

POKER

Section

- 20:18:16:01 Definitions.**
- 20:18:16:02 Types of poker authorized.**
- 20:18:16:03 Ranking of cards in hands.**
- 20:18:16:04 Use of joker.**
- 20:18:16:05 Tie.**
- 20:18:16:06 Cards.**
- 20:18:16:07 Retail licensee to provide dealer.**
- 20:18:16:08 Shuffle and cut of the cards.**
- 20:18:16:09 Ante.**
- 20:18:16:10 The deal.**
- 20:18:16:11 The play -- Texas hold 'em.**
- 20:18:16:11.01 The play -- Omaha.**
- 20:18:16:11.02 The play -- Pineapple/Crazy Pineapple poker - high or high-low split.**
- 20:18:16:11.03 The play -- Super eight poker.**
- 20:18:16:12 The play -- Draw poker.**
- 20:18:16:13 The play -- Five-card stud poker.**
- 20:18:16:14 The play -- Seven-card low stud poker and seven-card high stud poker.**
- 20:18:16:15 The play -- Seven-card high-low split stud poker.**
- 20:18:16:15.01 The play -- Hold 'em eighty-eight.**
- 20:18:16:15.02 The play -- Three-card poker.**
- 20:18:16:15.03 The play -- Let it ride and let it ride bonus including three card optional side bet or progressive optional side bet.**
- 20:18:16:15.04 The play -- Phil 'em up poker.**
- 20:18:16:15.05 The play -- Caribbean stud poker.**
- 20:18:16:15.06 The play -- Bonus 6 poker.**
- 20:18:16:15.07 The play -- Twisted Pineapple poker.**
- 20:18:16:15.08 The play -- Texas Shootout poker, a variation of Texas Hold 'em poker.**
- 20:18:16:15.09 The play -- Silverado Stud poker.**
- 20:18:16:15.10 The play -- Four-Card poker.**
- 20:18:16:15.11 The play -- Hold 'em 212 poker.**

20:18:16:15.12 The play -- Texas Hold 'em Bonus poker.
 20:18:16:15.13 The play -- Heads Up Poker Challenge.
 20:18:16:15.14 The play -- Mississippi Stud with optional three card bonus.
 20:18:16:15.15 The play -- Ultimate Texas Hold'em.
 20:18:16:15.16 The play -- Pai Gow poker.
 20:18:16:15.17 Variations of the play -- Casino War.
 20:18:16:15.18 The play -- Fortune Pai Gow poker.
 20:18:16:15.19 The play -- Flushes Gone Wild.
 20:18:16:15.20 The play -- Hot Poker Spot.
 20:18:16:15.21 The play -- High Card Flush.
 20:18:16:15.22 The play -- Cover All Bonus.
 20:18:16:15.23 Variations of the play -- Dakota Duel Draw
 20:18:16:15.24 The play -- Run'em Twice Poker.
20:18:16:15.25 Variations of the play -- Heads Up Hold'em
 20:18:16:16 Rake offs.
 20:18:16:17 Operation of the game.
 20:18:16:18 Repealed.
 20:18:16:19 Dealing.
 20:18:16:19.01 Exposed final card in seven-card stud poker.
 20:18:16:20 Misdeal.
 20:18:16:21 Table stakes.
 20:18:16:22 Bypassed betting.
 20:18:16:22.01 Burn card procedure.
 20:18:16:23 Burned cards.
 20:18:16:24 Folding.
 20:18:16:25 Call or raise.
 20:18:16:26 Conceded hand.
 20:18:16:27 Procedure for calls.
 20:18:16:28 Apparent call.
 20:18:16:29 Fouled hand -- Short hands.
 20:18:16:30 Showdown.

20:18:16:31	Review of hands.
20:18:16:31.01	Exposing hand.
20:18:16:32	Award of pot.
20:18:16:32.01	Bad beat pots and pool pots.
20:18:16:33	Odd chips in ties.
20:18:16:34	Use of defective deck.
20:18:16:35	Faced card.
20:18:16:36	Time limit.
20:18:16:37	Posting of rules.
20:18:16:38	House game rules.
20:18:16:39	Player rules.
20:18:16:40	Maximum number of players.
20:18:16:41	Proposals for variations.
20:18:16:42	Changing dealers at poker tables.
20:18:16:43	Procedure for accepting cash at poker tables.
20:18:16:43.01	Procedure for accepting cash at house banked poker table.
20:18:16:43.02	Procedure for distribution of chips to house banked poker table.
20:18:16:43.03	Procedure for removing chips or coins from the house banked poker table.
20:18:16:44	Drop and count procedures.
20:18:16:44.01	Drop box requirements.
20:18:16:45	Shill procedures.
20:18:16:45.01	Restrictions on use of shills and proposition players.
20:18:16:46	Repealed.
20:18:16:46.01	Use of lammers.
20:18:16:46.02	Poker podium procedures.
20:18:16:47	Repealed.
20:18:16:48	Statistics.
20:18:16:49	The pickup.
20:18:16:50	Prohibited acts.
20:18:16:51	Player wagering on more than one box.
20:18:16:52	Tip bets.

20:18:16:53 Winning combination.

Variations of the Play -- Heads Up Hold'em. Heads Up Hold'em is a house-banked, poker-based game offering two versions based upon the outcome of the dealer's hand. Each version affects the outcome of the payment of the Ante and Odds wagers. The object of the Ante, Odds and Play wagers are for the player to have a higher-ranked poker hand than the dealer and are as played according to the following rules:

- (1) Standard, 52-Card deck used.
- (2) To begin each round, players must place equal Ante and Odds wagers and may place any available optional bonus wagers.
- (3) After examining their two face-down cards, each player must either:
 - (a) Raise wager equal to triple their Ante wager
 - (b) Check (meaning that they remain in the game but place no additional wager at this point)
- (4) Three community cards (aka the "flop") are exposed face-up.
- (5) Each player who previously did not place a Play wager may now:
 - (a) Make a Raise wager equal to or double their Ante wager
 - (b) Check (meaning that they remain in the game but place no additional wager at this point)
- (6) Two more community cards (aka "turn and river" cards) are exposed face-up.
- (7) Each player who did not place a Raise wager must now:
 - (a) Make a Raise wager equal to their Ante wager
 - (b) Fold, forfeiting their Ante and Odds wagers
- (8) The dealer's two cards are exposed. Using a total of each participant's seven cards (two pocket cards combined with five community cards), the dealer's best five-card hand is compared to each player's best five-card hand.
- (9) The dealer must have a qualifying hand of at least a minimum value (e.g. "Pair or Better").
- (10) Highest hand wins and the player's Ante, Odds and Raise wagers are paid or collected.
 - (a) If the dealer qualifies:
 - i. Ante wager is paid 1 to 1 on a player win and loses on a dealer win
 - ii. Raise wagers is paid 1 to 1 on a player win and loses on a dealer win
 - iii. Odds wager is paid according to the corresponding paytables below.
 1. The Bad Beat payout on the Odds wager is awarded when the dealer's hand is greater than the player's qualifying hand
 - (b) If the dealer does not qualify:
 - i. Ante wager will push

- ii. Raise wagers is paid 1 to 1 on a player win and loses on a dealer win
- iii. Odds wager is paid according to the corresponding paytables below.

Odds – Player Win

<u>Hand</u>	<u>PT-FLT- HUH-01</u>	<u>PT-FLT- HUH-03</u>
<u>Royal Flush</u>	<u>500</u>	<u>250</u>
<u>Straight Flush</u>	<u>50</u>	<u>50</u>
<u>Four-of-a-Kind</u>	<u>10</u>	<u>10</u>
<u>Full House</u>	<u>3</u>	<u>3</u>
<u>Flush</u>	<u>1.5</u>	<u>1.5</u>
<u>Straight</u>	<u>1</u>	<u>1</u>
<u>Other</u>	<u>Push</u>	<u>Push</u>

Odds – Bad Beat (Player Loss)

<u>Hand</u>	<u>PT-FLT- HUH-BB- 01</u>	<u>PT-FLT- HUH-BB- 02</u>	<u>PT-FLT- HUH-BB- 03</u>	<u>PT-FLT- HUH-BB- 04</u>	<u>PT-FLT- HUH-BB- 06</u>
<u>Straight Flush</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>250</u>
<u>Four-of-a-Kind</u>	<u>50</u>	<u>50</u>	<u>50</u>	<u>25</u>	<u>25</u>
<u>Full House</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>6</u>	<u>6</u>
<u>Flush</u>	<u>8</u>	<u>6</u>	<u>5</u>	<u>5</u>	<u>5</u>
<u>Straight</u>	<u>5</u>	<u>5</u>	<u>4</u>	<u>4</u>	<u>4</u>

Notes

1. All pays are "to 1."
 2. Only the highest qualifying hand is paid.
 3. Operators may post a maximum aggregate amount per round or per hand.
- (11) If the minimum qualifying hand is not obtained, the player's Ante wager is automatically a tie. All other wagers play as normal.
 - (12) Heads Up Hold'em also contains optional bonus wagers that are not dependent on the base game's outcome.
 - (13) Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits, all following bonus wager(s) are won according to the following rules:

- (a) Trips Plus -- Players win if their best 5-card hand, using the player's two pocket cards and the five community cards, achieves a winning event based on the following payable(s) below:

<u>Hand</u>	<u>PT-FLT- HUH-TP-01</u>	<u>PT-FLT- HUH-TP-02</u>	<u>PT-FLT- HUH-TP-03</u>	<u>PT-FLT- HUH-TP-04</u>
<u>Royal Flush</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
<u>Straight Flush</u>	<u>40</u>	<u>40</u>	<u>40</u>	<u>40</u>
<u>Four-of-a-Kind</u>	<u>30</u>	<u>30</u>	<u>30</u>	<u>30</u>
<u>Full House</u>	<u>9</u>	<u>8</u>	<u>8</u>	<u>7</u>
<u>Flush</u>	<u>7</u>	<u>6</u>	<u>7</u>	<u>6</u>
<u>Straight</u>	<u>4</u>	<u>5</u>	<u>4</u>	<u>5</u>
<u>Three-of-a-Kind</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Operators may post a maximum aggregate amount per round or per hand.

- (b) Pocket Bonus -- Players win if their 2-card hand (pocket cards) achieves a winning event based on the following payable(s) below:

<u>Hand</u>	<u>PT-FLT- HUH-PB-01</u>	<u>PT-FLT- HUH-PB-02</u>	<u>PT-FLT- HUH-PB-03</u>
<u>Pair of Aces</u>	<u>30</u>	<u>25</u>	<u>30</u>
<u>Ace-Face (Suited)</u>	<u>20</u>	<u>20</u>	<u>20</u>
<u>Ace-Face</u>	<u>10</u>	<u>10</u>	<u>10</u>
<u>Pair</u>	<u>5</u>	<u>5</u>	<u>4</u>

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Operators may post a maximum aggregate amount per round or per hand.

- (c) Heads Up Hold'em Progressive -- Players win if their best 5-card hand, using the player's two pocket cards and the five community cards, achieves a winning event based on the following payable(s) below:

<u>Hand</u>	<u>PT-BJS- HUH-5CP- 01</u>	<u>PT-BJS- HUH-5CP- 02</u>	<u>PT-BJS- HUH-5CP- 03</u>	<u>PT-BJS- HUH-5CP- 04</u>
<u>Flopped Royal Flush (Suit Specific)</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Flopped Royal Flush</u>	<u>10%</u>	<u>\$1,000</u>	<u>10%</u>	<u>100%</u>
<u>Royal Flush</u>	<u>10%</u>	<u>\$1,000</u>	<u>10%</u>	<u>\$1,000</u>
<u>Community Royal Flush</u>	<u>10%</u>	<u>\$1,000</u>	<u>10%</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>\$200</u>	<u>\$200</u>	<u>\$500</u>	<u>\$500</u>
<u>Four-of-a-Kind</u>	<u>\$50</u>	<u>\$50</u>	<u>\$100</u>	<u>\$100</u>
<u>Full House</u>	<u>\$10</u>	<u>\$10</u>	<u>\$10</u>	<u>\$10</u>
<u>Flush</u>	<u>\$5</u>	<u>\$5</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>PT-BJS- HUH-5CP- 05</u>	<u>PT-BJS- HUH-5CP- 06</u>	<u>PT-BJS- HUH-5CP- 07</u>	<u>PT-BJS- HUH-5CP- 08</u>
<u>Flopped Royal Flush (Suit Specific)</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Flopped Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Royal Flush</u>	<u>\$3,000</u>	<u>5%</u>	<u>100%</u>	<u>100%</u>
<u>Community Royal Flush</u>	<u>\$3,000</u>	<u>\$3,000</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>\$250</u>	<u>\$250</u>	<u>\$250</u>	<u>\$300</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>\$100</u>	<u>\$75</u>	<u>\$100</u>
<u>Full House</u>	<u>\$10</u>	<u>\$10</u>	<u>\$11</u>	<u>\$10</u>

<u>Hand</u>	<u>PT-BJS- HUH-5CP- 09</u>	<u>PT-BJS- HUH-5CP- 11</u>
<u>Flopped Straight Flush</u>	<u>100%</u>	<u>100%</u>
<u>Royal Flush</u>	<u>\$2,000</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>\$250</u>	<u>\$250</u>
<u>Four-of-a-Kind</u>	<u>\$50</u>	<u>\$50</u>
<u>Full House</u>	<u>\$7</u>	<u>\$10</u>
<u>Flush</u>	<u>\$5</u>	<u>\$5</u>

<u>Hand</u>	<u>PT-BJS- HUH-5CP-10</u>
<u>Royal Flush</u>	<u>100%</u>
<u>Community Royal Flush</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>\$250</u>
<u>Four-of-a-Kind</u>	<u>\$50</u>
<u>Full House</u>	<u>\$10</u>
<u>Flush</u>	<u>\$5</u>

<u>Hand</u>	<u>PT-BJS- HUH-5CP-12</u>
<u>Royal Flush</u>	<u>100%</u>
<u>Must-Hit-By \$250</u>	<u>100%</u>
<u>Community Royal Flush</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>\$300</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>
<u>Full House</u>	<u>\$10</u>

<u>Hand</u>	<u>PT-BJS-HUH- 5CP-E01</u>	
	<u>Pays</u>	<u>Envy</u>
<u>Royal Flush</u>	<u>100%</u>	<u>\$100</u>
<u>Community Royal Flush</u>	<u>\$1,000</u>	<u>-</u>
<u>Straight Flush</u>	<u>\$250</u>	<u>-</u>
<u>Four-of-a-Kind</u>	<u>\$75</u>	<u>-</u>
<u>Full House</u>	<u>\$11</u>	<u>-</u>

Notes

1. All pays are "for 1." The progressive wager is not returned.
2. Only the highest qualifying hand is paid.
3. The *Community Royal Flush* is a Royal Flush made up entirely of the five community cards and is awarded to each winning player.
4. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who had placed the progressive wager during that same round will receive the listed *Envy* pay. Players can receive multiple Envy pays, but cannot receive an Envy pay on their own hand.
5. The *Must-Hit-By* jackpot is a separate meter and configuration. Players must wager on the progressive to be eligible to win. The winner is chosen at random. If the meter reaches the set *Must-Hit-By* amount, its jackpot will be awarded to a wagering player in that round.
6. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed, pays, *Envy* pays, and *Must-Hit-By* value should be multiplied accordingly.

<u>Hand</u>	<u>PT-PRG- HUH-MLP- 01</u>	<u>PT-PRG- HUH-MLP- 02</u>	<u>PT-PRG- HUH-MLP- 03</u>
<u>Flopped Royal Flush</u>	<u>100% Lv.1</u>	<u>100% Lv.1</u>	<u>=</u>
<u>Royal Flush</u>	<u>100% Lv.2</u>	<u>100% Lv.2</u>	<u>100% Lv.1</u>
<u>Must-Hit-By \$250</u>	<u>=</u>	<u>100%</u>	<u>100%</u>
<u>Community Royal Flush</u>	<u>100% Lv.3</u>	<u>\$1,000</u>	<u>100% Lv.2</u>
<u>Straight Flush</u>	<u>\$250</u>	<u>\$300</u>	<u>\$200</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>\$100</u>	<u>\$50</u>
<u>Full House</u>	<u>\$10</u>	<u>\$10</u>	<u>\$10</u>
<u>Flush</u>	<u>=</u>	<u>=</u>	<u>\$5</u>

Notes

1. All pays are "for 1." The progressive wager is not returned.
2. Only the highest qualifying hand is paid.
3. The *Community Royal Flush* is a Royal Flush made up entirely of the five community cards and is awarded to each winning player.
4. Each 100% level is a separate meter and configuration.
5. The *Must-Hit-By* jackpot is a separate meter and configuration. Players must wager on the progressive to be eligible to win. The winner is chosen at random. If the meter reaches the set *Must-Hit-By* amount, its jackpot will be awarded to a wagering player in that round.
6. The paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed, *Must-Hit-By* value, and pays should be multiplied accordingly.

- (d) Heads Up Hold'em Dynamic Progressive -- Players win if their best 5-card hand, using the player's two pocket cards and the five community cards, achieves a winning event based on the following payable(s) below:

<u>Hand</u>	<u>PT-PRG-HUH-D01</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Community Royal Flush</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$600</u>	<u>\$800</u>	<u>\$1000</u>	<u>\$1200</u>	<u>\$1400</u>	<u>\$1600</u>	<u>\$1800</u>	<u>\$2000</u>
<u>Straight Flush</u>	<u>\$80</u>	<u>\$120</u>	<u>\$160</u>	<u>\$240</u>	<u>\$320</u>	<u>\$400</u>	<u>\$480</u>	<u>\$560</u>	<u>\$640</u>	<u>\$720</u>	<u>\$800</u>
<u>Four-of-a-Kind</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$120</u>	<u>\$160</u>	<u>\$200</u>	<u>\$240</u>	<u>\$280</u>	<u>\$320</u>	<u>\$360</u>	<u>\$400</u>
<u>Full House</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

<u>Hand</u>	<u>PT-PRG-HUH-D02</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Community Royal Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Straight Flush</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$500</u>	<u>\$600</u>	<u>\$700</u>	<u>\$800</u>	<u>\$900</u>	<u>\$1000</u>
<u>Four-of-a-Kind</u>	<u>\$30</u>	<u>\$45</u>	<u>\$60</u>	<u>\$90</u>	<u>\$120</u>	<u>\$150</u>	<u>\$180</u>	<u>\$210</u>	<u>\$240</u>	<u>\$270</u>	<u>\$300</u>
<u>Full House</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

<u>Hand</u>	<u>PT-PRG-HUH-D03</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Community Royal Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Straight Flush</u>	<u>\$150</u>	<u>\$225</u>	<u>\$300</u>	<u>\$450</u>	<u>\$600</u>	<u>\$750</u>	<u>\$900</u>	<u>\$1050</u>	<u>\$1200</u>	<u>\$1350</u>	<u>\$1500</u>
<u>Four-of-a-Kind</u>	<u>\$30</u>	<u>\$45</u>	<u>\$60</u>	<u>\$90</u>	<u>\$120</u>	<u>\$150</u>	<u>\$180</u>	<u>\$210</u>	<u>\$240</u>	<u>\$270</u>	<u>\$300</u>
<u>Full House</u>	<u>\$2</u>	<u>\$3</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$10</u>	<u>\$12</u>	<u>\$14</u>	<u>\$16</u>	<u>\$18</u>	<u>\$20</u>
<u>Flush</u>	<u>\$1</u>	<u>\$2</u>	<u>\$2</u>	<u>\$3</u>	<u>\$4</u>	<u>\$5</u>	<u>\$6</u>	<u>\$7</u>	<u>\$8</u>	<u>\$9</u>	<u>\$10</u>

<u>Hand</u>	<u>PT-PRG-HUH-D04</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Community Royal Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Straight Flush</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$500</u>	<u>\$600</u>	<u>\$700</u>	<u>\$800</u>	<u>\$900</u>	<u>\$1000</u>
<u>Four-of-a-Kind</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Full House</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

<u>Hand</u>	<u>PT-PRG-HUH-D05</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Must-Hit-By \$250</u>	<u>100%</u>	-	-	-	-	-	-	-	-	-	-
<u>Community Royal Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Straight Flush</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$500</u>	<u>\$600</u>	<u>\$700</u>	<u>\$800</u>	<u>\$900</u>	<u>\$1000</u>
<u>Four-of-a-Kind</u>	<u>\$30</u>	<u>\$45</u>	<u>\$60</u>	<u>\$90</u>	<u>\$120</u>	<u>\$150</u>	<u>\$180</u>	<u>\$210</u>	<u>\$240</u>	<u>\$270</u>	<u>\$300</u>
<u>Full House</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

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. For paytables PT-PRG-HUH-D01, D02, D04, and D05, 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. The *Dynamic Pays* will be reset to default after each round.
4. For payable PT-PRG-HUH-D03, 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. The *Dynamic Pays* will be reset to default after each round.
5. The *Must-Hit-By* jackpot is a separate meter and configuration. Players must wager on the progressive to be eligible to win. The winner is chosen at random. If the meter reaches the set *Must-Hit-By* amount, its jackpot will be awarded to a wagering player in that round.
6. The paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed, pays, *Must-Hit-By* values, and *Dynamic Pays* should be multiplied accordingly.

- (e) Five-Card Linked Progressive -- Players win if their 5-card hand, using the player's two pocket cards and the three flop cards or the separate drawn three *Five-Card Linked Progressive* community cards, achieves a winning event based on the following payable(s) below:

- i. This progressive can be used: as a standalone jackpot, to link jackpots between multiple *Heads Up Hold'em* tables, and to link jackpots between *Heads Up Hold'em* and other approved games that contain the *Five Card Linked Progressive*.

<u>Hand</u>	<u>PT-BJS-5CL-01</u>	<u>PT-BJS-5CL-02</u>	<u>PT-BJS-5CL-03</u>	<u>PT-BJS-5CL-04</u>	<u>PT-BJS-5CL-05</u>	<u>PT-BJS-5CL-09</u>	<u>PT-BJS-5CL-10</u>
<u>Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>=</u>	<u>100%</u>	<u>=</u>
<u>Straight Flush</u>	<u>\$1,500</u>	<u>\$2,500</u>	<u>\$1,000</u>	<u>\$2,000</u>	<u>100%</u>	<u>\$1,500</u>	<u>100%</u>
<u>Four-of-a-Kind</u>	<u>\$250</u>	<u>\$250</u>	<u>\$200</u>	<u>\$250</u>	<u>\$250</u>	<u>\$250</u>	<u>\$200</u>
<u>Full House</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$75</u>	<u>\$75</u>	<u>\$75</u>	<u>\$75</u>
<u>Flush</u>	<u>\$50</u>	<u>\$50</u>	<u>\$75</u>	<u>\$50</u>	<u>\$50</u>	<u>\$50</u>	<u>\$50</u>
<u>Straight</u>	<u>\$25</u>	<u>\$25</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>	<u>\$20</u>	<u>\$30</u>
<u>Three-of-a-Kind</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$10</u>	<u>\$5</u>
<u>Two Pair</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$3</u>	<u>N/A</u>	<u>\$3</u>

<u>Hand</u>	<u>PT-BJS-5CL-06</u>	<u>PT-BJS-5CL-07</u>	<u>PT-BJS-5CL-08</u>	<u>PT-BJS-5CL-11</u>
<u>5-Card Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>5-Card Straight Flush</u>	<u>\$500</u>	<u>\$1,000</u>	<u>\$2,500</u>	<u>\$500</u>
<u>4-Card Straight Flush</u>	<u>\$200</u>	<u>\$200</u>	<u>\$150</u>	<u>\$200</u>
<u>5-Card Flush</u>	<u>\$50</u>	<u>\$50</u>	<u>\$75</u>	<u>\$75</u>
<u>4-Card Flush</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>

<u>Hand</u>	<u>PT-BJS-5CL-12</u>	<u>PT-BJS-5CL-13</u>	<u>PT-BJS-5CL-14</u>	<u>PT-BJS-5CL-15</u>
<u>Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Straight Flush</u>	<u>\$2,000</u>	<u>\$2,500</u>	<u>\$2,000</u>	<u>10%</u>
<u>Four-of-a-Kind</u>	<u>\$250</u>	<u>\$250</u>	<u>\$300</u>	<u>\$300</u>
<u>Full House</u>	<u>\$75</u>	<u>\$100</u>	<u>\$50</u>	<u>\$50</u>
<u>Flush</u>	<u>\$50</u>	<u>\$50</u>	<u>\$40</u>	<u>\$40</u>
<u>Straight</u>	<u>\$25</u>	<u>\$20</u>	<u>\$30</u>	<u>\$30</u>
<u>Three-of-a-Kind</u>	<u>\$5</u>	<u>\$10</u>	<u>\$10</u>	<u>\$10</u>
<u>Two Pair</u>	<u>\$2</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>PT-BJS-5CL-E01</u>		<u>PT-BJS-5CL-E02</u>		<u>PT-BJS-5CL-E03</u>	
	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
<u>Royal Flush</u>	<u>100%</u>	<u>\$1,000</u>	<u>100%</u>	<u>\$5,000</u>	<u>100%</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>10%</u>	<u>\$300</u>	<u>10%</u>	<u>\$1,500</u>	<u>10%</u>	<u>\$250</u>
<u>Four-of-a-Kind</u>	<u>\$300</u>	<u>:</u>	<u>\$300</u>	<u>:</u>	<u>\$250</u>	<u>:</u>
<u>Full House</u>	<u>\$50</u>	<u>:</u>	<u>\$50</u>	<u>:</u>	<u>\$75</u>	<u>:</u>
<u>Flush</u>	<u>\$40</u>	<u>:</u>	<u>\$40</u>	<u>:</u>	<u>\$50</u>	<u>:</u>
<u>Straight</u>	<u>\$30</u>	<u>:</u>	<u>\$30</u>	<u>:</u>	<u>\$25</u>	<u>:</u>
<u>Three-of-a-Kind</u>	<u>\$9</u>	<u>:</u>	<u>\$9</u>	<u>:</u>	<u>\$10</u>	<u>:</u>

<u>Hand</u>	<u>PT-PRG-5CL-TTP-01</u>	<u>PT-PRG-5CL-TTP-E01</u>		<u>PT-PRG-5CL-TTP-E02</u>	
	<u>Pays</u>	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
<u>Royal Flush</u>	<u>100% Lv.1</u>	<u>100% Lv.1</u>	<u>\$1,000</u>	<u>100% Lv.1</u>	<u>\$1,000</u>
<u>Straight Flush</u>	<u>100% Lv. 2</u>	<u>100% Lv. 2</u>	<u>\$300</u>	<u>100% Lv. 2</u>	<u>\$300</u>
<u>Four-of-a-Kind</u>	<u>\$300</u>	<u>\$300</u>	<u>:</u>	<u>100% Lv. 3</u>	<u>:</u>
<u>Full House</u>	<u>\$50</u>	<u>\$50</u>	<u>:</u>	<u>\$50</u>	<u>:</u>
<u>Flush</u>	<u>\$40</u>	<u>\$40</u>	<u>:</u>	<u>\$40</u>	<u>:</u>
<u>Straight</u>	<u>\$30</u>	<u>\$30</u>	<u>:</u>	<u>\$30</u>	<u>:</u>
<u>Three-of-a-Kind</u>	<u>\$10</u>	<u>\$9</u>	<u>:</u>	<u>\$10</u>	<u>:</u>

<u>Hand</u>	<u>PT-PRG-5CL-TTP-E03</u>		<u>PT-PRG-5CL-TTP-E04</u>	
	<u>Pays</u>	<u>Envy</u>	<u>Pays</u>	<u>Envy</u>
<u>Royal Flush (Suit Specific)</u>	<u>100% Lv.1</u>	<u>\$1,000</u>	<u>100% Lv.1</u>	<u>\$1,000</u>
<u>Royal Flush</u>	<u>100% Lv. 2</u>	<u>\$400</u>	<u>100% Lv. 2</u>	<u>\$400</u>
<u>Straight Flush</u>	<u>100% Lv. 3</u>	<u>\$200</u>	<u>100% Lv. 3</u>	<u>\$200</u>
<u>Four-of-a-Kind</u>	<u>\$300</u>	<u>:</u>	<u>\$300</u>	<u>:</u>
<u>Full House</u>	<u>\$50</u>	<u>:</u>	<u>\$100</u>	<u>:</u>
<u>Flush</u>	<u>\$40</u>	<u>:</u>	<u>\$50</u>	<u>:</u>
<u>Straight</u>	<u>\$30</u>	<u>:</u>	<u>\$25</u>	<u>:</u>
<u>Three-of-a-Kind</u>	<u>Loss</u>	<u>:</u>	<u>\$5</u>	<u>:</u>

<u>Hand</u>	<u>PT-BJS-5CL-D01</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Straight Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$300</u>	<u>\$400</u>	<u>\$500</u>	<u>\$600</u>	<u>\$700</u>	<u>\$800</u>	<u>\$900</u>	<u>\$1000</u>
<u>Full House</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Flush</u>	<u>\$10</u>	<u>\$15</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$50</u>	<u>\$60</u>	<u>\$70</u>	<u>\$80</u>	<u>\$90</u>	<u>\$100</u>
<u>Straight</u>	<u>\$6</u>	<u>\$9</u>	<u>\$12</u>	<u>\$18</u>	<u>\$24</u>	<u>\$30</u>	<u>\$36</u>	<u>\$42</u>	<u>\$48</u>	<u>\$54</u>	<u>\$60</u>
<u>Three-of-a-Kind</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

<u>Hand</u>	<u>PT-BJS-5CL-D02</u>										
	<u>Default Pays</u>	<u>Dynamic Pays</u>									
<u>Royal Flush</u>	<u>100%</u>	-									
<u>Straight Flush</u>	<u>\$500</u>	<u>\$750</u>	<u>\$1000</u>	<u>\$1500</u>	<u>\$2000</u>	<u>\$2500</u>	<u>\$3000</u>	<u>\$3500</u>	<u>\$4000</u>	<u>\$4500</u>	<u>\$5000</u>
<u>Four-of-a-Kind</u>	<u>\$50</u>	<u>\$75</u>	<u>\$100</u>	<u>\$150</u>	<u>\$200</u>	<u>\$250</u>	<u>\$300</u>	<u>\$350</u>	<u>\$400</u>	<u>\$450</u>	<u>\$500</u>
<u>Full House</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$60</u>	<u>\$80</u>	<u>\$100</u>	<u>\$120</u>	<u>\$140</u>	<u>\$160</u>	<u>\$180</u>	<u>\$200</u>
<u>Flush</u>	<u>\$10</u>	<u>\$15</u>	<u>\$20</u>	<u>\$30</u>	<u>\$40</u>	<u>\$50</u>	<u>\$60</u>	<u>\$70</u>	<u>\$80</u>	<u>\$90</u>	<u>\$100</u>
<u>Straight</u>	<u>\$6</u>	<u>\$9</u>	<u>\$12</u>	<u>\$18</u>	<u>\$24</u>	<u>\$30</u>	<u>\$36</u>	<u>\$42</u>	<u>\$48</u>	<u>\$54</u>	<u>\$60</u>
<u>Three-of-a-Kind</u>	<u>\$4</u>	<u>\$6</u>	<u>\$8</u>	<u>\$12</u>	<u>\$16</u>	<u>\$20</u>	<u>\$24</u>	<u>\$28</u>	<u>\$32</u>	<u>\$36</u>	<u>\$40</u>

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. The 5-Card Linked progressive hand is made up of the player's two pocket-cards and the three "Flop" community cards.
 - a. Alternatively, operators can choose to have the hand made up of the player's two pocket-cards and three separate drawn Five Card Link Community cards.
4. Each 100% level is a separate meter and configuration.
5. For paytables PT-BJS-5CL-D01 and PT-BJS-5CL-D02, each round, one to five of the six 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.
6. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who had placed the progressive wager during that same round will receive the listed Envy pay. Players can receive multiple Envy pays, but cannot receive an Envy pay on their own hand.
7. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wagering unit, the seed/reseed, pays, default pays, Dynamic Pays and Envy pays should be multiplied accordingly.

- (f) Seven-Card Stud Linked Progressive -- Players win if their best 5-card hand, using the player's two pocket cards and the five Seven-Card Stud Linked Progressive community cards, achieves a winning event based on the following payable(s) below:

<u>Hand</u>	<u>PT-BJS-7CL-01</u>	<u>PT-BJS-7CL-02</u>	<u>PT-BJS-7CL-03</u>	<u>PT-BJS-7CL-04</u>	<u>PT-BJS-7CL-05</u>
<u>Royal Flush</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>
<u>Straight Flush</u>	<u>\$500</u>	<u>\$250</u>	<u>\$1000</u>	<u>\$500</u>	<u>\$250</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>\$75</u>	<u>\$50</u>	<u>\$75</u>	<u>\$125</u>
<u>Full House</u>	<u>\$5</u>	<u>\$10</u>	<u>\$5</u>	<u>\$5</u>	<u>\$7</u>
<u>Flush</u>	<u>\$2</u>	<u>\$1</u>	<u>\$1</u>	<u>\$2</u>	<u>\$2</u>

<u>Hand</u>	<u>PT-BJS-7CL-E01</u>		<u>PT-BJS-7CL-E02</u>		<u>PT-BJS-7CL-E03</u>	
	<u>Pay</u>	<u>Envy</u>	<u>Pay</u>	<u>Envy</u>	<u>Pay</u>	<u>Envy</u>
<u>Royal Flush</u>	<u>100%</u>	<u>\$250</u>	<u>100%</u>	<u>\$250</u>	<u>100%</u>	<u>\$100</u>
<u>Straight Flush</u>	<u>\$500</u>	<u>-</u>	<u>\$250</u>	<u>-</u>	<u>\$500</u>	<u>-</u>
<u>Four-of-a-Kind</u>	<u>\$100</u>	<u>-</u>	<u>\$75</u>	<u>-</u>	<u>\$75</u>	<u>-</u>
<u>Full House</u>	<u>\$5</u>	<u>-</u>	<u>\$10</u>	<u>-</u>	<u>\$5</u>	<u>-</u>
<u>Flush</u>	<u>\$2</u>	<u>-</u>	<u>\$1</u>	<u>-</u>	<u>\$2</u>	<u>-</u>

Notes

1. All pays are "for 1." The progressive wager is not returned
2. Only the highest qualifying hand is paid.
3. To qualify for an *Envy* pay, at least one player must win a qualifying progressive award. All other players who had placed the progressive wager during that same round will receive the listed *Envy* pay. Players can receive multiple *Envy* pays, but cannot receive an *Envy* pay on their own hand.
4. 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.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-4(32), 42-7B-7, 42-7B-15.