

# PERFECT PROGRESSIVE PAIRS™

## RULES OF PLAY

*Nevada*



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## Game Description

*Perfect Pairs Progressive* is an optional progressive wager for standard Blackjack and Blackjack-variant games using 2-8 standard 52-card decks. Players win if their first two cards are a winning event based on the corresponding payable. Certain hands include the dealer's up-card, along with the player's first two cards, to form a 3-card hand. The outcome of the *Perfect Pairs Progressive* is not dependent on the base game's outcome.

## Rules of Play

1. To begin each round, players must place a base game wager and may place any available optional bonus wagers.
2. After all wagers have been placed, two cards are dealt to each player face-up and two cards are dealt to the dealer, one face-up and one face-down, per standard Blackjack or main game dealing procedures.
3. The dealer then reconciles all *Perfect Pairs Progressive* wagers based on the player's first two cards and, if applicable, the dealer's up-card. Players win if their hand (using the dealer's up-card in certain scenarios) achieves a winning event based on the corresponding paytables in Appendix A – D.
  - a. 2-card hands (i.e., *Pairs*) are based on the player's first two cards ONLY.
  - b. 3-card hands (i.e., *Three-of-a-Kind*) use the dealer's up-card.
4. Once the *Perfect Pairs Progressive* wagers are reconciled, the Blackjack game is played to completion, following standard or main game rules and procedures

## Appendix A

### Perfect Pairs Progressive (2 Decks)

Hand	PT-PRG-PP-14
3 Red Aces <sup>1</sup>	100%
3 Aces <sup>1</sup>	\$200
Three-of-a-Kind	\$20
Perfect Pair	\$10
Colored Pair	\$8
Mixed Pair	\$5

Hand	PT-PRG-PP-15
2 Perfect Aces <sup>1</sup> + Colored Ace <sup>1</sup>	100%
3 Aces <sup>1</sup>	\$200
Perfect Pair (Suit Specific)	\$20
Perfect Pair	\$15
Colored Pair	\$10
Mixed Pair	\$4

Hand	PT-PRG-PP-16
2 Perfect Aces <sup>1</sup> (Suit Specific) + Colored Ace <sup>1</sup>	100%
Perfect Aces <sup>1</sup> (Suit Specific)	\$200
Perfect Aces <sup>1</sup>	\$100
Perfect Pair	\$15
Colored Pair	\$10
Mixed Pair	\$4

### Alternate Ranks

<sup>1</sup> The operator may choose one alternate rank in place of the Aces. Each relevant hand in that payable must use the same chosen rank. For example, if *Kings* was the chosen rank in payable 15, the top two hands would be: 2 *Perfect Kings* + *Colored King* and 3 *Kings*.

### Notes

1. All pays are "for 1." The progressive wager is not returned.
2. Only the highest qualifying hand is paid.
3. *Mixed Pair* is a pair made up of one red card and one black card.
4. *Colored Pair* is a pair made up of two cards of the same color.
5. *Perfect Pair* is a suited pair.
6. *Suit Specific* refers to the suit selected by the operator and displayed on the corresponding payable. For payable PT-PRG-PP-16, the same chosen suit will be used in both *Suit Specific* hands.
7. All 2-card hands use the player's first two cards only. 3-card hands also use the dealer's up-card.
8. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed and pays should be multiplied accordingly.

## Appendix B

### *Perfect Pairs Progressive (4, 5, 6, or 8 Decks)*

Hand	PT-PRG-PP-01	PT-PRG-PP-02	PT-PRG-PP-03a/b	PT-PRG-PP-04	PT-PRG-PP-13
3 Perfect Aces <sup>1</sup> (Suit Specific)	-	-	-	100%	-
3 Perfect Aces <sup>1</sup>	100%	100%	100%	\$2000	100%
Perfect Three-of-a-Kind	-	-	\$300	\$300	-
Perfect Aces <sup>1</sup> (Suit Specific)	\$200	\$200	-	-	\$200
Perfect Aces <sup>1</sup>	-	\$100	\$50	\$40	\$100
Perfect Pair (Suit Specific)	\$30	-	-	-	-
Perfect Pair	\$12	\$10	\$10	\$10	\$10
Colored Pair	\$8	\$6	\$8	\$8	-
Mixed Pair	\$3	\$4	\$4	\$4	\$5

Hand	PT-PRG-PP-05	PT-PRG-PP-06a/b	PT-PRG-PP-07a/b	PT-PRG-PP-08
3 Perfect Aces <sup>2</sup> or Kings <sup>2</sup> (Suit Specific)	-	-	-	100%
3 Perfect Aces <sup>2</sup> or Kings <sup>2</sup>	100%	100%	100%	\$1000
Perfect Three-of-a-Kind	-	-	\$300	\$300
Perfect Aces <sup>2</sup> (Suit Specific)	\$200	\$200	-	-
Perfect Aces <sup>2</sup>	-	\$100	\$50	\$40
Perfect Pair (Suit Specific)	\$30	-	-	-
Perfect Pair	\$10	\$10	\$10	\$10
Colored Pair	\$7	\$6	\$6	\$8
Mixed Pair	\$3	\$3	\$4	\$4

Hand	PT-PRG-PP-09	PT-PRG-PP-10	PT-PRG-PP-11a/b	PT-PRG-PP-12
3 Perfect Aces <sup>3</sup> , Kings <sup>3</sup> , or Queens <sup>3</sup> (Suit Specific)	-	-	-	100%
3 Perfect Aces <sup>3</sup> , Kings <sup>3</sup> , or Queens <sup>3</sup>	100%	100%	100%	\$1000
Perfect Three-of-a-Kind	-	-	\$300	\$300
Perfect Aces <sup>3</sup> (Suit Specific)	\$200	\$200	-	-
Perfect Aces <sup>3</sup>	-	\$100	\$50	\$40
Perfect Pair (Suit Specific)	\$30	-	-	-
Perfect Pair	\$10	\$10	\$10	\$10
Colored Pair	\$5	\$5	\$6	\$8
Mixed Pair	\$3	\$3	\$4	\$4

### *Alternate Ranks*

<sup>1</sup> The operator may choose one alternate rank in place of the *Aces* in paytables 1 – 4 and 13. Each relevant hand in that payable must use the same chosen rank. For example, if *Kings* was the chosen for payable 4, the relevant hands would be: 3 *Perfect Kings (Suit Specific)*, 3 *Perfect Kings*, and *Perfect Kings*.

<sup>2</sup> The operator may choose two alternate ranks in place of the *Aces* and *Kings* in paytables 5 – 8. Each relevant hand in that payable must use the same chosen ranks (or, if only one is required, the higher ranking of the 2). For example, if *Queens* and *Jacks* were chosen for payable 8, the relevant hands would be: 3 *Perfect Queens or Jacks (Suit Specific)*, 3 *Perfect Queens or Jacks*, and *Perfect Queens*.

<sup>3</sup> The operator may choose three alternate ranks in place of the *Aces*, *Kings*, or *Queens* in paytables 9 – 12. Each relevant hand in that payable must use the same chosen ranks (or, if only one is required, the highest ranking of the three). For example, if *Jacks*, *10's*, and *7's* were chosen for payable 12, the relevant hands would be: 3 *Perfect Jacks, 10's, or 7's (Suit Specific)*, 3 *Perfect Jacks, 10's or 7's*, and *Perfect Jacks*.

### **Notes**

1. All pays are “for 1.” The progressive wager is not returned.
2. Only the highest qualifying hand is paid.
3. *Mixed Pair* is a pair made up of one red card and one black card.
4. *Colored Pair* is a pair made up of two cards of the same color.
5. *Perfect Pair* is a suited pair.
6. Paytable 06b has a 3% Dealer Envy that is won when the 100% jackpot is achieved.
7. *Suit Specific* refers to the suit selected by the operator and displayed on the corresponding payable. For paytables PT-PRG-PP-01, 05, and 09, the same chosen suit must be used in both *Suit Specific* hands.
8. All 2-card hands use the player's first two cards only. 3-card hands also use the dealer's up-card.
9. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed and pays should be multiplied accordingly.

## Appendix C

### *Perfect Pairs Multi-Level Progressive (4, 5, 6, or 8 Decks)*

Hand	PT-PRG-PP-MLP-01	PT-PRG-PP-MLP-02
3 Perfect Aces <sup>1</sup> (Suit Specific)	100% Lv.1	100% Lv.1
3 Perfect Aces <sup>1</sup>	100% Lv.2	100% Lv.2
Perfect Three-of-a-Kind	100% Lv.3	\$300
Perfect Aces <sup>1</sup>	\$50	\$50
Perfect Pair	\$10	\$10
Colored Pair	\$8	\$8
Mixed Pair	\$4	\$4

Hand	PT-PRG-PP-MLP-04	
	Pays	Envy
3 Perfect Aces or Kings <sup>2</sup>	100% Lv.1	\$50
Perfect Three-of-a-Kind	100% Lv.2	-
Perfect Aces <sup>2</sup>	\$40	-
Perfect Pair	\$10	-
Colored Pair	\$8	-
Mixed Pair	\$5	-

#### *Alternate Ranks*

<sup>1</sup> The operator may choose one alternate rank in place of the *Aces* in paytables 1 – 4 and 13. Each relevant hand in that payable must use the same chosen rank. For example, if *Kings* was the chosen for payable 4, the relevant hands would be: *3 Perfect Kings (Suit Specific)*, *3 Perfect Kings*, and *Perfect Kings*.

<sup>2</sup> The operator may choose two alternate ranks in place of the *Aces* and *Kings* in paytables 5 – 8. Each relevant hand in that payable must use the same chosen ranks (or, if only one is required, the higher ranking of the 2). For example, if *Queens* and *Jacks* were chosen for payable 8, the relevant hands would be: *3 Perfect Queens or Jacks (Suit Specific)*, *3 Perfect Queens or Jacks*, and *Perfect Queens*.

<sup>3</sup> The operator may choose three alternate ranks in place of the *Aces*, *Kings*, or *Queens* in paytables 9 – 12. Each relevant hand in that payable must use the same chosen ranks (or, if only one is required, the highest ranking of the three). For example, if *Jacks*, *10's*, and *7's* were chosen for payable 12, the relevant hands would be: *3 Perfect Jacks, 10's, or 7's (Suit Specific)*, *3 Perfect Jacks, 10's or 7's*, and *Perfect Jacks*.

## Notes

1. All pays are “for 1.” The progressive wager is not returned.
2. Only the highest qualifying hand is paid.
3. *Mixed Pair* is a pair made up of one red card and one black card.
4. *Colored Pair* is a pair made up of two cards of the same color.
5. *Perfect Pair* is a suited pair.
6. Each 100% level is a separate meter and configuration.
7. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who had placed a progressive wager in that round will receive the listed Envy pay. Players cannot receive an Envy pay on their own hand.
8. *Suit Specific* refers to the suit selected by the operator and displayed on the corresponding payable.
9. All 2-card hands use the player’s first two cards only. 3-card hands, as noted in their description, also use the dealer’s up-card.
10. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed, pays, and *Envy* pays should be multiplied accordingly.

## Appendix D

### Perfect Pairs Dynamic Progressive (4, 5, 6, or 8 Decks)

Hand	PT-PRG-PP-D01a/b/c											
	Default Pays	Dynamic Pays										
3 Perfect Aces <sup>1</sup>	100%											
Perfect Three-of-a-Kind	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000	
Perfect Aces <sup>1</sup>	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500	
Perfect Pair	\$4	\$6	\$8	\$12	\$16	\$20	\$24	\$28	\$32	\$36	\$40	
Colored Pair	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20	

Hand	PT-PRG-PP-D02											
	Default Pays	Dynamic Pays										
3 Perfect Aces (Suit Specific) <sup>1</sup>	100%											
3 Perfect Aces <sup>1</sup>	\$500	\$750	\$1000	\$1500	\$2000	\$2500	\$3000	\$3500	\$4000	\$4500	\$5000	
Perfect Three-of-a-Kind	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000	
Perfect Aces <sup>1</sup>	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500	
Perfect Pair	\$4	\$6	\$8	\$12	\$16	\$20	\$24	\$28	\$32	\$36	\$40	
Colored Pair	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20	

Hand	PT-PRG-PP-D03a/b											
	Default Pays	Dynamic Pays										
3 Perfect Aces or Kings <sup>2</sup>	100%											
Perfect Three-of-a-Kind	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000	
Perfect Aces <sup>2</sup>	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500	
Perfect Pair	\$4	\$6	\$8	\$12	\$16	\$20	\$24	\$28	\$32	\$36	\$40	
Colored Pair	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20	

Hand	PT-PRG-PP-D04a/b											
	Default Pays	Dynamic Pays										
3 Perfect Aces, Kings, or Queens <sup>3</sup>	100%											
Perfect Three-of-a-Kind	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000	
Perfect Aces <sup>1</sup>	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500	
Perfect Pair	\$4	\$6	\$8	\$12	\$16	\$20	\$24	\$28	\$32	\$36	\$40	
Colored Pair	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20	



Hand	PT-PRG-PP-D05										
	Default Pays	Dynamic Pays									
3 Perfect Aces or Kings (Suit Specific) <sup>2</sup>	100%										
3 Perfect Aces or Kings <sup>2</sup>	\$500	\$750	\$1000	\$1500	\$2000	\$2500	\$3000	\$3500	\$4000	\$4500	\$5000
Perfect Three-of-a-Kind	\$100	\$150	\$200	\$300	\$400	\$500	\$600	\$700	\$800	\$900	\$1000
Perfect Aces <sup>2</sup>	\$50	\$75	\$100	\$150	\$200	\$250	\$300	\$350	\$400	\$450	\$500
Perfect Pair	\$4	\$6	\$8	\$12	\$16	\$20	\$24	\$28	\$32	\$36	\$40
Colored Pair	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

### Alternate Ranks

<sup>1</sup> The operator may choose one alternate rank in place of the *Aces* in paytables 1 – 4 and 13. Each relevant hand in that payable must use the same chosen rank. For example, if *Kings* was the chosen for payable 4, the relevant hands would be: *3 Perfect Kings (Suit Specific)*, *3 Perfect Kings*, and *Perfect Kings*.

<sup>2</sup> The operator may choose two alternate ranks in place of the *Aces* and *Kings* in paytables 5 – 8. Each relevant hand in that payable must use the same chosen ranks (or, if only one is required, the higher ranking of the 2). For example, if *Queens* and *Jacks* were chosen for payable 8, the relevant hands would be: *3 Perfect Queens or Jacks (Suit Specific)*, *3 Perfect Queens or Jacks*, and *Perfect Queens*.

<sup>3</sup> The operator may choose three alternate ranks in place of the *Aces*, *Kings*, or *Queens* in paytables 9 – 12. Each relevant hand in that payable must use the same chosen ranks (or, if only one is required, the highest ranking of the three). For example, if *Jacks*, *10's*, and *7's* were chosen for payable 12, the relevant hands would be: *3 Perfect Jacks, 10's, or 7's (Suit Specific)*, *3 Perfect Jacks, 10's or 7's*, and *Perfect Jacks*.

### Notes

1. All 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. *Mixed Pair* is a pair made up of one red card and one black card.
4. *Colored Pair* is a pair made up of two cards of the same color.
5. *Perfect Pair* is a suited pair.
6. *Suit Specific* refers to the suit selected by the operator and displayed on the corresponding payable.
7. All 2-card hands use the player's first two cards only. 3-card hands also use the dealer's up-card.
8. For paytables PT-PRG-PP-D01, D03, and D04, each round, 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. *Dynamic Pays* will be reset to default after each round.
9. For paytables PT-PRG-PP-D02 and D05, each round, one to four of the five fixed-pay hands will be randomly selected, and their default pays will be replaced with one of their ten *Dynamic Pay* options. *Dynamic Pays* will be reset to default after each round.
10. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed, default pays, and *Dynamic Pays* should be multiplied accordingly.

## Appendix F

### Example Layouts

