

Rules of Play

Deuces Wild Xtreme is a table poker-based game using a 53-card deck with a Joker, where the Joker and all Deuces are fully wild cards. The object of the game is for players to have a higher five-card Poker hand than the dealer. *Deuces Wild Xtreme* also contains optional bonus wagers which are independent on the base game's outcome, meaning the side wager is active even if the player folds or the dealer's hand outranks.

The game begins with each player placing equal *Ante* and *Odds* wagers and may also place any available optional bonus wagers: Bad Beat Xtreme, Trips Plus Wild, Goin' Wild, Goin' Wild Progressive, and Too Wild Progressive.

After the wagers are placed, five (5) face-down cards are dealt to the dealer and all players. Each player examines their hand and must then choose to fold or place a *Play* wager equal to twice their *Ante* wager. The player's optional bonus wagers remain active even if they decide to fold, but still forfeit their *Ante* and *Odds* wagers.

If any players place the *Play* wager, the dealer reveals their hand and compares it to each player's hand. The hands are ranked in the following order where ties are resolved in typical poker fashion and are not broken based on whether they are *Wild* or *Natural*:

1. Five Wilds
2. Royal Flush
3. Five-of-a-Kind
4. Straight Flush
5. Four-of-a-Kind
6. Full House
7. Flush
8. Straight
9. Three-of-a-Kind
10. Two Pair
11. Pair
12. High Card

If the player beats the dealer, the *Ante* and *Play* wagers are paid 1 to 1 and the *Odds* wagers are paid according to the payable in Table 1 below. If the player's and dealer's hands tie, then the *Ante*, *Play*, and *Odds* wagers push, and are not broken based on whether they are *Wild* or *Natural*. If the player folds or the dealer's hand outranks the player's, the *Ante*, *Play*, and *Odds* wagers are lost.

Table 1 – *Odds* – Paytable

Hand	PT-FLT-DWHF-ODS-01
<i>Five Wilds</i>	1000 to 1
<i>Royal Flush</i>	50 to 1
<i>Five-of-a-Kind</i>	10 to 1
<i>Straight Flush</i>	9 to 1
<i>Four-of-a-Kind</i>	4 to 1
<i>Full House</i>	3 to 1
<i>Flush</i>	2 to 1
<i>Straight</i>	1 to 1
<i>Other</i>	Push

All side wagers are resolved after the base wagers. The rules for each are described and their payable(s) listed in their associated section below.

Bad Beat Xtreme

The *Bad Beat Xtreme* side wager wins if the losing hand between the player and the dealer is a Three-of-a-Kind or better. If the hands tie, the side wager loses. The wager is paid based on the losing hand's ranking. See payable in Table 2 below.

Table 2 – *Bad Beat Xtreme* – Paytables

Losing Hand	PT-FLT-DWHF-BBX-	PT-FLT-DWHF-BBX-	PT-FLT-DWHF-BBX-
	01	02	03
<i>Royal Flush</i>	10000 to 1	500 to 1	500 to 1
<i>Five-of-a-Kind</i>	10000 to 1	500 to 1	500 to 1
<i>Straight Flush</i>	5000 to 1	500 to 1	500 to 1
<i>Four-of-a-Kind</i>	500 to 1	500 to 1	300 to 1
<i>Full House</i>	400 to 1	400 to 1	200 to 1
<i>Flush</i>	300 to 1	300 to 1	100 to 1
<i>Straight</i>	100 to 1	100 to 1	50 to 1
<i>Three-of-a-Kind</i>	9 to 1	9 to 1	15 to 1

Trips Plus Wild

The *Trips Plus Wild* side wager wins if the player's hand is a Three-of-a-Kind or better. This bet is independent of the base game outcome and is evaluated as a *Natural Outcome* or a *Wild Outcome*. The *Natural Outcome* ignores the Joker and treats Deuces as non-wild. The *Wild Outcome* considers both

Jokers and Deuces as wild cards. Whichever of the two outcomes is higher is used as the result for determining the pay. See paytables in Tables 3a – b below. Note that Five Wilds and Five-of-a-Kind hand-types cannot be achieved naturally without a wild card.

Table 3a – *Trips Plus Wild* – Paytables

Hand	PT-FLT-DWHF- TPW-01		PT-FLT-DWHF- TPW-02		PT-FLT-DWHF- TPW-03	
	Natural	Wild	Natural	Wild	Natural	Wild
<i>Five Wilds</i>	-	2000 to 1	-	2000 to 1	-	2000 to 1
<i>Royal Flush</i>	1000 to 1	100 to 1	1000 to 1	100 to 1	1000 to 1	90 to 1
<i>Straight Flush</i>	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	25 to 1
<i>Five-of-a-Kind</i>	-	100 to 1	-	100 to 1	-	70 to 1
<i>Four-of-a-Kind</i>	90 to 1	6 to 1	90 to 1	6 to 1	60 to 1	6 to 1
<i>Full House</i>	40 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
<i>Flush</i>	30 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
<i>Straight</i>	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
<i>Three-of-a-Kind</i>	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1

Table 3b – *Trips Plus Wild* – Paytables (cont'd)

Hand	PT-FLT-DWHF- TPW-04		PT-FLT-DWHF-TPW-05		PT-FLT-DWHF-TPW-06	
	Natural	Wild	Natural	Wild	Natural	Wild
<i>Five Wilds</i>	-	2000 to 1	-	500 to 1	-	2000 to 1
<i>Royal Flush</i>	1000 to 1	70 to 1	400 to 1	70 to 1	1000 to 1	60 to 1
<i>Straight Flush</i>	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1
<i>Five-of-a-Kind</i>	-	60 to 1	-	60 to 1	-	50 to 1
<i>Four-of-a-Kind</i>	50 to 1	6 to 1	50 to 1	6 to 1	40 to 1	6 to 1
<i>Full House</i>	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
<i>Flush</i>	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
<i>Straight</i>	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
<i>Three-of-a-Kind</i>	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1

Goin' Wild

The *Goin' Wild* side wager wins if the player's hand contains a Joker or at least two (2) wild cards. This bet is independent of the base game outcome. See payable in Table 4 below.

Table 4 – *Goin' Wild* – Paytables

Hand	PT-FLT-TW-GW-01	PT-FLT-TW-GW-02
<i>4 Wilds</i>	1000 to 1	500 to 1
<i>3 Wilds</i>	40 to 1	50 to 1
<i>2 Wilds</i>	5 to 1	6 to 1
<i>Joker</i>	4 to 1	3 to 1

Goin' Wild Progressive

The *Goin' Wild Progressive* side wager wins if the player's hand contains at least two (2) wild cards. This bet is independent of the base game outcome and the jackpot wager is not returned. If the player's hand contains four (4) Deuces, a progressive is won. See payable in Table 5 below.

Table 5 – *Goin' Wild Progressive* – Paytables

Hand	PT-PRG-TW-GW-01	PT-PRG-TW-GW-02
4 Deuces	100% of progressive	100% of progressive
4 Wilds	1000 for 1	500 for 1
3 Deuces	100 for 1	100 for 1
3 Wilds	50 for 1	50 for 1
2 Deuces	5 for 1	5 for 1
2 Wilds	3 for 1	4 for 1

Too Wild Progressive

The *Too Wild Progressive* side wager wins if the player's hand is a Straight or better. This bet is independent of the base game outcome and the jackpot wager is not returned. See payable in Table 6 below.

Table 6 – *Too Wild Progressive* – Paytable

Hand	PT-PRG-DWHF-DWP-01
Five Wilds	100% of progressive
Natural Royal Flush	10% of progressive
Wild Royal Flush	200 for 1
Five-of-a-Kind	150 for 1
Straight Flush	50 for 1
Four-of-a-Kind	10 for 1
Full House	9 for 1
Flush	8 for 1
Straight	5 for 1