flip~it

RULES OF PLAY

flip~it is a table game played with an eight standard 52 card decks plus 24 Jokers. Flip-it is continuous game play based on four displayed cards in which players make wagers that are won or lost after the flip of the fifth card.

To begin, four cards are dealt face up on the designated area of the layout. If a Joker is one of these four cards, it is discarded and a new card is dealt to replace it until all four cards are non-Jokers. Players may then place wagers on the Inside bets, Call It bets and/or the Bonus bet.

After all wagers have been made, a fifth card (Flip-it) will be dealt face up and used to resolve all wagers. If a Joker is the Flip-it card, all bets are automatically lost.

The Inside bets are Red, Black, Odd, Even, High and Low. Red bets wins if the Flip-it card suit is a Diamond or Heart. Black bets wins if the Flip-it card suit is a Spade or Club. Odd bets win if the Flip-it card is 3, 5, 7, 9, Jack or King. Even bets win if the Flip-it card is 2, 4, 6, 8, 10 or Queen. High bets win if the Flip-it card is between 8 through King. Low bets win if the Flip-it card is between 2 through 7. Ace is not considered low, high, odd or even. Winning Inside bets pay even money.

The Call It bet is wagering on what the exact rank of the Flip-it card will be. Players may only bet on card values of 2 through King. If an Ace is the Flip-it card, Call It bets are lost. Winning Call It bets are paid 10:1 or 12:1.

The Bonus bet is only available when there is a pair or four cards to a royal flush in the four face up cards. The player will not be paid for a hand that was present in the initial four cards. Players are only paid for five card poker hands if they were formed using the Flip-it card. The Bonus bet pays according to the paytables below:

| Hand | Paytable 1 | Paytable 2 |
|-----------------|------------|------------|
| Royal Flush | 50 to 1 | 50 to 1 |
| Five-of-a-Kind | 12 to 1 | 14 to 1 |
| Four-of-a-Kind | 7 to 1 | 7 to 1 |
| Three-of-a-Kind | 6 to 1 | 6 to 1 |
| Full House | 5 to 1 | 5 to 1 |
| Two Pair | 2 to 1 | 2 to 1 |

At the end of each round, if the Flip-it card was a Joker, the four face up cards will remain the same for the next round of play. If the Flip-it card is any other rank, the face up card in the first position will be discarded and all other face up cards will move over one spot. The Flip-it card will then become the fourth face up card used for the next round of play.