

CRAZY 4 POKER

1. Definitions

The following words and terms, when used in the Rules of the Game of Crazy 4 Poker, have the following meanings, unless the context clearly indicates otherwise:

Five-Card Envy Bonus—An additional fixed sum payout made to a player who placed a Five-Card Progressive Payout Wager when another player at the Crazy 4 Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand.

Five-Card Envy Bonus Qualifying Hand—A player's five-card Poker hand with a rank of a straight flush or better, as defined in Section 5(d).

Five-Card Progressive Payout Hand—A player's five-card Poker hand with a rank of three-of-a-kind or better as defined in Section 5(d).

Four-Card Envy Bonus—An additional fixed sum payout made to a player who placed a Four-Card Progressive Payout Wager when another player at the Crazy 4 Poker table is the holder of a Four-Card Envy Bonus Qualifying Hand.

Four-Card Envy Bonus Qualifying Hand—A player's four-card Poker hand with a rank of four-of-a-kind or, if included in the paytable selected by the licensee, a straight flush, as defined in Section 5(b).

Four-Card Progressive Payout Hand—A player's four-card Poker hand with a rank of three-of-a-kind or better as defined in Section 5(b).

Hand—The four-card Poker hand that is held by each player and the dealer after the cards are dealt.

Lucky Bonus—An additional payout to a player who placed a Five Card Hand Bonus Wager on:
(i) The player's hand if the player is seated in the position that is randomly selected by the table game system.
(ii) The dealer's hand if the dealer position is randomly selected by the table game system.

Magic Card Bonus—An additional payout to a player who placed a Five Card Hand Bonus Wager on:

- (i) The player's hand if one of the player's cards matches the card randomly selected by the table game system.
- (ii) The dealer's hand if one of the dealer's cards matches the card randomly selected by the table game system.

Play Wager—An additional wager that a player shall make if the player opts to remain in competition against the dealer after the player reviews his hand.

Queens Up Wager—The wager that a player is required to make prior to any cards being dealt to compete against a posted paytable, regardless of the outcome of the player's hand against the dealer's hand.

2. Cards; number of decks

- (a) Except as provided in subsection (b) below, Crazy 4 Poker shall be played with one deck of cards that are identical in appearance and one cover card.
- (b) If an automated card shuffling device is used, Crazy 4 Poker may be played with two decks of cards in accordance with the following requirements:
 - (1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.
 - (2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.
 - (3) Both decks must be continuously alternated in and out of play, with each deck being used for every other round of play.
 - (4) The cards from only one deck shall be placed in the discard rack at any given time.
- (c) The decks of cards used in Crazy 4 Poker shall be changed at least:
 - (1) Every 4 hours if the cards are dealt by hand; or
 - (2) Every 8 hours if the cards are dealt from a manual or automated dealing shoe.

3. Opening of the table for gaming

- (a) After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.
- (b) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.
- (c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with Section 4.
- (d) If an automated card shuffling device is used and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c) above.

4. Shuffle and cut of the cards

- (a) Immediately prior to commencement of play, after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or

by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack. The licensee may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

- (b) If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, and the device reveals that an incorrect number of cards are present, the deck shall be removed from the table.
- (c) After the cards have been shuffled and stacked, the dealer shall:
 - (1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with Sections 7-9; or
 - (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in subsection (d) below.
- (d) If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card as well as the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.
- (e) After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
- (f) If there is no gaming activity at a Crazy 4 Poker table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in Section 4(c) and this section shall be completed.
- (g) A licensee may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted and approved in accordance with 205 CMR 146.51 prior to its use in the licensed facility.

5. Crazy 4 Poker rankings

- (a) The rank of the cards used in Crazy 4 Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight with a 2, 3 and 4 but may not be combined with any other sequence of cards (for example: king, ace, 2 and 3). All suits shall be equal in rank.
- (b) The permissible Poker hands in the game of Crazy 4 Poker, in order of highest to lowest rank, shall be:

- (1) A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind.
 - (2) A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and an ace, 2, 3, 4 being the lowest ranking straight flush.
 - (3) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.
 - (4) A flush, which is a hand consisting of four cards of the same suit, regardless of rank.
 - (5) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with ace, king, queen and jack being the highest ranking straight and an ace, 2, 3, 4 being the lowest ranking straight.
 - (6) Two pairs, which is a hand consisting of two pairs with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair.
 - (7) A pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.
- (c) When comparing two Poker hands that are of identical rank under subsection (b) above, or that contain none of the hands listed in subsection (b) above, the hand that contains the highest ranking card under subsection (a), which is not in the other hand, shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.
- (d) If the licensee offers a payout based on the rank of a five-card Poker hand, the rank of the hands must be:
- (1) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.
 - (2) A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking.
 - (3) A four-of-a-kind, which is a hand consisting of four cards of the same rank.
 - (4) A full house, which is a hand consisting of a three-of-a-kind and a pair.
 - (5) A flush, which is a hand consisting of five cards of the same suit, not in consecutive order.
 - (6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank.
 - (7) A three-of-a-kind, which is a hand consisting of three cards of the same rank.

6. Wagers

- (a) Wagers at Crazy 4 Poker shall be made by placing value chips, plaques or other Commission-approved wagering instruments on the appropriate areas of the table layout. Verbal wagers accompanied by cash may not be accepted.
- (b) Only players who are seated at a Crazy 4 Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of

the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

- (c) All wagers, except the Play Wager, shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in Sections 7-9. Except as provided in Section 10(b), a wager may not be made, increased or withdrawn after the dealer has announced “no more bets.”
- (d) The following wagers may be placed in the game of Crazy 4 Poker:
 - (1) A player shall compete against the dealer's four-card Poker hand by placing both an Ante Wager and a Super Bonus Wager in equal amounts, then a Play Wager, in accordance with Section 10(b).
 - (2) In addition to the Ante and Super Bonus Wagers, a player may compete against a posted payable by placing a Queens Up Wager.
 - (3) A licensee may offer to each player at a Crazy 4 Poker table the option to make an additional Four-Card Progressive Payout Wager that the player will receive a Four-Card Progressive Payout Hand. After placing the Ante and Super Bonus Wagers, a player may make the additional Four-Card Progressive Payout Wager by placing a value chip onto the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.
 - (4) A licensee may offer to each player at a Crazy 4 Poker table the option to make an additional Five-Card Progressive Payout Wager that the player will receive a Five-Card Progressive Payout Hand. After placing the Ante and Super Bonus Wagers, a player may make the additional Five-Card Progressive Payout Wager by placing a value chip onto the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Five-Card Progressive Payout Wager has been accepted.
 - (5) A licensee may offer to each player at a Crazy 4 Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand or the dealer's five-card Poker hand, or both, will contain a flush or better as defined in Section 5(d). After placing Ante and Super Bonus Wagers, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.
- (e) A player may not wager on more than one player position at a Crazy 4 Poker table.

7. Procedure for dealing the cards from a manual dealing shoe

- (a) If a manual dealing shoe is used, and the procedures required under Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by the automated card shuffling device.
- (b) Prior to dealing the cards, the dealer shall announce “no more bets” and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table

game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed face down on the appropriate area of the layout with the opposite hand.
- (d) The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required wagers in accordance with Section 6(d)(1) and to the dealer until each player and the dealer have five cards.
- (e) After five cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f) below, place the stub in the discard rack without exposing the cards.
- (f) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- (g) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (h) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

8. Procedure for dealing the cards from the hand

- (a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:
 - (1) An automated shuffling device shall be used to shuffle the cards.
 - (2) After the procedures required under Section 5 have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.
 - (3) Prior to dealing any cards, the dealer shall announce "no more bets" and, if the

Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

- (b) The dealer shall deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required wagers in accordance with Section 7(d)(1) and to the dealer until each player and the dealer have five cards.
- (c) After five cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.
- (d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- (e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards), but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedures for dealing the cards from an automated dealing shoe

- (a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:
 - (1) After the procedures required under Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
 - (2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce "no more bets" and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus

Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

- (b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with Section 6(d)(1). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 6(d)(1). The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards.
- (c) After each stack of five cards has been dispensed and delivered in accordance with subsection (b) above, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d) below, place the cards in the discard rack without exposing the cards.
- (d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- (e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards), but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Procedures for completion of each round of play

- (a) After the dealing procedures required under Sections 7-9 have been completed, each player shall examine his cards, subject to the following limitations:
 - (1) Each player who wagers at Crazy 4 Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.
 - (2) Each player shall keep his five cards in full view of the dealer at all times.
- (b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed Ante

and Super Bonus Wagers if he wishes to forfeit the Ante and Super Bonus Wagers and end his participation in the round of play or make a Play Wager in an amount equal to the player's Ante Wager. A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager. If a player:

- (1) Has placed Ante, Super Bonus and Queens Up Wagers but does not make a Play Wager, the player shall forfeit all three wagers.
 - (2) Has placed Ante, Super Bonus and Four or Five-Card Progressive Payout Wagers but does not make a Play Wager, the player shall forfeit all three wagers but may not forfeit the eligibility to receive an Envy Bonus under Section 11(d)(5) or (e)(5).
- (c) After each player who has placed Ante and Super Bonus Wagers has either placed a Play Wager on the designated area of the layout or forfeited his wagers and hand, the dealer shall collect all forfeited wagers and associated cards and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking four-card Poker hand. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:
- (1) The dealer shall turn the five cards of each player face up on the layout.
 - (2) The dealer shall examine the cards of the player and form the highest possible ranking four-card Poker hand for each player.
 - (3) If the dealer's highest ranking four-card Poker hand:
 - (i) Is ranked lower than a king, the dealer shall return each player's Ante Wager and pay out the Play and Super Bonus Wagers made by the player in accordance with the payout odds in Section 11(a) and (b). The player's Super Bonus Wager shall be returned if the player's winning hand is not a straight or better.
 - (ii) Is a king or better, and the player's highest ranking four-card Poker hand is ranked:
 - a. Lower than the dealer's four-card Poker hand, the dealer shall immediately collect the Ante and Play Wagers made by the player but shall pay out the Super Bonus Wager made by the player in accordance with the payout odds in Section 11(b).
 - b. Higher than the dealer's four-card Poker hand, the dealer shall pay the Ante, Play and Super Bonus Wagers made by the player in accordance with the payout odds in Section 11(a) and (b). The player's Super Bonus Wager will be returned if the player's winning hand is not a straight or better.
 - c. Is equal in rank to the dealer's four-card hand, the dealer shall return the Ante and Play Wagers and pay out the Super Bonus Wager in accordance with the payout odds in Section 11(b). The player's Super Bonus Wager will be returned if the player's winning hand is not a straight or better.
- (d) After settling the player's Ante, Play and Super Bonus Wagers, the dealer shall settle a Queens Up Wager by determining whether the player's four-card Poker hand qualifies for a payout in accordance with Section 11(c). A winning Queens Up Wager shall be paid irrespective of whether the player's four-card Poker hand outranks the dealer's hand.
- (e) After settling a player's Ante, Play, Super Bonus and Queens Up Wagers, the dealer shall then settle the Four-Card or Five-Card Progressive Payout Wager, if offered by the licensee.

For the Five-Card Progressive Payout Wager, the dealer shall form the highest ranking five-card Poker hand from the five cards dealt to each player. A winning Progressive Payout Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a progressive payout, the dealer shall:

- (1) Verify that the hand is a winning hand.
 - (2) Verify that the appropriate light on the progressive table game system has been illuminated.
 - (3) Have a floorperson or above validate the progressive payout in accordance with the licensee's approved internal control procedures.
 - (4) Pay the winning Four-Card Progressive Payout Wager in accordance with the payout odds in Section 11(d)(1) or the winning Five-Card Progressive Payout Wager in accordance with the payout odds in Section 11(e)(1). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.
 - (5) Pay any Envy Bonus as follows:
 - (i) Players making a Four-Card Progressive Payout Wager shall receive a Four-Card Envy Bonus when another player at the same Crazy 4 Poker table is the holder of a Four-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Four-Card Envy Bonuses if more than one other player is the holder of a Four-Card Envy Bonus Qualifying Hand. A player is not entitled to a Four-Card Envy Bonus for his own hand or the hand of the dealer. Four-Card Envy Bonus payouts shall be made in accordance with the payouts in Section 11(d)(5).
 - (ii) Players making a Five-Card Progressive Payout Wager shall receive a Five-Card Envy Bonus when another player at the same Crazy 4 Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Five-Card Envy Bonuses if more than one other player is the holder of a Five-Card Envy Bonus Qualifying Hand. A player is not entitled to a Five-Card Envy Bonus for his own hand or the hand of the dealer. Five-Card Envy Bonus payouts shall be made in accordance with the payouts in Section 11(e)(5).
- (f) After settling a player's Ante, Play, Super Bonus and Queens Up Wagers, the dealer shall then settle the Five Card Hand Bonus Wager, if offered by the licensee, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:
- (1) Verify that the hand is a winning hand.
 - (2) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under 205 CMR 138.00.
 - (3) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with Section 11(f)(3). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player

has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

- (g) After all wagers have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

11. Payout odds; Envy Bonus; rate of progression

- (a) A licensee shall pay each winning Ante and Play Wagers at odds of 1 to 1.
- (b) A licensee shall pay the player's Super Bonus Wager in accordance with the following odds:

Hand	Paytable
Four aces	200 to 1
Four-of-a-kind	30 to 1
Straight flush	15 to 1
Three-of-a-kind	2 to 1
Flush	3 to 2
Straight	1 to 1

- (c) A player placing a Queens Up Wager shall be paid at the odds in one of the following paytables, selected by the licensee in its Rules Submission:

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	30 to 1	40 to 1	30 to 1	40 to 1
Three-of-a-kind	9 to 1	8 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Pair of queens or better	1 to 1	1 to 1	1 to 1	1 to 1

- (d) If a licensee offers the Four-Card Progressive Payout Wager:

- (1) A player placing a Four-Card Progressive Payout Wager shall be paid at the odds in one of the following payout tables selected by the licensee in its Rules Submission:

Hand	Paytable A	Paytable B
Four aces	100% of meter	100% of meter
Four-of-a-kind	300 for 1	300 for 1
Straight flush	100 for 1	100 for 1
Three-of-a-kind	9 for 1	15 for 1

- (2) A player shall receive the payout for only the highest ranking four-card Poker hand formed.
- (3) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in the licensee's Rules Submission and must be at least \$5,000 for payable A and \$1,000 for payable B.
- (4) Winning Four-Card Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with Section 10(e).
- (5) Four-Card Envy Bonus payouts shall be made according to the following payout schedules for Four-Card Envy Bonus Qualifying Hands based upon the amount of the Four-Card Progressive Payout Wager placed by the player receiving the Envy Bonus:
- (i) If the licensee selects payable A from paragraph (1), the payout shall be:

\$1 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$100
Four-of-a-kind	\$10
Straight flush	\$5

\$5 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$500
Four-of-a-kind	\$50
Straight flush	\$25

- (ii) If the licensee selects payable B from paragraph (1), the payout shall be:

\$1 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$100
Four-of-a-kind	\$25

\$5 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$500
Four-of-a-kind	\$125

- (e) If a licensee offers the Five-Card Progressive Payout Wager:
- (1) A player placing a Five-Card Progressive Payout Wager shall be paid at the following odds:

Hand	Paytable
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

- (2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.
- (3) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in the licensee's Rules Submission and must be at least \$10,000.
- (4) Winning Five-Card Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with Section 10(e).
- (5) Five-Card Envy Bonus payouts shall be made according to the following payouts for Five-Card Envy Bonus Qualifying Hands based upon the amount of the Five-Card Progressive Payout Wager placed by the player receiving the Envy Bonus:

\$1 Progressive Payout Wager

Hand	Envy Bonus
Royal flush	\$1,000
Straight flush	\$300

\$5 Progressive Payout Wager

Hand	Envy Bonus
Royal flush	\$5,000
Straight flush	\$1,500

- (f) If a licensee offers the Five Card Hand Bonus Wager:
- (1) The licensee shall pay out winning Five Card Hand Bonus Wagers at the odds in the following payable:

Hand	Payout
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	500 for 1
Full house	100 for 1
Flush	50 for 1

- (2) A player shall receive the payout for only the highest ranking five-card Poker hand formed. If a player placed a Five Card Bonus Wager on both the dealer's hand and the player's hand, the player shall receive a payout in accordance with paragraph (1) for both the highest ranking five-card Poker hand of the dealer and the highest ranking five-card Poker hand of the player. If the dealer's hand qualifies for a payout that is a percentage of the jackpot amount on the progressive meter and if more than one player wagered on the dealer's hand, the jackpot will be divided equally among the number of players who wagered on the dealer's hand.
- (3) The licensee may pay a Magic Card or Lucky Bonus in accordance with the odds in the following payable:

Hand	Payout
Magic Card	20 for 1
Lucky Bonus	5 for 1

(4) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in the licensee's Rules Submission and must be at least \$10,000.

12. Cover All Bonus Wager

- (a) If players make the Cover All bonus, they must do so before the start of the round.
- (b) The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
- (c) Payouts are dynamic: they change depending on the number of players in the round.
- (d) Casinos must set the i-Deal Plus shuffler to the “Crazy 4 Poker Cover All” mode.
- (e) After the dealer removes his hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
- (f) Below is the paytable for six players:

Highest Hand	6
4 Aces	100 to 1
Royal Flush	50 to 1
4 of a Kind	25 to 1
Straight Flush	20 to 1
3 of a Kind	4 to 1

- (g) Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- (h) The dealer resolves Crazy 4 Poker according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's a straight or higher (even if it's his), he will leave the cards exposed on the table
- (i) If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.
- (j) Once the dealer has finished reconciling all player bets, he will go back and reconcile the

Cover All bets.

(k) Below is the matrix for 1-6 players:

Highest Hand	Players					
	6	5	4	3	2	1
4 Aces	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	300 to 1
Royal Flush	50 to 1	80 to 1	100 to 1	125 to 1	150 to 1	200 to 1
4 of a Kind	25 to 1	50 to 1	60 to 1	80 to 1	100 to 1	150 to 1
Straight Flush	20 to 1	35 to 1	40 to 1	60 to 1	90 to 1	125 to 1
3 of a Kind	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1	13 to 1

13. Progressive Wager; Multi Link Progressive

- (a) To begin each round, players must make their regular game's wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
- (b) Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
- (c) The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
- (d) Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - d. The dealer shall then contact a supervisor.
 - e. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
- (e) Envy Bonus:
 - a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.
 - b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

Hand	Pays 1*	Envy
Four Aces	100%	\$100
Four of a Kind	300 for 1	\$10
Straight Flush	100 for 1	\$5
Three of a Kind	9 for 1	

(f) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

- (g) Patrons on the game of Crazy Four Poker can only use the five (5) cards original dealt to them for their hand in the Multi Game Link.
- (h) When the different game titles are linked to a single progressive jackpot the payable, wager amount and number of decks must be the same between all linked Poker games.

14. Irregularities

- (a) A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in that round of play and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
- (b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.
- (c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
- (d) If any of the dealer's cards are inadvertently exposed prior to each player having either folded or placed a Play Wager as provided under Section 10, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
- (e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards or fails to deal cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.
- (g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe shall be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.