



RULES AND DEALING PROCEDURES

What The Flush! features head-to-head play against the dealer and optional Flush Rush and Super Flush Rush bonus bets. Players are dealt packets of 7 cards, and the dealer is dealt a packet of 8 cards. Deuces (two-valued cards) are always wild and can be used as whatever suit helps form the best hand.

If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h.

Copied hands push.

Ace will be the highest card in the flush.

Rules and Dealing Procedures

1. Set the i-Deal shuffler to What The Flush!
2. To begin the game, players make an Ante wager. Players may also make the Flush Rush and Super Flush Rush bonus bets. See payable for odds.
3. The dealer, working clockwise from their left to their right, gives each player a packet of 7 cards and themselves a packet of 8 cards.
 - a. If using a shuffler that does not have the game definition already programmed in the software, use the following delivery method:
 - i. Dealer working clockwise from their left to their right, will give each player a packet of seven cards, they will then bring out two packets of seven cards for the dealer. They will then burn the top card of the second packet and use next card as the card turned face-up.
4. The dealer then presses the green button on the i-Deal to dispense all the remaining cards and begin shuffling the next deck.
5. The dealer will then turn over their bottom card. If it is a wild card, it will be tossed out of the hand, and the dealer will play with 7 cards. If it is not a wild, it will remain exposed.

6. Players look at their hands and have a choice:
 - a. Fold or stay in the game by making a Play bet of;
 - 1x their Ante if they have a 4 card flush or less
 - Up to 2x their Ante if they have a 5 card flush
 - Up to 3x their Ante if they have a 6 card flush or more
 - b. The Flush Rush and Super Flush Rush bonus wagers (if played) are always in action. If the player folds, the dealer will pick up the players Ante wager and tuck the cards face down under the player's bonus wager that's closest to the dealer. All folded hand bonus wagers will be resolved at the end of each hand along with the remaining active hands.
7. The dealer then reveals their hand and sets their longest flush hand.
8. The dealer, working counter-clockwise from right to left, compares their hand with the hand of each player that stayed in the game.
 - a. If the player's hand beats the dealer's hand, the Ante and Play bet will be paid even money.
 - b. If the player's hand ranks less than the dealer's hand, the Ante and Play will lose.
 - c. If the player's and dealer's hand result in a tie, then both the Ante and Play will result in a push.
9. Players win the Flush Rush bonus bet if they can make a five-card flush or better, even if they lose to the dealer. Sample payable below:

Hand	Pays
7-Card Flush	200 to 1
6-Card Flush	50 to 1
5-Card Flush	4 to 1

10. Players win the Super Flush Rush bonus bet if they can make a four-card straight flush or better, even if they lose to the dealer. Sample payable below:

Hand	Pays
7-Card Straight Flush	200 to 1
6-Card Straight Flush	50 to 1
5-Card Straight Flush	20 to 1
4-Card Straight Flush	5 to 1