 of a Kind	\$2,000	\$50
Straight	\$50	
Flush	\$20	
Pair	\$4	
*Original Wager is NOT Returned		
Seed amount		\$10,000
House advantage		24.4%
Hit frequency		6.59%
Probability of top payout		514,000 to 1
Top payout average		\$105,000

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 standard Three Card Poker wagers and their \$1 progressive wager. Players must place 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 "LOCK OUT" 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 Three Card Poker.
8. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable. If the player's hand doesn't qualify for payouts, the dealer removes the cards. The sensor will stay illuminated—this enables Envy Bonus payouts.
 - a. If a player's hand triggers an envy payout, the dealer will leave it face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
 - b. The dealer pays any Envy Bonuses at the end of the round. If at least one player is involved in a qualifying bad beat, all players that made the progressive bet win. See payable for payout. In the event more than one player is involved in a qualifying bad beat, then all players with win multiple payouts.
 - c. A player cannot win Envy Bonuses for his own hand.
9. Progressive winners:
 - a. The top two bad beat hands pay a percentage of the progressive jackpot.
 - b. Other bad beat hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive hand hits during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players.
 - d. When a player has a progressive winner, the dealer should immediately call for a floor supervisor.
 - e. Once the casino verifies a progressive wager, the dealer shall press the appropriate hand button on the keypad (e.g. 9 High Straight Flush or Straight Flush), the position that won, and then press "Enter." This will deduct the appropriate amount from the meter.
 - f. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
 - g. If the dealer enters the wrong information, he can press, "Undo." This will cancel the previous function.
 - h. If the dealer makes a mistake during the round that kills the hand, he presses, "Misdeal."