

BASIS AND PURPOSE FOR RULE 10

The purpose of Rule 10 is to establish playing rules for authorized types of poker and management procedures for conducting poker games in compliance with section 12-47.1-302 (2), C.R.S. The statutory basis for Rule 10 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., 12-47.1-816, C.R.S., and 12-47.1-818, C.R.S.

RULE 10 RULES FOR POKER

47.1-1017.60 THE PLAY – FLUSHES GONE WILD.

FLUSHES GONE WILD AND FLUSHES GONE WILD PROGRESSIVE ARE COPYRIGHT AND PATENT-PROTECTED POKER VARIATION GAMES, THE RIGHTS TO WHICH ARE OWNED BY BALLY TECHNOLOGIES OF LAS VEGAS, NEVADA, AND WHICH MAY BE TRANSFERRED OR ASSIGNED. FLUSHES GONE WILD MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) FLUSHES GONE WILD MAY ONLY BE PLAYED ON TABLES DISPLAYING THE FLUSHES GONE WILD LAYOUT.
- (2) FLUSHES GONE WILD FEATURES HEAD-TO-HEAD PLAY AGAINST THE DEALER AND AN OPTIONAL FLUSH RUSH BONUS BET. PLAYERS AND THE DEALER ARE DEALT 5 CARDS AND COMBINE THEM WITH THE COMMUNITY HAND (2 CARDS) TO MAKE THEIR LONGEST FLUSH HAND POSSIBLE. DEUCES (2-VALUED CARDS) ARE ALWAYS WILD AND CAN BE USED TO COMPLETE THE FLUSH HAND. IF THE PLAYER AND DEALER HAVE FLUSHES OF IDENTICAL LENGTH, THE RANK OF THE HIGHEST KICKER CARD IN THE FLUSH DETERMINES THE WINNER. FOR EXAMPLE, AN ACE,7,3 OF CLUBS WILL LOSE TO AN ACE,10,7 OF HEARTS. AN ACE WILL BE THE HIGHEST CARD IN A FLUSH HAND.
- (3) TO BEGIN THE GAME, PLAYERS MAKE EQUAL BETS ON THE ANTE AND BLIND BETTING SPOTS. PLAYERS MAY ALSO MAKE THE OPTIONAL FLUSH RUSH BONUS BET AT THIS TIME. SEE PAY TABLE BELOW FOR ODDS.
- (4) IMMEDIATELY PRIOR TO THE START OF PLAY AND AFTER EACH ROUND OF PLAY HAS BEEN COMPLETED, THE DEALER SHALL SHUFFLE THE CARDS. FOLLOWING THE SHUFFLE AND CUT, THE DEALER WILL DEAL 5 CARDS FACE DOWNWARD, AND PLACE THEM IN THE CENTER OF THE TABLE. THESE 5 CARDS WILL BE USED FOR THE COMMUNITY HAND.
- (5) THE DEALER, WORKING CLOCKWISE FROM HIS/HER LEFT TO RIGHT, THEN GIVES EACH PLAYER AND HIM/HERSELF A PACKET OF FIVE CARDS FACE DOWNWARD. THE DEALER WILL THEN DISCARD THE REMAINDER OF THE DECK.
- (6) THE DEALER WILL THEN SPREAD THE 5 COMMUNITY CARDS. HE OR SHE WILL THEN REMOVE CARDS 1, 2 AND 5 AS THEY ARE COUNTED FROM THE DEALER'S LEFT. THESE CARDS WILL BE DISCARDED. THE CARDS THAT REMAIN WILL BE USED AS THE COMMUNITY CARDS.
 - (A) ALTERNATIVELY TO THE DEALING PROCEDURES OUTLINED ABOVE IN (4) THROUGH (6), THE RETAIL LICENSEE MAY ELECT TO DEAL EACH PLAYER AND HIM/HERSELF FIVE CARDS, FACE DOWNWARD AND ONE AT A TIME IN ROTATION. AFTER THE PLAYERS AND THE DEALER HAVE RECEIVED THEIR FIVE CARDS, THE DEALER WILL DEAL THE NEXT TWO CARDS, FACE DOWNWARD, AND PLACE THEM IN THE CENTER OF THE TABLE. THESE TWO CARDS WILL BE USED FOR THE COMMUNITY HAND.
- (7) EACH PLAYER WILL THEN LOOK AT HIS/HER CARDS AND MAKE A CHOICE:
 - (A) FOLD HIS/HER CARDS AND LOSE HIS/HER ANTE AND BLIND BETS. IF THE PLAYER WHO HAS CHOSEN TO FOLD MADE A FLUSH RUSH BONUS BET, THE DEALER WILL PICK UP THE PLAYER'S ANTE AND BLIND BETS AND WILL TUCK THE PLAYER'S CARDS FACE DOWN UNDER THE FLUSH RUSH BONUS BET.

(b) REMAIN IN THE GAME BY MAKING A PLAY BET OF 2 TIMES HIS/HER ANTE.

(8) THE DEALER WILL THEN REVEAL HIS/HER HAND AND WILL THEN TURN OVER BOTH COMMUNITY CARDS.

(9) THE DEALER, WORKING COUNTER-CLOCKWISE FROM HIS/HER RIGHT TO LEFT, WILL COMPARE HIS/HER HAND WITH THE HAND OF EACH PLAYER THAT REMAINED IN THE GAME.

(10) IF THE PLAYER'S HAND BEATS THE DEALER'S HAND, THE PLAYER IS PAID 1 TO 1 ON HIS/HER ANTE AND PLAY BETS. HIS/HER BLIND BET IS RESOLVED BASED ON THE MARGIN OF VICTORY OVER THE DEALER PER THE PAY TABLE BELOW:

WIN BY	PAYS
5 CARDS OR MORE	200 TO 1
4 CARDS	25 TO 1
3 CARDS	5 TO 1
2 CARDS	3 TO 1
0 OR 1 CARD	PUSH

(11) IF THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, HIS/HER ANTE, PLAY AND BLIND BETS ALL LOSE.

(12) IF THE PLAYER'S HAND TIES THE DEALER'S HAND, HIS/HER ANTE, PLAY AND BLIND BETS ALL PUSH.

(13) PLAYERS WILL WIN THE FLUSH RUSH BONUS BET IF THEY CAN MAKE A 4-CARD FLUSH OR BETTER, EVEN IF THEY LOSE TO THE DEALER. SEE PAY TABLE BELOW:

HAND	FGW-01	FGW-02	FGW-03	FGW-04
7-CARD NATURAL FLUSH	250	200	250	250
7-CARD WILD FLUSH	100	75	100	100
6-CARD NATURAL FLUSH	50	50	50	60
6-CARD WILD FLUSH	10	10	10	10
5-CARD NATURAL FLUSH	6	6	5	5
5-CARD WILD FLUSH	3	3	3	4
4-CARD NATURAL FLUSH	1	1	1	1

IF THE CASINO LICENSEE OFFERS THE OPTIONAL FLUSHES GONE WILD PROGRESSIVE BET, THE FOLLOWING GAME RULES WILL APPLY:

(1) FLUSHES GONE WILD PROGRESSIVE IS AN OPTIONAL PROGRESSIVE BONUS BET WHICH MAY ONLY BE PLAYED ON TABLES DISPLAYING THE FLUSHES GONE WILD PROGRESSIVE LAYOUT.

(2) THE FLUSHES GONE WILD PROGRESSIVE BET CONSIDERS THE BEST HAND POSSIBLE AMONG THE PLAYER'S 5 CARDS. COMMUNITY CARDS ARE NOT CONSIDERED FOR THIS BET. NOTE: DEUCES (2-VALUED CARDS) ARE NOT CONSIDERED TO BE WILD CARDS FOR THIS BET.

(3) THE METER WILL BE RESEED WHEN THE 100% AWARD HITS. THE COST OF THE RESEED HAS BEEN FACTORED INTO THE CASINO'S MATHEMATICAL ADVANTAGE.

(4) TO BEGIN EACH ROUND, A PLAYER MUST MAKE HIS/HER REGULAR GAME'S WAGER. HE OR SHE MAY ALSO PLACE ANY BONUS WAGERS AND THE PROGRESSIVE WAGER. A PLAYER MUST PLACE THE PROGRESSIVE WAGER ON THE SENSOR IN FRONT OF HIS/HER BETTING POSITION. THE SENSOR WILL LIGHT UP.

(5) THE DEALER THEN FOLLOWS HOUSE PROCEDURES FOR DEALING THE REGULAR GAME.

(6) ALL HANDS ARE RESOLVED AT THE SAME TIME. THE DEALER RECONCILES THE STANDARD WAGER AND THE FLUSH RUSH BONUS WAGER USING THE PLAYER'S 5 CARD HAND AND THE 2 COMMUNITY CARDS. TO RECONCILE THE PROGRESSIVE WAGER, ONLY THE PLAYER'S 5 CARDS WILL BE CONSIDERED. DEUCES WILL NOT BE CONSIDERED WILD FOR THE PROGRESSIVE WAGER. FOLDED HANDS DO NOT QUALIFY FOR PAYOUTS ON THE PROGRESSIVE WAGER. FOLLOW THE PROCEDURES IN THE NEXT SECTION FOR RECONCILING PERCENTAGE PAYS FROM THE PROGRESSIVE METER.

(7) 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) IN THE EVENT MORE THAN ONE PROGRESSIVE METER PAY HITS DURING THE SAME ROUND DURING THE SAME TIME, HOUSE PROCEDURES ARE THEN FOLLOWED FOR PAYING THE PRIZE.

(D) WHEN A PLAYER HAS A PROGRESSIVE WINNER, THE DEALER WILL SELECT THE PLAYER SPOT CORRESPONDING TO THE PLAYER WITH THE WINNING PROGRESSIVE HAND. THE DEALER WILL THEN PRESS THE APPROPRIATE HAND BUTTON ON THE DISPLAY. (IF THE HAND BUTTON IS PRESSED BY ACCIDENT, PRESSING IT AGAIN WILL TURN IT OFF.)

(E) THE DEALER WILL THEN CONTACT A SUPERVISOR.

(F) ONCE THE CASINO VERIFIES THE PROGRESSIVE WIN, HOUSE PROCEDURES ARE THEN FOLLOWED FOR PAYING THE PRIZE.

(G) WHEN THE DEALER RECONCILES ALL ACTION, HE/SHE PRESSES "END GAME." THIS RESETS THE SYSTEM TO BEGIN THE NEXT HAND.

(H) ONCE THE SUPERVISOR OR EXECUTIVE CARD (DEPENDING ON THE JACKPOT LEVEL) IS SWIPE, THE PRIZE IS LOGGED INTO GAME MANAGER. IF THE PROGRESSIVE PAY NEEDS TO BE BACKED OUT AT THIS POINT, THE AWARD WILL NEED TO BE MANUALLY BACKED OUT USING THE GAME MANAGER MANUAL ADJUSTMENT FEATURE.

(I) AN INCORRECT NUMBER OF CARDS DEALT TO ANY PLAYER CONSTITUTES A DEAD HAND FOR THAT PLAYER ONLY. THE PLAYER RECEIVING THE MISDEALT CARDS RETAINS THE PLAYER'S ANTE AND ANY BET. AN INCORRECT NUMBER OF CARDS DEALT TO THE DEALER CONSTITUTES A MISDEAL TO THE TABLE AND THE PLAYERS MAY PLAY THEIR HANDS FOR THE PURPOSES OF THE PROGRESSIVE JACKPOT ONLY. IF THERE ARE NO PROGRESSIVE JACKPOT HANDS, ALL HANDS AT THE TABLE ARE DEAD AND THE PLAYERS RETAIN THEIR ANTES AND BETS.

(8) ENVY BONUS:

(A) A PLAYER MAKING THE PROGRESSIVE WAGER ALSO QUALIFIES TO WIN AN ENVY PAYOUT, IF ANOTHER PLAYER AT THE TABLE HITS A HAND ASSOCIATED WITH AN ENVY PAYOUT. IF ANOTHER PLAYER AT THE TABLE HITS A HAND ASSOCIATED WITH AN ENVY PAY, ALL OTHER PLAYERS WHO MADE THE PROGRESSIVE BET WIN THE ENVY PAY. THE PLAYER HITTING THE HAND RECEIVES THE NORMAL PRIZE PAY ONLY, BUT DOES NOT RECEIVE THE ENVY PAY.

(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.

(C) THE DEALER PAYS ANY ENVY BONUSES AT THE END OF THE ROUND. IN THE EVENT THAT MORE THAN ONE PLAYER IS INVOLVED IN A QUALIFYING ENVY PAY, THEN ALL PLAYERS WIN MULTIPLE ENVY PAYOUTS.

(9) PAY TABLES:

HAND	FGWP-01		FGWP-02	
	PAYS*	ENVY**	PAYS*	ENVY**
ROYAL FLUSH	100%	\$1,000	100%	\$5,000
STRAIGHT FLUSH	10%	\$300	10%	\$1,500
FOUR OF A KIND	300 FOR 1		300 FOR 1	
FULL HOUSE	50 FOR 1		50 FOR 1	
FLUSH	40 FOR 1		40 FOR 1	
STRAIGHT	30 FOR 1		30 FOR 1	
THREE OF A KIND	9 FOR 1		9 FOR 1	

*ORIGINAL WAGER IS NOT RETURNED

**ENVY AND SEED AMOUNTS ADJUST UP OR DOWN ACCORDINGLY WITH CHANGES MADE TO THE WAGER AMOUNT.