

High Card Flush Progressive – Version 7

Rules of Play

Introduction

High Card Flush Progressive - Version 7 is a house-banked game played with a standard 52-card deck. The object of High Card Flush Progressive - Version 7 is to predict if the player's 7-card hand will have a higher-ranked hand than the dealer's 7-card hand. High Card Flush - Version 7 also contains optional side wagers that are not dependent on the base game's outcome.

When comparing two hands, the first criteria for deciding a victor is finding which hand has a higher maximum Flush count. A Flush count refers to the total number of cards that make up a Flush. If this first criteria results in a tie, then the player and dealer compare the highest card in their largest Flush, with Ace high. If the highest card is equal between both hands, then the second highest is compared, then third, and so forth until a resolution has been made, or all cards have been compared and both hands are deemed equivalent.

Rules of Play

To begin each round, the player places an Ante wager and may* place any available optional side wagers. The optional side wagers are the Flush Bonus, Straight Flush Bonus, Straight Flush Progressive, Straight Flush Progressive with Envy Pays, Straight Flush Multi-Level Progressive, and Straight Flush Dynamic Progressive.

Envy Pays

To qualify for an Envy Pay, at least one player must win a qualifying progressive award. If enabled, all other players who had placed a progressive side wager in that round will receive the listed Envy Pay. Players cannot receive an Envy Pay on their own hand.

Dynamic Pays

In each game round, a random number of fixed-pay hands are selected to receive temporary increased payouts. The number of hands to receive a Dynamic Pay is based on the paytable being used. Either one to two hands if there 3 total fixed-pay hands in the paytable or one to three hands if there are 4 total fixed-pay hands in the paytable. The number of hands to receive a Dynamic Pay is chosen uniformly at random. The hands selected to receive a Dynamic Pay are chosen randomly without replacement. Each hand selected to receive a Dynamic Pay is assigned one of 10 possible Dynamic Pays, chosen at random with equal probability. After the round, all Dynamic Pays reset to their default values.

Operators choose which optional side wager(s) they will offer and set all minimum and maximum wagering limits. None of these wagers are required to be the same amount.

Once all wagers are placed, each player and the dealer receive seven cards facedown and the main game begins. After examining their cards, each player must either fold their hand and surrender their Ante wager or place a Raise wager. The Raise wager can be:

- Up to 1x the Ante wager if the player's hand contains a 2, 3, or 4-card flush
- Up to 2x the Ante wager if the player's hand contains a 5-card flush
- Up to 3x the Ante wager if the player's hand contains a 6 or 7-card flush.

If the player elects to fold with a side wager placed for this round, the folded hand is tucked under the side bet, to be evaluated after the main game is finished.

Once all players have acted on their hands, the dealer's hand is revealed and compared to each player's hand. The dealer must have at least a 9-high, 3-card flush to qualify.

- If the dealer's hand **does not** qualify:
 - The Ante wager is paid 1 to 1, and the Raise wager is pushed.
- If the dealer's hand **does** qualify, each hand is evaluated as follows:
 - If the player beats the dealer, the Ante and Raise wagers are paid 1 to 1.
 - If the player loses to the dealer, the Ante and Raise wagers are lost.
 - If the player and dealer tie, the Ante and Raise wagers are pushed.

Once the main game is completed, all side wagers are then evaluated and resolved.

* - The operator may also choose to make the progressive side wager(s) mandatory with all Ante wagers.

Paytables

The additional paytables included in High Card Flush Progressive – Version 7 are as follows:

Straight Flush Progressive Side Bet Paytables

Highest Straight Flush	Paytable	
	PT-BJS- HCF-SF-07	PT-BJS- HCF-SF- 08a/b
7-Card	100% Prog	100% Prog
6-Card	10% Prog	100% Prog
5-Card	\$250	\$250
4-Card	\$50	\$50
3-Card	\$3	\$3

Straight Flush Progressive Side Bet Paytables Continued

Highest Straight Flush	Paytable ID PT-BJS-HCF-SF-09
7-Card or 6-Card Ace High	100% Prog
6-Card (King High or Lower)	10% Prog
5-Card	\$250
4-Card	\$50
3-Card	\$3

Straight Flush Progressive Side Bet w/ Envy Pays Paytables

Highest Straight Flush	Paytable ID PT-BJS-HCF-SF-E04	
	Pay	Envy Pay
7-Card	100% Prog	\$200
6-Card	100% Prog	\$200
5-Card	\$250	N/A
4-Card	\$40	N/A
3-Card	\$3	N/A

Straight Flush Progressive Side Bet w/ Envy Pays Paytables Continued

Highest Straight Flush	Paytable ID PT-BJS-HCF-SF-E05	
	Pay	Envy Pay
7-Card or 6-Card Ace High	100% Prog	\$250
6-Card (King High or Lower)	10% Prog	N/A
5-Card	\$250	N/A
4-Card	\$50	N/A
3-Card	\$3	N/A

****Notes**

1. All Straight Flush Progressive pays and Straight Flush Progressive with Envy pays are “for 1.”
2. Only the highest qualifying hand is paid.
3. An Ace may be used as either the lowest or highest rank of the suit. The paytables are based on a \$1 wager. If the progressive is configured with a different base wagering amount, the seed/reseed, player pays, and *Envy* pays should be multiplied accordingly.

Straight Flush Multi-Level Progressive Side Bet Paytables

Highest Result	Paytable ID PT-PRG-HCF-MLP-01
7-Card Straight Flush	100% Lv. 1 Prog
6-Card Straight Flush	100% Lv. 2 Prog
5-Card Straight Flush	\$250
4-Card Straight Flush	\$50
3-Card Straight Flush	\$3

Straight Flush Multi-Level Progressive Side Bet Paytables Continued

Highest Result	Paytable ID PT-PRG-HCF-MLP-03
7-Card or 6-Card Ace High Straight Flush	100% Lv. 1 Prog
6-Card (King High or Lower) Straight Flush	100% Lv. 2 Prog
5-Card Straight Flush	\$250
4-Card Straight Flush	\$50
3-Card Straight Flush	\$3

****Notes**

1. All Straight Flush Multi-Level Progressive pays are “for 1.” The progressive wager is not returned.
2. Only the highest qualifying hand is paid.
3. Each 100% level is a separate meter and configuration.
4. The paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed and pays should be multiplied accordingly.

Straight Flush Dynamic Progressive Side Bet Paytables

Highest Straight Flush	Paytable ID PT-PRG-HCF-D01a/b										
	Default Pays	Dynamic Pays									
7-Card	100% Prog	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
6-Card	\$500	\$750	\$1000	\$1500	\$2000	\$2500	\$3000	\$3500	\$4000	\$4500	\$5000
5-Card	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500
4-Card	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
3-Card	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Straight Flush Dynamic Progressive Side Bet Paytables Continued

Highest Straight Flush	Paytable ID PT-PRG-HCF-D02a/b/c										
	Default Pays	Dynamic Pays									
7-Card or 6-Card Ace High	100% Prog	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
6-Card King High or Lower	\$500	\$750	\$1000	\$1500	\$2000	\$2500	\$3000	\$3500	\$4000	\$4500	\$5000
5-Card	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500
4-Card	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
3-Card	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Straight Flush Dynamic Progressive Side Bet Paytables Continued

Highest Straight Flush	Paytable ID PT-PRG-HCF-D03										
	Default Pays	Dynamic Pays									
6-Card	100% Prog	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
5-Card	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
4-Card	\$10	\$15	\$20	\$30	\$40	\$50	\$60	\$70	\$80	\$90	\$100
3-Card	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

****Notes**

1. All Straight Flush Dynamic Progressive pays are “for 1.” The progressive wager is not returned.
2. Only the highest-ranking qualifying hand is paid, even if a higher-paying, but lower-ranking hand can be achieved.
3. For paytables PT-PRG-HCF-D01 and D02, one to three of the four fixed-pay hands will be randomly selected, and their default pays will be replaced with one of their ten *Dynamic Pay* options. The *Dynamic Pays* will be reset to default after each round.
4. For payable PT-PRG-HCF-D03 one to two of the three fixed-pay hands will be randomly selected, and their default pays will be replaced with one of their ten *Dynamic Pay* options. The *Dynamic Pays* will be reset to default after each round.
5. The paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed, default pays, and *Dynamic Pays* should be multiplied accordingly.

Progressive Configuration & Settings

Paytable ID	Initial Seed Value	Main Contribution	Reserve Contribution
PT-BJS-HCF-SF-07	\$30,000	23%	5%
PT-BJS-HCF-SF-08a	\$5,000	20%	8%
PT-BJS-HCF-SF-08b	\$2,500	25%	N/A
PT-BJS-HCF-SF-09	\$30,000	23%	5%
PT-BJS-HCF-SF-E04	\$5,000	27%	N/A
PT-BJS-HCF-SF-E05	\$30,000	23%	5%
PT-PRG-HCF-MLP-01 Lv. 1	\$50,000	7%	3%
PT-PRG-HCF-MLP-01 Lv. 2	\$5,000	9%	6%
PT-PRG-HCF-MLP-03 Lv. 1	\$10,000	7%	3%
PT-PRG-HCF-MLP-03 Lv. 2	\$5,000	9%	6%
PT-PRG-HCF-D01a	\$50,000	10%	2%
PT-PRG-HCF-D01b	\$50,000	12%	3%
PT-PRG-HCF-D02a	\$10,000	8%	4%
PT-PRG-HCF-D02b	\$10,000	11%	4%
PT-PRG-HCF-D02c	\$10,000	7%	3%
PT-PRG-HCF-D03	\$2,000	10%	N/A