

# RULES OF PLAY

Nevada Modification



DISTINCTIVELY DIFFERENT

## **Modification Description**

4/6/22

This modification is to allow operators the option to require that the progressive wager(s) be mandatory with every *Ante* wager in order to play in that round. No changes to rules or paytables are necessary.

### **Progressive Wagers**

The operator may choose, at their discretion, to make the progressive wager(s) mandatory with all *Ante* wagers.

# Straight Flush Progressive

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on the corresponding paytable in Appendix A.

#### Appendix A

# Straight Flush Progressive

Hand	PT-BJS- HCF-SF- 01	PT-BJS- HCF-SF- 02	PT-BJS- HCF-SF- 03a/b	PT-BJS- HCF-SF- 06a/b
7-Card Straight Flush	100%	100%	100%	100%
6-Card Straight Flush	10%	10%	100%	100%
5-Card Straight Flush	\$250	\$900	\$200	\$250
4-Card Straight Flush	\$40	\$50	\$40	\$40
3-Card Straight Flush	\$3		\$3	\$3

Hand	PT-BJS- HCF-SF- 04	PT-BJS- HCF-SF- 05	
7-Card or 6-Card Ace High Straight Flush	100%	100%	
6-Card (King High or Lower) Straight Flush	10%	10%	
5-Card Straight Flush	\$250	\$800	
4-Card Straight Flush	\$40	\$50	
3-Card Straight Flush	\$3		

Hand	PT-BJS-HCF-SF-E01		
Hally	Pays	Envy	
7-Card Straight Flush	100%	\$200	
6-Card Straight Flush	100%	\$200	
5-Card Straight Flush	\$200		
4-Card Straight Flush	\$40	5 -	
3-Card Straight Flush	\$3	-	

Hand	PT-BJS-HCF-SF-E02		PT-BJS-HCF-SF-E03	
	Pays	Envy	Pays	Envy
7-Card or 6-Card Ace High Straight Flush	100%	\$250	100%	\$250
6-Card (King High or Lower) Straight Flush	10%	-	10%	-
5-Card Straight Flush	\$250	- 1	\$800	_
4-Card Straight Flush	\$40		\$50	_
3-Card Straight Flush	\$3			_

#### Notes:

- 1. All pays are "for 1."
- Only the highest qualifying hand is paid.
   An Ace may be used as either the lowest or highest rank of the suit.
- Afface may be used as either the lowest of nightest rank of the suit.
   The above paytables are based off a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed, player pays, and Envy pays should be multiplied accordingly.