

Regulatory Analysis Form

(Completed by Promulgating Agency)

(All Comments submitted on this regulation will appear on IRRC's website)

(1) Agency

Pennsylvania Gaming Control Board

(2) Agency Number: 125

Identification Number: 262

INDEPENDENT REGULATORY REVIEW COMMISSION

RECEIVED

Independent Regulatory
Review Commission

October 6, 2026

IRRC Number: 3500

(3) PA Code Cite: 58 Pa.Code §§ 617b, 617c, 623b, 623c, 625b, 625c, 627b, 627c, 629b, 629c, 631b, 631c, 633b, 633c, 635b, 635c, 637b, 637c, 641b, 641c, 643b, 643c, 649b, 649c, 651b, 651c, 653b, 653c, 655b, 655c, 657b, 657c, 672b, 672c, 674b, 674c, 679b, 679c, 689b, 689c, 690, 690a, 691, 691a, 692, 692a, 693, 693a, 694, 694a, 695, 695a, 696, AND 696a

(4) Short Title:

Table Games side wager and variations—final omitted regulations

(5) Agency Contacts (List Telephone Number and Email Address):

Primary Contact:

Robert Wood

Assistant Chief Counsel

Pennsylvania Gaming Control Board

303 Walnut Street

Commonwealth Tower, 5th Floor

Harrisburg, PA 17101-8323

Phone: (717) 317-5744

Email: rmwood@pa.gov

Secondary Contact:

(6) Type of Rulemaking (check applicable box):

☐

Proposed Regulation

☐

Final Regulation

☒

Final Omitted Regulation

☐

Emergency Certification Regulation;

☐

Certification by the Governor

☐

Certification by the Attorney General

(7) Briefly explain the regulation in clear and nontechnical language. (100 words or less)

This final omitted rulemaking moves table games, variations, and side wagers previously adopted as temporary regulations into final regulatory status.

(8) State the statutory authority for the regulation. Include specific statutory citation.

The Pennsylvania Gaming Control Board's general authority is in 4 Pa.C.S. § 1202(b)(30)(relating to general and specific powers) and the specific authority in 4 Pa.C.S. §§ 13A02(1) and (2).

(9) Is the regulation mandated by any federal or state law or court order, or federal regulation? Are there any relevant state or federal court decisions? If yes, cite the specific law, case or regulation as well as, any deadlines for action.

There are no other applicable federal or state statutes, regulations or court decisions that mandate adoption of this rulemaking.

(10) State why the regulation is needed. Explain the compelling public interest that justifies the regulation. Describe who will benefit from the regulation. Quantify the benefits as completely as possible and approximate the number of people who will benefit.

This rulemaking will give certificate holders additional options in the games that they provide to patrons and is needed to establish the rules of play. Patrons who play these games will benefit from the standardization of the rules of play. Additionally, the games, variations, and side wagers which comprise this package, represent intellectual property which makes public commentary impracticable.

(11) Are there any provisions that are more stringent than federal standards? If yes, identify the specific provisions and the compelling Pennsylvania interest that demands stronger regulations.

There are no corresponding federal standards for any of these provisions in this rulemaking.

(12) How does this regulation compare with those of the other states? How will this affect Pennsylvania's ability to compete with other states?

This rulemaking expands the complement of table games available for play under final form regulations. The Board reviewed all payout tables submitted by the manufacturer/proprietary owner as part of the promulgation of temporary regulations. The regulatory requirements contained in this rulemaking allow Pennsylvania's regulated gaming market to remain competitive with other jurisdictions.

(13) Will the regulation affect any other regulations of the promulgating agency or other state agencies? If yes, explain and provide specific citations.

This regulation will not affect any other regulations of the PGCB or any other state agency.

(14) Describe the communications with and solicitation of input from the public, any advisory council/group, small businesses and groups representing small businesses in the development and drafting of the regulation. List the specific persons and/or groups who were involved. ("Small business" is defined in Section 3 of the Regulatory Review Act, Act 76 of 2012.)

No other persons or groups were involved in the development and drafting of the regulation.

(15) Identify the types and number of persons, businesses, small businesses (as defined in Section 3 of the Regulatory Review Act, Act 76 of 2012) and organizations which will be affected by the regulation. How are they affected?

The regulations in this package represent the proprietary intellectual property of numerous licensed gaming manufacturers. The movement of these regulations into final regulation status allows these manufacturer licensees to continue to market their products to the various licensed

gaming operators in the Commonwealth to be offered for play by the operators gaming patrons. These final regulations ensure that Pennsylvania's gaming operators continue to have access to competitive gaming product offerings across both the brick-and-mortar and online gaming markets in the Commonwealth. To date, Pennsylvania's gaming operators include 18 brick-and-mortar casino facilities, and more than 20 online casino/apps offerings. The Board is of the belief that the manufacturers and operators affected by this regulatory package would not qualify as small businesses as defined in the United States Small Business Administration's Small Business Size Regulations, under 13 C.F.R. Ch. 1 Part 121.

(16) List the persons, groups or entities, including small businesses, that will be required to comply with the regulation. Approximate the number that will be required to comply.

Any slot machine licensee (18), interactive gaming certificate holder (12) or interactive gaming operator who offers online games under an interactive gaming certificate (10) that seeks to offer the games contained in this rulemaking will be required to comply with the requirements of this rulemaking.

(17) Identify the financial, economic and social impact of the regulation on individuals, small businesses, businesses and labor communities and other public and private organizations. Evaluate the benefits expected as a result of the regulation.

It is not anticipated that this rulemaking will have a negative financial or economic impact on the regulated community. The regulations comprising this final-omitted package are presently temporary regulations authorizing numerous table games, variations, and side wagers. Movement of these regulations into final status ensures the regulated gaming market in Pennsylvania retains access to gaming products and remains competitive.

(18) Explain how the benefits of the regulation outweigh any cost and adverse effects.

The movement of the regulations from temporary to final status ensures continued market access and a portfolio of diverse games remains available to the regulated gaming industry. Movement by way of final-omitted procedures is warranted as the regulations in question pertain to proprietary intellectual property in gaming products which renders any public commentary impracticable. It is not anticipated that there will be any adverse effects associated with these regulations being moved into final regulation status.

(19) Provide a specific estimate of the costs and/or savings to the **regulated community** associated with compliance, including any legal, accounting or consulting procedures which may be required. Explain how the dollar estimates were derived.

PGCB licensees that decide to offer the games covered by these regulations will be required to submit updated rules submission forms and internal controls to reflect any addition. The rules forms are simple checklists that take little time to complete, and are available to operators electronically and are also submitted electronically. Any costs incurred to purchase equipment and train employees should be offset by the proceeds of gaming.

(20) Provide a specific estimate of the costs and/or savings to the **local governments** associated with compliance, including any legal, accounting or consulting procedures which may be required. Explain

how the dollar estimates were derived.

This rulemaking will have no fiscal impact on local governments. Host municipalities and counties will benefit from the local share funding that is mandated by the Pennsylvania Race Horse Development and Gaming Act of 2004, as amended.

(21) Provide a specific estimate of the costs and/or savings to the **state government** associated with the implementation of the regulation, including any legal, accounting, or consulting procedures which may be required. Explain how the dollar estimates were derived.

The Board does not expect that the requirements of this rulemaking will have any fiscal impact on the Board or any other Commonwealth agency. Internal control procedures and table games rules submission forms will be reviewed by existing Board Staff.

(22) For each of the groups and entities identified in items (19)-(21) above, submit a statement of legal, accounting or consulting procedures and additional reporting, recordkeeping or other paperwork, including copies of forms or reports, which will be required for implementation of the regulation and an explanation of measures which have been taken to minimize these requirements.

As stated above, if an operator would like to offer the games contained in this rulemaking, the operator will have to submit updated internal controls, rules submission forms, layout schematics, etc. for approval. The rules submission forms are straightforward checklists and are submitted electronically.

(22a) Are forms required for implementation of the regulation?

Yes, operators will be required to electronically submit a rules submission form for approval before offering the table game.

(22b) If forms are required for implementation of the regulation, **attach copies of the forms here**. If your agency uses electronic forms, provide links to each form or a detailed description of the information required to be reported. **Failure to attach forms, provide links, or provide a detailed description of the information to be reported will constitute a faulty delivery of the regulation.**

Copies of the checklists that operators would be required to complete and electronically submit to the agency prior to offering any of the covered games, variations, or side wagers can be found on the PGCB website at [Table Games Rules Submission Templates | PGCB](#).

(23) In the table below, provide an estimate of the fiscal savings and costs associated with implementation and compliance for the regulated community, local government, and state government for the current year and five subsequent years.

The intent of the regulations is to provide additional gaming products for offer in Pennsylvania. To the extent that these regulations may have an effect on gaming revenues, it is anticipated that they would result in protection of or increases to present gaming revenues. With regards to local governments, they are not subject to these regulatory provisions and therefore will feel no fiscal impact. To the extent that certain local governments/ host communities enjoy local share assessments derived from gaming revenues, it is anticipated that these regulations would lead to a protection of or increase to present local shares. The regulation is anticipated to be economically

neutral to PGCB; PGCB is not proposing this regulation to generate revenue, nor is this regulation anticipated to affect PGCB's incurred costs or staffing levels. Relative to the regulated community, these regulations do not prescribe any change in the process by which gaming products enter the Pennsylvania market.

	Current FY Year	FY +1 Year	FY +2 Year	FY +3 Year	FY +4 Year	FY +5 Year
SAVINGS:	\$	\$	\$	\$	\$	\$
Regulated Community	N/A	N/A	N/A	N/A	N/A	N/A
Local Government	N/A	N/A	N/A	N/A	N/A	N/A
State Government	N/A	N/A	N/A	N/A	N/A	N/A
Total Savings	N/A	N/A	N/A	N/A	N/A	N/A
COSTS:						
Regulated Community	N/A	N/A	N/A	N/A	N/A	N/A
Local Government	N/A	N/A	N/A	N/A	N/A	N/A
State Government	N/A	N/A	N/A	N/A	N/A	N/A
Total Costs	N/A	N/A	N/A	N/A	N/A	N/A
REVENUE LOSSES:						
Regulated Community	N/A	N/A	N/A	N/A	N/A	N/A
Local Government	N/A	N/A	N/A	N/A	N/A	N/A
State Government	N/A	N/A	N/A	N/A	N/A	N/A
Total Revenue Losses	N/A	N/A	N/A	N/A	N/A	N/A

(23a) Provide the past three year expenditure history for programs affected by the regulation.

Program	FY -3 2023-2024	FY -2 2024-2025	FY -1 2025-2026	Current FY 2026-2027
PGCB Overall Budget	\$52,159,000	\$57,222,000	\$60,423,000	\$63,557,000

(24) For any regulation that may have an adverse impact on small businesses (as defined in Section 3 of the Regulatory Review Act, Act 76 of 2012), provide an economic impact statement that includes the following:

(a) An identification and estimate of the number of small businesses subject to the regulation.

The slot machine licensees (18), interactive gaming certificate holders (12) or interactive gaming operators who offers online games under an interactive gaming certificate (10) will be impacted by this rulemaking. However, the Board is of the belief that those affected by this regulatory package do not qualify as small businesses as defined in the United States

Small Business Administration's Small Business Size Regulations, under 13 C.F.R. Ch. 1 Part 121.

- (b) The projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation, including the type of professional skills necessary for preparation of the report or record.

As all rules submission forms are simple to complete and are submitted to the PGCB electronically, it is not anticipated that there will be any significant reporting, recordkeeping or other administrative costs associated with this regulation.

- (c) A statement of probable effect on impacted small businesses.

As stated above, the Board is of the belief that none of the entities reasonably anticipated to be affected are small businesses.

- (d) A description of any less intrusive or less costly alternative methods of achieving the purpose of the proposed regulation.

Not applicable.

(25) List any special provisions which have been developed to meet the particular needs of affected groups or persons including, but not limited to, minorities, the elderly, small businesses, and farmers.

No special provisions have been added.

(26) Include a description of any alternative regulatory provisions which have been considered and rejected and a statement that the least burdensome acceptable alternative has been selected.

No alternative regulatory approaches were considered as this rulemaking contains the rules and procedures for multiple table games, variations, and side wagers. This regulation reflects the least burdensome means of maintaining regulatory oversight of this activity, as presently prescribed by the laws and regulations of this Commonwealth.

(27) In conducting a regulatory flexibility analysis, explain whether regulatory methods were considered that will minimize any adverse impact on small businesses (as defined in Section 3 of the Regulatory Review Act, Act 76 of 2012), including:

- a) The establishment of less stringent compliance or reporting requirements for small businesses;
- b) The establishment of less stringent schedules or deadlines for compliance or reporting requirements for small businesses;
- c) The consolidation or simplification of compliance or reporting requirements for small businesses;
- d) The establishment of performance standards for small businesses to replace design or operational standards required in the regulation; and
- e) The exemption of small businesses from all or any part of the requirements contained in the regulation.

Not applicable to this rulemaking. To the extent that a qualifying small business is subject to

affects of these regulations, such small business will be treated equally to all affected entities, so as to not create unfair business advantage.

(28) If data is the basis for this regulation, please provide a description of the data, explain in detail how the data was obtained, and how it meets the acceptability standard for empirical, replicable and testable data that is supported by documentation, statistics, reports, studies or research. Please submit data or supporting materials with the regulatory package. If the material exceeds 50 pages, please provide it in a searchable electronic format or provide a list of citations and internet links that, where possible, can be accessed in a searchable format in lieu of the actual material. If other data was considered but not used, please explain why that data was determined not to be acceptable.

There is no data, as defined under section (3) of the Regulatory Review Act (71 P.S. § 745.3), upon which this rulemaking is based.

(29) Include a schedule for review of the regulation including:

- | | |
|---|--|
| A. The length of the public comment period: | n/a |
| B. The date or dates on which any public meetings or hearings will be held: | September 23, 2026 (Final-Omitted Rulemaking) |
| C. The expected date of delivery of the final-form regulation: | This submission |
| D. The expected effective date of the final-form regulation: | Upon final publication |
| E. The expected date by which compliance with the final-form regulation will be required: | Upon final publication |
| F. The expected date by which required permits, licenses or other approvals must be obtained: | Ongoing |

(30) Describe the plan developed for evaluating the continuing effectiveness of the regulations after its implementation.

No formal review schedule has been established. Instead, the Board consistently reviews its regulations and proposes amendments as the need arises.

CDL-1

**FACE SHEET
FOR FILING DOCUMENTS
WITH THE LEGISLATIVE REFERENCE BUREAU**

(Pursuant to Commonwealth Documents Law)

RECEIVED

Independent Regulatory
Review Commission

October 6, 2026

DO NOT WRITE IN THIS SPACE

Copy below is hereby approved as to
form and legality. Attorney General

BY: _____
(DEPUTY ATTORNEY GENERAL)

DATE OF APPROVAL

☐ Check if applicable
Copy not approved. Objections
attached.

Copy below is hereby certified to be a true and correct copy
of a document issued, prescribed or promulgated by:

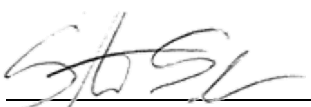
Pennsylvania Gaming Control Board

(AGENCY)

DOCUMENT/FISCAL NOTE NO. 125-262
DATE OF ADOPTION: September 23, 2026

BY: 
TITLE **Denise J. Smyler, Chair**
(EXECUTIVE OFFICER, CHAIRMAN OR SECRETARY)

Copy below is hereby approved as to form
and legality. Executive or Independent Agencies.

BY: 
Stephen S. Cook, Chief Counsel

September 23, 2026
DATE OF APPROVAL

(Chief Counsel, Independent Agency)
(Strike inapplicable title)

☐ Check if applicable. No Attorney General
approval or objection within 30 days after
submission.

FINAL-OMITTED REGULATION 125-262

PENNSYLVANIA GAMING CONTROL BOARD

58 PA. CODE CH. 617b, 617c, 623b, 623c, 625b, 625c, 627b, 627c, 629b, 629c, 631b, 631c, 633b, 633c, 635b, 635c, 637b, 637c, 641b, 641c, 643b, 643c, 649b, 649c, 651b, 651c, 653b, 653c, 655b, 655c, 657b, 657c, 672b, 672c, 674b, 674c, 679b, 679c, 689b, 689c, 690, 690a, 691, 691a, 692, 692a, 693, 693a, 694, 694a, 695, 695a, 696, AND 696a

Roulette Side Wagers and Variations—Temporary Regulations; Roulette Side Wagers and Variations; Craps and Mini-Craps Side Wagers and Variations—Temporary Regulations; Craps and Mini-Craps Side Wagers and Variations; Sic Bo Side Wagers and Variations—Temporary Regulations; Sic Bo Side Wagers and Variations; Minibaccarat Side Wagers and Variations—Temporary Regulations; Minibaccarat Side Wagers and Variations; Midibaccarat Side Wagers and Variations—Temporary Regulations; Midibaccarat Side Wagers and Variations; Baccarat Side Wagers and Variations—Temporary Regulations; Baccarat Side Wagers and Variations; Blackjack Side Wagers and Variations—Temporary Regulations; Blackjack Side Wagers and Variations; Spanish 21 Side Wagers and Variations—Temporary Regulations; Spanish 21 Side Wagers and Variations; Poker Variations—Temporary Regulations; Poker Variations; Four Card Poker Side Wagers and Variations—Temporary Regulations; Four Card Poker Side Wagers and Variations; Let It Ride Poker Side Wagers and Variations; Let it Ride Poker Side Wagers and Variations; Three Card Poker Side Wagers and Variations—Temporary Regulations; Three Card Poker Side Wagers and Variations; Casino War Side Wagers and Variations—Temporary Regulations; Casino War Side Wagers and Variations; Ultimate Texas Hold 'Em Poker Side Wagers and Variations—Temporary Regulations; Ultimate Texas Hold 'Em Poker Side Wagers and Variations; Mississippi Stud Side Wagers and Variations—Temporary Regulations; Mississippi Stud Side Wagers and Regulations; Crazy 4 Poker Side Wagers and Variations—Temporary Regulations; Crazy 4 Poker Side Wagers and Variations; Free Bet Blackjack Side Wagers and Variations—Temporary Regulations; Free Bet Blackjack Side Wagers and Variations; Criss-Cross Poker Side Wagers and Variations—Temporary Regulations; Criss-Cross Poker Side Wagers and Variations; Three Card Prime Side Wagers and Variations—Temporary Regulations; Three Card Prime Side Wagers and Variation; Dreamcatcher Side Wagers and Variations—Temporary Regulations; Crazy Time—Temporary Regulations; Crazy Time; Five Card Roulette—Temporary Regulations; Five Card Roulette; Double Down Madness—Temporary Regulations; Double Down Madness; Adventures Beyond Wonderland—Temporary Regulations; Adventures Beyond Wonderland; Mega Money Mountain—Temporary Regulations; Mega Money Mountain; Simple Squares—Temporary Regulations; Simple Squares; Inspired Wheelspin—Temporary Regulations; Inspired Wheelspin

The Pennsylvania Gaming Control Board ("Board" or "PGCB"), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority) and section 204 of the act of July 31, 1968 (P.L.769, No.240), known as the "Commonwealth Documents Law," adopts the final-

omitted regulations to read as set forth in Annexes A, and B. The Board's regulations will be added to Part VII (relating to Gaming Control Board) as part of Subpart K (relating to table games).

Purpose of this Final-Omitted Rulemaking

This final-omitted rulemaking adopts existing temporary regulations related to table games rules and procedures into final form regulations.

Explanation

The regulations which comprise this final-omitted regulation package represent the rules and procedures for table games, variations on table games, and side wagers to table games. Previously, these games, variations, and side wagers were adopted as temporary regulations pursuant to authority granted to the PGCB under the Gaming Act. As part of the PGCB review process, which precedes the PGCB promulgating temporary table game regulations, the rules and procedures of the games, variations, or side wagers were reviewed, including a mathematical analysis by the Board's Office of Gaming Laboratories. In each case it was determined that the game, variation, or side wager met the acceptable parameters to be offered to patrons in Pennsylvania.

Annex A outlines those sections of temporary table games regulations that are being removed and reserved, including sections of temporary table games regulations that are being moved into final regulation status. The regulations comprising Annex B match the language of the temporary regulation language being removed under Annex A, except for minimal edits relating to cross references.

Section 204 of the Commonwealth Document Law establishes three circumstances in which an agency is permitted to promulgate final-omitted regulations: (1) Comments from the public are not appropriate, necessary, or beneficial; (2) All persons subject to the regulation are named or given personal notice; and/or (3) Notice is impracticable, unnecessary, or contrary to the public interest.

The regulations of this final-omitted regulation package meet the contemplated criteria for final-omitted regulations under the Commonwealth Document Law.

1. Comments from the public are not necessary, appropriate, or beneficial.

The regulations in this package represent the rules and procedures of table games, variations, and side wagers which are the intellectual property of PGCB licensees, rendering public comments, and edits derived therefrom, unnecessary. The present temporary regulation language adopted by the PGCB, and now being moved into final form regulation language, represents authorization of games, variations, or side wagers covered by intellectual property rights of PGCB licensees. PGCB licensees are not willing to relinquish their intellectual property protections in these games or side wagers as a direct result of public commentary. It is anticipated that alterations in regulatory language which would alter the rules/procedures outside the scope of present

intellectual property protections would result in PGCB licensees removing the relevant gaming product(s) from the Pennsylvania market. As the regulations are specific to a particular licensee's intellectual property, any edit to the terms of the game amounts to a revocation of an authorized gaming product. A reduction to the number of options available to both the regulated community and gaming patrons will result in a contraction in gaming revenues to operators, and gaming taxes received throughout the Commonwealth.

2. Persons subject to the regulations have received notice.

The regulations comprising this final-omitted package are presently in force and effect as temporary regulations. To become temporary regulations, the process begins with PGCB licensees making a table games submission, which in part seeks temporary table game regulations be promulgated and in part seeks PGCB to grant approval for the game/wager to be authorized for play in Pennsylvania. The PGCB's issuance of authorization for any game or wager provides that such game/wager is subject to the relevant regulatory provisions — be those provisions temporary regulations or final form regulations. Those entities with the greatest interest in the contents of the present final-omitted regulations received notice of the relevant regulations as part of the PGCB notification that their requested game/wager has been approved for play in the Commonwealth. Having given notice to the relevant parties, the PGCB has not received comments on the regulatory language, and therefore is moving the temporary regulations forward through the final-omit process.

3. Notice is impracticable, unnecessary, or contrary to the public interest.

Specifically, the editing being made represent a corrective measure for which notice and comment is unnecessary, and generally impracticable. Some sections of regulations have been discovered to contain typos. The edits correct such errors and ensure proper cross references.

Fiscal Impact

Commonwealth. The Board does not expect that this final-omitted rulemaking will have a fiscal impact on the Board or other Commonwealth agencies. Any updates to Rules Submission forms and internal control procedures will be reviewed by existing Board staff.

Political subdivisions. This final-omitted rulemaking will not have fiscal impact on political subdivisions of this Commonwealth.

Private sector. This final-omitted rulemaking codifies temporarily approved table games, variations, and side wagers into final form and thereby provides certificate holders with additional table game options. If a certificate holder decides to offer, or continue to offer, any of the table games, side wagers and/or variations codified under these final form regulations, the certificate holder will be required to train their dealers on the rules of play and purchase new equipment—specifically table layouts corresponding to the game and wagers offered. Costs incurred to train employees or purchase/lease equipment should be offset by the proceeds of gaming.

General public. This final-omitted rulemaking will not have fiscal impact on the general public.

Paperwork Requirements

If a certificate holder seeks to offer any of the table games, side wagers, or variations contained in these regulations the certificate holder will be required to submit a Rules Submission form reflecting the choices in how the game will be offered and with the selected side wagers and variations identified. These forms are available on the Board's public website and submitted to Board staff electronically.

Effective Date

This final-omitted rulemaking will become effective upon publication in the Pennsylvania Bulletin.

Regulatory Review

Under section 5.1(c) of the Regulatory Review Act (71 P. S. § 745.5a(c)), the Board submitted a copy of the final-omitted rulemaking and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC), to the Chairpersons of the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee, and to the Attorney General.

Findings

The Board finds that:

- (1) Public notice of intention to adopt these amendments and opportunity for public comment may be omitted pursuant to section 204 of the act of July 31, 1968 (P.L. 769, No. 240) and the regulations thereunder, 1 Pa. Code §§ 7.4 (relating to omission of notice of proposed rulemaking).
- (2) The adoption of the regulations prescribed in Annexes A and B are necessary and appropriate for the administration and enforcement of 4 Pa.C.S. Part II (relating to gaming).

Order

The Board, acting under 4 Pa.C.S. Part II, orders that:

- (1) Subpart K. Table Games of the regulations of the Board be amended to read as set forth in Annex A.
- (2) Subpart K. Table Games of the regulations of the Board be amended, and the addition of variations and side wagers final regulations be added, as set forth in Annex B.

(3) The Chairperson of the Board shall certify this order and Annexes A and B and deposit them with the Legislative Reference Bureau as required by Law.

(4) This order shall take effect upon publication in the Pennsylvania Bulletin.

DENISE J. SMYLER,
Chairperson

Annex A
TITLE 58. RECREATION
PART VII. GAMING CONTROL BOARD
SUBPART K. TABLE GAMES

Editorial Note: The temporary regulation sections noted below with “[RESERVED]” are being deleted and incorporated as final regulations under “c.” Chapters, as outlined in Annex B to this final-omitted rulemaking package. As all regulatory text is being deleted in totality as a temporary regulation and adopted as a final regulation without change, other than minor typographical corrections or corrections to cross-references, the regulatory text has been omitted from this Annex for clarity and editorial purposes.

CHAPTER 617b. ROULETTE SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§ 617b.4. [Roulette Up] **RESERVED**

§ 617b.5. [Roulette X] **RESERVED**

§ 617b.6. [Lightning Roulette—additional allowances] **RESERVED**

§ 617b.7. [Mega Fire Blaze Roulette] **RESERVED**

§ 617b.8. [Jinzi Roulette] **RESERVED**

§ 617b.9. [Reel Roulette] **RESERVED**

§ 617b.10. [Spin and Win Roulette] **RESERVED**

§ 617b.11. [Red Door Roulette] **RESERVED**

§ 617b.12. [Diamond Rush Roulette] **RESERVED**

§ 617b.13. [Roulette 4-Ball Extra Bet] **RESERVED**

CHAPTER 623b. CRAPS AND MINI-CRAPS SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§ 623b.5. [Power Odds] **RESERVED**

§ 623b.6. [Crapless Craps] **RESERVED**

§ 623b.7. [Easy Craps] **RESERVED**

**CHAPTER 625b. SIC BO SIDE WAGERS AND VARIATIONS—TEMPORARY
REGULATIONS**

§ 625b.1. [Super Sic Bo] **RESERVED**

§ 625b.2. [Lightning Dice] **RESERVED**

**CHAPTER 627b. MINIBACCARAT SIDE WAGERS AND VARIATIONS—
TEMPORARY REGULATIONS**

§ 627b.4. [Rising Phoenix Baccarat] **RESERVED**

§ 627b.5. [Golden Talons] **RESERVED**

§ 627b.6. [Harmony Progressive] **RESERVED**

§ 627b.7. [Eclipse] **RESERVED**

**CHAPTER 629b. MIDIBACCARAT SIDE WAGERS AND VARIATIONS—
TEMPORARY REGULATIONS**

§ 629b.5. [Rising Phoenix Baccarat] **RESERVED**

§ 629b.6. [Golden Talons] **RESERVED**

§ 629b.7. [Harmony Progressive] **RESERVED**

§ 629b.8. [Eclipse] **RESERVED**

**CHAPTER 631b. BACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY
REGULATIONS**

§ 631b.8. [Rising Phoenix Baccarat] **RESERVED**

§ 631b.9. [Golden Talons] **RESERVED**

§ 631b.10. [Harmony Progressive] **RESERVED**

§ 631b.11. [Eclipse] **RESERVED**

**CHAPTER 633b. BLACKJACK SIDE WAGERS AND VARIATIONS—TEMPORARY
REGULATIONS**

§ 633b.16. [EZ Bust Blackjack] **RESERVED**

§ 633b.17. [21+3 progressive wager] **RESERVED**

§ 633b.18. [Royal Match progressive] **RESERVED**

§ 633b.19. [King Bounty—additional payable] **RESERVED**

§ 633b.20. [Blazing 7's wager] **RESERVED**

§ 633b.21. [Blazing 7's multi-progressive wager] **RESERVED**

§ 633b.22. [Lucky Ladies progressive] **RESERVED**

§ 633b.23. [Blackjack Match progressive—additional paytables] **RESERVED**

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§ 617c.4. Roulette Up.

(a) A certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Roulette wager in accordance with § 617a.3 (relating to placement of wagers) the option of placing a Roulette Up wager. If the certificate holder is offering the Roulette Up wager, Roulette may be played on a double zero Roulette wheel or a single zero Roulette wheel as described in § 617a.1(d) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Roulette Up wager, in

addition to the requirements in § 617a.1, the layout shall contain a separate area designated for the placement of the Roulette Up wager. The layout shall also contain a Roulette Up streak tracker, which shall be used for tracking the Roulette Up streak.

(c) If the certificate holder is offering the Roulette Up wager as a progressive wager, the Roulette table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Roulette Up progressive wager. The progressive table game system must include any of the following:

(1) A wagering device that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(d) A player who has placed a Roulette wager in accordance with § 617a.3 may place a Roulette Up wager prior to the starting number for the Roulette Up streak being established.

(e) After any Roulette Up wagers have been placed, the Roulette game shall proceed in accordance with § 617a.5 (relating to rotation of wheel and ball).

(f) The compartment the ball comes to rest in under § 617a.5(c) shall constitute the starting number for the Roulette Up streak. The dealer shall place a lammer or dolly in the 1 box on the Roulette Up streak tracker.

(g) Once the starting number has been established, successive rounds of Roulette shall continue. The result of each spin of the wheel and announcement of the number in accordance

with § 617a.5(c) shall determine whether the Roulette Up streak continues or ends as determined by the following:

(1) The Roulette Up streak shall continue so long as the number announced is greater than the number which preceded it, as determined by the following:

(i) When the number is greater than the number preceding it in the Roulette Up streak, the dealer shall move the lammer or dolly to the next box on the Roulette Up streak tracker.

(ii) For purposes of a double zero wheel, 00 shall be deemed to be greater than 0, but less than 1.

(2) The Roulette Up streak, and therefore Roulette Up wager, shall end when any of the following occur:

(i) The Roulette number spun is less than or equal to the preceding number spun.

(ii) The number 36 is spun.

(iii) The longest Roulette Up streak has been reached.

(h) Once the Roulette Up streak has ended, the Roulette Up wager shall be settled according to one of the following paytables, which shall be included in the certificate holder's

Rules Submission form filed in accordance with § 601a.2:

(1) *Non-progressive paytables:*

<u>Streak Length</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	<u>Paytable E</u>
<u>8</u>	<u>400 to 1</u>	<u>400 to 1</u>	<u>275 to 1</u>	<u>800 to 1</u>	<u>250 to 1</u>
<u>7</u>	<u>150 to 1</u>	<u>100 to 1</u>	<u>150 to 1</u>	<u>400 to 1</u>	<u>125 to 1</u>
<u>6</u>	<u>100 to 1</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>100 to 1</u>	<u>50 to 1</u>
<u>5</u>	<u>30 to 1</u>	<u>10 to 1</u>	<u>15 to 1</u>	<u>30 to 1</u>	<u>15 to 1</u>
<u>4</u>	<u>10 to 1</u>	<u>4 to 1</u>	<u>10 to 1</u>	<u>20 to 1</u>	<u>5 to 1</u>
<u>3</u>	<u>2 to 1</u>	<u>2 to 1</u>	<u>3 to 1</u>	<u>Loss</u>	<u>1 to 1</u>
<u>2</u>	<u>Loss</u>	<u>Push</u>	<u>Loss</u>	<u>Loss</u>	<u>Push</u>

<u>1</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>
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(2) Progressive paytables:

<u>Progressive Paytable 1</u>				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
<u>9</u>	100% of progressive meter	10,000x the progressive wager	20%	4%
<u>8</u>	3,000 for 1			
<u>7</u>	1,500 for 1			
<u>6</u>	250 for 1			
<u>5</u>	25 for 1			
<u>4</u>	<u>Loss</u>			
<u>3</u>	<u>Loss</u>			
<u>2</u>	<u>Loss</u>			
<u>1</u>	<u>Loss</u>			

<u>Progressive Paytable 2</u>				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
<u>9</u>	100% of progressive meter	10,000x the progressive wager	20%	4%
<u>8</u>	5,000 for 1			
<u>7</u>	2,000 for 1			
<u>6</u>	200 for 1			
<u>5</u>	20 for 1			
<u>4</u>	<u>Loss</u>			
<u>3</u>	<u>Loss</u>			
<u>2</u>	<u>Loss</u>			
<u>1</u>	<u>Loss</u>			

<u>Progressive Paytable 3</u>				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
<u>9</u>	100% of progressive meter	10,000x the progressive wager	18%	4%
<u>8</u>	1,000 for 1			
<u>7</u>	500 for 1			
<u>6</u>	100 for 1			
<u>5</u>	20 for 1			
<u>4</u>	10 for 1			
<u>3</u>	<u>Loss</u>			
<u>2</u>	<u>Loss</u>			
<u>1</u>	<u>Loss</u>			

Progressive Paytable 4				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
9	N/A	3,000x the progressive wager	18%	5%
8	100% of progressive meter			
7	250 for 1			
6	50 for 1			
5	20 for 1			
4	4 for 1			
3	2 for 1			
2	Loss			
1	Loss			

Progressive Paytable 5				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
9	N/A	3,000x the progressive wager	18%	5%
8	100% of progressive meter			
7	350 for 1			
6	75 for 1			
5	15 for 1			
4	4 for 1			
3	2 for 1			
2	Loss			
1	Loss			

Progressive Paytable 6				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
9	N/A	3,000x the progressive wager	18%	5%
8	100% of progressive meter			
7	500 for 1			
6	100 for 1			
5	20 for 1			
4	10 for 1			
3	Loss			
2	Loss			
1	Loss			

Progressive Paytable 7				
<u>Streak Length</u>	<u>Payout</u>	<u>Seed/Reseed</u>	<u>Incrementation</u>	<u>Reserve Rate</u>
9	N/A	3,000x the progressive wager	19%	N/A
8	100% of progressive meter			
7	450 for 1			
6	100 for 1			

<u>5</u>	<u>20 for 1</u>	
<u>4</u>	<u>10 for 1</u>	
<u>3</u>	<u>Loss</u>	
<u>2</u>	<u>Loss</u>	
<u>1</u>	<u>Loss</u>	

§ 617c.5. Roulette X.

(a) A certificate holder may offer to players a game entitled Roulette X, a variation on Lightning Roulette. Unless otherwise provided under this section, Roulette X shall follow the rules and procedures of Lightning Roulette under § 617c.3 (relating to Lightning Roulette).

(b) The layout for a Roulette X table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Roulette X table shall have in place a board-approved Roulette random number generator that determines the multiplier and also determines the specific payout that will be paid for a winning straight wager placed on a multiplier.

(c) Roulette X may be played on either a single zero or double zero Roulette wheel.

(d) After all wagers have been placed, the random number generator shall be initiated and will select between two and five numbers on the layout that are the multipliers. The multipliers will be illuminated and will indicate what the increased payout will be for a winning straight wager placed on that multiplier.

(e) If the Roulette ball comes to rest in one of the numbers that has been illuminated as a multiplier and a player has placed a straight wager on that number, the player's straight wager shall win and be paid based upon the increased payout displayed on the layout.

(f) Notwithstanding the provisions of § 617a.4 (relating to payout odds), if a player's straight wager wins but the number the player wagered on is not selected as a multiplier by the

random number generator, the player shall be paid at odds corresponding to the certificate holder's selected payable under subsection (g).

(g) Roulette X wagers shall be settled according to one of the following paytables, which shall be included in the certificate holder's Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions):

	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Roulette wheels authorized</u>	<u>Single zero/double zero wheels</u>	<u>Double zero wheel</u>	<u>Single zero/double zero wheels</u>
<u>Straight wager payout odds</u>	<u>28 to 1</u>	<u>30 to 1</u>	<u>26 to 1</u>
<u>Multipliers</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>
	<u>100 to 1</u>	<u>100 to 1</u>	<u>100 to 1</u>
	<u>250 to 1</u>	<u>175 to 1</u>	<u>250 to 1</u>
	<u>500 to 1</u>	<u>250 to 1</u>	<u>1,000 to 1</u>

§ 617c.6. Lightning Roulette—additional allowances.

(a) A certificate holder may offer Lightning Roulette with any of the alternative configurations provided for in this section.

(b) Lightning Roulette may be offered for play with either a single zero wheel or a double zero wheel.

(c) Lightning Roulette may be offered with the possible payouts outlined in § 617c.3(g) (relating to Lightning Roulette) or any of the following:

(1) 999 to 1.

(2) 499 to 1.

(3) 399 to 1.

(4) 349 to 1.

(5) 299 to 1.

(6) 249 to 1.

(7) 199 to 1.

(8) 149 to 1.

(9) 99 to 1.

(10) 49 to 1.

(d) Other aspects of the game of Lightning Roulette shall be governed by § 617c.3.

§ 617c.7. Mega Fire Blaze Roulette.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Mega Fire Blaze Roulette, where each player who places and wins a straight up, split, street, corner or basket, or line wager has the ability to win an increased payout based upon the results of a random number generator. If the certificate holder is offering Mega Fire Blaze Roulette, it must be played on a single zero Roulette wheel as described in § 617a.1(d) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Mega Fire Blaze Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Mega Fire Blaze Roulette table shall have in place a board-approved Roulette random number generator that determines the Fire Numbers and the Mega Fire Blaze bonus game outcome.

(c) Unless otherwise noted, Mega Fire Blaze Roulette shall follow the rules and procedures of Roulette, as outlined in Chapter 617a (relating to Roulette).

(d) A player may place any of the following wagers before each Roulette spin at any time before the croupier calls, “no more bets” in accordance with § 617a.3 (relating to placement of wagers) or before any betting time has expired:

(1) Straight up, which is the Straight wager under § 617a.3(e)(1).

(2) Split bet, which is the Split wager under § 617a.3(e)(2).

(3) Street bet, which is the Three Numbers wager under § 617a.3(e)(3).

(4) Corner bet or Basket bet, which is the Four Numbers wager under § 617a.3(e)(4).

(5) Line bet, which is the Six Numbers wager under § 617a.3(e)(6).

(6) Column wager under § 617a.3(e)(7).

(7) Dozen wager under § 617a.3(e)(8).

(8) Red wager under § 617a.3(e)(9).

(9) Black wager under § 617a.3(e)(10).

(10) Odd wager under § 617a.3(e)(11).

(11) Even wager under § 617a.3(e)(12).

(12) Low wager, which is the 1—18 wager under § 617a.3(e)(13).

(13) High wager, which is the 19—36 wager under § 617a.3(e)(14).

(e) After all wagers have been placed, the random number generator shall be initiated and will select 1, 2, 3, 4, 5 or 10 numbers on the layout that are the Fire Numbers. The Fire Numbers will be illuminated.

(f) If the Roulette ball comes to rest in one of the Fire Numbers and a player has placed a straight up, split, street, corner or basket, or line wager on that number, the Mega Fire Blaze bonus game shall be played to determine the winning wager’s payout.

(g) The Mega Fire Blaze bonus game shall be a random number generator-based game which determines payout odds for qualifying winning wagers. The following apply:

(1) The Mega Fire Blaze bonus game shall consist of a grid comprised of 36 cells divided into 6 segments comprised of 6 cells.

(2) Each six-cell segment shall be designated with a special segment multiplier or a jackpot.

(3) The Mega Fire Blaze bonus game shall begin by applying an equal number of random multipliers as there were Fire Numbers in the base game. For example, if there were five Fire Numbers in the base game, then five cells shall be filled with random multipliers.

(4) The random number generator shall then determine which cells shall be filled with a random multiplier.

(5) The following shall apply when all six cells of a segment are filled with random multipliers:

(i) If the segment has a special segment multiplier, all of the random multipliers shall be increased by the special segment multiplier. For example, if the special segment multiplier is a 2, the cell with a 3 random multiplier would become a 6.

(ii) If the segment has a jackpot, a random number generator shall determine whether the jackpot is a Mini (20x), Minor (100x), Major (500x) or Grand (2,000x). The jackpot value shall not increase the values of the segment cells.

(6) At the conclusion of the Mega Fire Blaze bonus game, the random multipliers shall be totaled, including any winning jackpot values, to determine the payout for the winning base game wager.

(7) Potential random multipliers are 1, 2, 3, 4, 5, 10, 15 or 50.

(8) Potential special segment multipliers are 2, 3 or 5.

(9) The potential payout ranges for the winning base game wagers are as follows:

<u>Bet</u>	<u>Payout Range</u>
<u>Straight up</u>	<u>29—5,999 to 1</u>
<u>Split</u>	<u>14—2,999 to 1</u>
<u>Street</u>	<u>9—1,199 to 1</u>
<u>Corner or Basket</u>	<u>6.5—1,499 to 1</u>
<u>Line</u>	<u>4—999 to 1</u>

(h) Winning wagers that are not subject to the Mega Fire Blaze bonus game shall be paid according to the following payable:

<u>Bet</u>	<u>Payout Range</u>
<u>Straight up</u>	<u>29 to 1</u>
<u>Split</u>	<u>14 to 1</u>
<u>Street</u>	<u>9 to 1</u>
<u>Corner or Basket</u>	<u>13 to 2</u>
<u>Line</u>	<u>4 to 1</u>
<u>Dozen</u>	<u>2 to 1</u>
<u>Column</u>	<u>2 to 1</u>
<u>Red</u>	<u>1 to 1</u>
<u>Black</u>	<u>1 to 1</u>
<u>Even</u>	<u>1 to 1</u>
<u>Odd</u>	<u>1 to 1</u>
<u>Low (1—18)</u>	<u>1 to 1</u>
<u>High (19—36)</u>	<u>1 to 1</u>

§ 617c.8. Jinzi Roulette.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players an interactive game Roulette variation entitled Jinzi Roulette, whose outcome is determined by a random number generator. Unless otherwise provided in this section, the game Jinzi Roulette shall operate consistent with the rules and procedures of Roulette under Chapter 617a (relating to Roulette).

(b) The layout for a Jinzi Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment).

(c) Jinzi Roulette shall utilize a wheel containing 13 equally spaced compartments around the wheel. Each compartment shall be marked with a number ranging from zero (0) to twelve (12) with each number being used exactly one time. The segment marked with the number 0 shall be white, and the remaining segments shall be colored alternately red and black.

(d) A player may place the following wagers prior to the announcement of “no more bets:”

(1) Straight up, a wager on a specific number.

(2) Split, a wager on two numbers which are next to each other on the layout.

(3) Street, a wager on three numbers which are in a horizontal row on the layout.

(4) Corner, a wager on four numbers which are four numbers in contiguous boxes on the layout.

(5) Three numbers, a wager on the combination of 0, 1, 2 or 0, 2, 3.

(6) Column, a wager on the four numbers contained in a single column on the layout.

(7) Red, a wager on the winning compartment will be red.

(8) Black, a wager on the winning compartment being black.

(9) Small, a wager on the consecutive numbers 1—6.

(10) Big, a wager on the consecutive numbers 7—12.

(e) After all wagers have been placed and “no more bets” has been called, the random number generator shall be initiated to determine the outcome of the Jinzi Roulette game, with the winning wheel segment being displayed to players.

(f) A certificate holder shall pay out winning Jinzi Roulette wagers at no less than the odds in the following paytable:

<u>Wager</u>	<u>Payout Odds</u>
<u>Straight up</u>	<u>11 to 1</u>
<u>Split</u>	<u>5 to 1</u>
<u>Street</u>	<u>3 to 1</u>
<u>Corner</u>	<u>2 to 1</u>
<u>Three numbers</u>	<u>3 to 1</u>
<u>Column</u>	<u>2 to 1</u>
<u>Red</u>	<u>1 to 1</u>
<u>Black</u>	<u>1 to 1</u>
<u>Small</u>	<u>1 to 1</u>
<u>Big</u>	<u>1 to 1</u>

(g) Notwithstanding subsection (f), when the winning outcome is zero, the following apply:

(1) Straight Up wagers placed on zero shall pay 11 to 1, consistent with subsection (e).

(2) Wagers, except for wagers placed on zero, shall return one-half of the amount wagered. For example, a \$10 wager on number 10, although being a losing Straight Up wager, would return \$5 to the player.

§ 617c.9. Reel Roulette.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Reel Roulette, where each player who placed and wins a straight wager in Roulette in accordance with

§ 617a.3 (relating to placement of wagers) has the ability to win an increased payout based upon the results of a random number generator.

(b) The layout for a Reel Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Reel Roulette table shall have in place a board-approved random number generator that determines the Roulette ball color, the multiplier and also determines the specific payout that will be paid for a winning straight wager placed on a Reel Roulette number.

(c) A player may place any of the Roulette wagers outlined in § 617a.3(e) before each Roulette spin at any time before the croupier calls, “no more bets” in accordance with § 617a.5 (relating to rotation of wheel and ball).

(d) After all wagers have been placed, the random number generator shall be initiated by the dealer and will do all of the following:

- (1) Determine whether the Roulette ball shall be a white or a gold ball.
- (2) Select the numbers on the layout that are to be Reel Roulette numbers and indicate what the increased payout will be for a winning straight wager placed on that Reel Roulette number, in accordance with the applicable payable under subsection (g).

(e) If the Roulette ball comes to rest in one of the Reel Roulette numbers and a player has placed a straight wager on that number, the player’s straight wager shall win and be paid based upon the increased payout displayed on the layout and listed in subsection (g).

(f) Notwithstanding the provisions of § 617a.4 (relating to payout odds), if a player’s straight wager wins but the number the player wagered on is not selected as a Reel Roulette

number by the random number generator, the player shall be paid at odds corresponding to the certificate holder's selected payable under subsection (g).

(g) Reel Roulette straight wagers shall be settled according to one of the following paytables, which shall be included in the certificate holder's Rules Submission form filed in accordance with § 601a.2:

	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	<u>Paytable E</u>
<u>Roulette wheels authorized</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>
<u>White ball: rate of appearance</u>	<u>90%</u>	<u>90%</u>	<u>90%</u>	<u>90%</u>	<u>100%</u>
<u>White ball straight wager payout odds</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>White ball quantity of Reel Roulette numbers</u>	<u>2, 3 or 4</u>	<u>2, 3 or 4</u>	<u>2, 3 or 4</u>	<u>2, 3 or 4</u>	<u>2, 3, 4 or 5</u>
<u>White ball multipliers</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>300 to 1</u>
	<u>100 to 1</u>	<u>100 to 1</u>	<u>100 to 1</u>	<u>88 to 1</u>	<u>200 to 1</u>
	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>
	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>50 to 1</u>
<u>Gold ball: rate of appearance</u>	<u>10%</u>	<u>10%</u>	<u>10%</u>	<u>10%</u>	<u>0%</u>
<u>Gold ball straight wager payout odds</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	
<u>Gold ball quantity of Reel Roulette numbers</u>	<u>4 or 5</u>	<u>4 or 5</u>	<u>4 or 5</u>	<u>4 or 5</u>	
<u>Gold ball multipliers</u>	<u>250 to 1</u>	<u>500 to 1</u>	<u>1,000 to 1</u>	<u>888 to 1</u>	
	<u>200 to 1</u>	<u>200 to 1</u>	<u>500 to 1</u>	<u>300 to 1</u>	
	<u>100 to 1</u>	<u>100 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>	
	<u>50 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>	<u>88 to 1</u>	
			<u>50 to 1</u>	<u>50 to 1</u>	

	<u>Paytable F</u>	<u>Paytable G</u>	<u>Paytable H</u>	<u>Paytable I</u>	<u>Paytable J</u>
<u>Roulette wheels authorized</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>	<u>Double zero wheel</u>
<u>White ball: rate of appearance</u>	<u>100%</u>	<u>92%</u>	<u>93%</u>	<u>92%</u>	<u>93%</u>
<u>White ball straight wager payout odds</u>	<u>28 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>White ball quantity of Reel Roulette numbers</u>	<u>2, 3, 4 or 5</u>	<u>2, 3 or 4</u>	<u>2, 3 or 4</u>	<u>2, 3 or 4</u>	<u>2, 3, or 4</u>

<u>White ball multipliers</u>	<u>500 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>300 to 1</u>
	<u>200 to 1</u>	<u>100 to 1</u>	<u>100 to 1</u>	<u>88 to 1</u>	<u>200 to 1</u>
	<u>100 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>
	<u>50 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Gold ball: rate of appearance</u>	<u>0%</u>	<u>8%</u>	<u>7%</u>	<u>8%</u>	<u>7%</u>
<u>Gold ball straight wager payout odds</u>		<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Gold ball quantity of Reel Roulette numbers</u>		<u>4 or 5</u>	<u>4 or 5</u>	<u>4 or 5</u>	<u>4 or 5</u>
<u>Gold ball multipliers</u>		<u>1,000 to 1</u>	<u>1,000 to 1</u>	<u>500 to 1</u>	<u>500 to 1</u>
		<u>500 to 1</u>	<u>500 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>
		<u>200 to 1</u>	<u>200 to 1</u>	<u>100 to 1</u>	<u>100 to 1</u>
		<u>100 to 1</u>	<u>100 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>
		<u>50 to 1</u>	<u>50 to 1</u>		

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(h) Except as provided by this section, all remaining aspects of the gameplay shall follow the rules and procedures of Roulette under Chapter 617a (relating to Roulette).

§ 617c.10. Spin and Win Roulette.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Spin and Win Roulette, a double zero wheel Roulette game in which the payout odds for winning straight wagers shall be determined by a random number generator.

(b) The layout for a Spin and Win Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Spin and Win Roulette table shall have in place a board-approved Roulette random number generator that determines the specific payout that will be paid for a winning straight wager.

_____ (c) A player may place any of the Roulette wagers outlined in § 617a.3(e) (relating to placement of wagers) before each Roulette spin at any time before the croupier calls, “no more bets” in accordance with § 617a.5 (relating to rotation of wheel and ball).

_____ (d) After all wagers have been placed, the random number generator shall be initiated by the dealer and will select and display the payout for a winning straight wager.

_____ (e) The possible straight wager payouts, all of which shall be included in the certificate holder’s Rules Submission filed in accordance with § 601a.2, that may be selected by the random number generator are as follows:

_____ (1) 99 to 1

_____ (2) 49 to 1

_____ (3) 45 to 1

_____ (4) 41 to 1

_____ (5) 37 to 1

_____ (6) 33 to 1

_____ (7) 29 to 1

_____ (8) 25 to 1

_____ (9) 21 to 1

_____ (10) 17 to 1

_____ (f) Except as provided under this section, all aspects of Spin and Win Roulette shall follow the rules and procedures of Roulette, as provided in Chapter 617a (relating to Roulette).

§ 617c.11. Red Door Roulette.

_____ (a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Red Door

Roulette, where each player who places and wins a straight wager in Roulette in accordance with § 617a.3 (relating to placement of wagers) has the ability to win an increased straight wager payout based upon the results of a combination of a random number generator outcome and bonus game round. If the certificate holder is offering Red Door Roulette, it must be played on a double zero Roulette wheel as described in § 617a.1(d) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) Except as provided in this section, Red Door Roulette shall follow the rules and procedures for Roulette played on a double zero wheel, in accordance with Chapter 617a (relating to Roulette).

(c) The layout for a Red Door Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Red Door Roulette table shall have in place a Board-approved Roulette random number generator that determines the bonus numbers and also determines the specific multiplier that will be applied to each bonus number.

(d) A player may place wagers before each Roulette spin at any time before the croupier calls “no more bets” in accordance with § 617a.5 (relating to rotation of wheel and ball).

(e) After all wagers have been placed, the random number generator shall be initiated and will select between three and eight numbers on the layout that are the bonus numbers. The bonus numbers will be illuminated and shall indicate what the multiplier is associated with that straight wager betting position. The multiplier shall be in the range of 1x to 10x.

(f) If the Roulette ball comes to rest in one of the bonus numbers and a player has placed a straight wager on that number, the bonus game shall be triggered to determine the increased payout for that winning wager.

(g) Bonus game rules:

(1) The bonus game is a virtual wheel-based game.

(2) The bonus game wheel shall be comprised of 64 sections and 3 clappers.

(i) Each of the 64 sections of the wheel shall contain awards ranging from 30x to 400x.

(ii) In addition to the award range stated in subparagraph (i), “double” may be displayed in one section of the wheel.

(iii) The awards shall be randomly assigned to the 64 wheel sections.

(iv) The three clappers shall be spaced so that there are at least two sections of the wheel between clappers. For example, if the first clapper is on section 1, then the second clapper will be on section 4 and the third clapper shall be on section 7.

(3) The bonus game shall begin by applying the associated multiplier from subsection (e).

(4) At the beginning of the bonus game, a countdown timer shall begin, indicating the time a player has left to select one of the three clappers. If the player does not make a selection before the time elapses, one of the clappers will be automatically selected at random.

(5) After the time for players to select a clapper has elapsed, the game presenter shall start the wheel rotation by pressing the button. When the wheel stops spinning, the award indicated by the player’s selected clapper shall constitute the winning payout odds.

(6) In the event that the player's selected clapper comes to rest on wheel section marked "double," all of the following apply:

(i) All awards on the wheel shall be doubled and the wheel spun again.

(ii) Only those players who selected the clapper which landed on "double" shall continue to take part. The result of the first spin shall constitute the winning payout odds for all other players in the bonus round.

(iii) If the clapper lands on a section marked with "double" a second time, all awards on the wheel shall be doubled a second time. The "double" shall be replaced by a 400x multiplier and the wheel spun again. The result of the spin shall constitute the winning payout odds.

(h) The payout odds for Red Door Roulette wagers shall follow § 617a.4 (relating to payout odds) except:

(1) If a player's straight wager wins but the number the player wagered on is not selected as a bonus number by the random number generator, the player shall be paid 19 to 1.

(2) If a player's straight wager wins and the number the player wagered on is selected as a bonus number by the random number generator, the odds shall be determined in the bonus game under subsection (g) and shall fall within the range of 19—15,999 to 1.

§ 617c.12. Diamond Rush Roulette.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Diamond Rush Roulette, where each player who places and wins an inside wager in Roulette has the ability to win an increased payout based upon the results of a combination of a random number

generator and bonus game round. If the certificate holder is offering Diamond Rush Roulette, it must be played on a single zero Roulette wheel as described in § 617a.1(c) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) Except as provided in this section, Diamond Rush Roulette shall follow the rules and procedures for Roulette played on a single zero wheel, in accordance with Chapter 617a (relating to Roulette).

(c) The layout for a Diamond Rush Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Diamond Rush Roulette table shall have in place a board-approved random number generator that determines the Lucky Numbers and the specific payout that will be applied to each Lucky Number and determines a Bonus Number.

(d) A player may place wagers before each Roulette spin at any time before the croupier calls “no more bets” in accordance with § 617a.5 (relating to rotation of wheel and ball).

(e) After all wagers have been placed, the random number generator shall be initiated and will select 1, 3, 5 or 10 numbers on the layout that are the Lucky Numbers and one Bonus Number. The Lucky Numbers will be illuminated and indicate the enhanced payout odds.

(f) If the Roulette ball comes to rest in one of the Lucky Numbers and a player has placed an inside wager on that number, the winning inside wager shall be paid according to the random number generator outcome selected as part of subsection (e). The payout ranges are as follows:

<u>Bet</u>	<u>Winning Lucky Number payout range</u>
<u>Straight up</u>	<u>49 to 1—499 to 1</u>
<u>Split</u>	<u>49 to 2—499 to 2</u>
<u>Three Numbers/Street</u>	<u>49 to 3—499 to 3</u>

Four Numbers/Corner	49 to 4—499 to 4
Six Numbers	49 to 6—499 to 6

(g) If the Roulette ball comes to rest in the Bonus Number and a player has placed an inside wager on that number, the winning inside wager shall be paid based upon the outcome of the bonus game.

(h) The bonus game shall consist of six rounds of players making a selection among five boxes to reveal the hidden Bonus Game multiplier or an “X” to signify the player has lost. The multiplier values and placement of the multipliers and “X” shall be determined through the use of a random number generator.

(1) In round 1, all five boxes shall contain a multiplier.

(2) In round 2, four boxes shall contain a multiplier, and one shall contain an “X.”

(3) In round 3, three boxes shall contain a multiplier, and two shall contain an “X.”

(4) In rounds 4 and 5, two boxes shall contain a multiplier, and three shall contain an “X.”

(5) In round 6, one box shall contain a multiplier and four shall contain an “X.”

(i) To begin each round of the bonus game, a countdown timer shows how long a player has remaining to select a box or cash out, as provided in subsection (j).

(1) If a player fails to make a selection before time runs out in round 1 or 2, a random box selection will be made on their behalf.

(2) If a player fails to make a selection before time runs out in a subsequent round, the bonus game shall proceed based upon the action selected by the player as part of initial gameplay configuration sections the following apply:

(i) The bonus game time expiration default shall be set to cash out, in line with subsection (j), unless the player elects to set random selection under subparagraph (ii).

(ii) The player may set their bonus game time expiration default to make a random selection in line with paragraph (1).

(j) Following round 2, players may elect to cash out rather than making a box selection. The player's winning payout odds will be determined by adding together their selected multipliers from all rounds prior to cashing out.

(k) Whenever a box selection reveals an "X," the player has lost the bonus game and will be paid based upon their round 1 selected multiplier.

(l) The bonus game payout ranges are as follows:

<u>Bet</u>	<u>Winning Lucky Number payout range</u>
<u>Straight up</u>	<u>29 to 1—4,999 to 1</u>
<u>Split</u>	<u>14 to 1—2,499.5 to 1</u>
<u>Three Numbers/Street</u>	<u>9 to 1—1,666.3333 . . . to 1</u>
<u>Four Numbers/Corner</u>	<u>6.5 to 1—1,249.75 to 1</u>
<u>Six Numbers</u>	<u>4 to 1—833.16666 . . . to 1</u>

(m) As used in this section, the term "inside wager" shall mean a Straight wager, a Split wager, a Three Numbers wager (also known as a Street wager), a Four Numbers wager (also known as a Corner wager) or a Six Numbers wager, as provided under § 617a.3(e)(1)—(5) (relating to placement of wagers).

§ 617c.13. Roulette 4-Ball Extra Bet.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players an optional side wager entitled Roulette 4-Ball Extra Bet. The Roulette 4-Ball Extra Bet wager may only be offered on a Roulette game played on a double zero Roulette wheel as described in § 617a.1(d) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Roulette 4-Ball Extra Bet wager, in addition to the requirements in § 617a.1, the layout shall contain the following:

(1) A separate area designated for the placement of the Roulette 4-Ball Extra Bet wager.

(2) A separate Roulette 4-Ball Extra Bet wheel consisting of 12 segments, composed of 4 black segments, 4 red segments and 4 green segments, arranged in alternating fashion so that each like color segment is evenly spaced. For example, black, red, green, black, red, green.

(c) Except as provided in this section, Roulette 4-Ball Extra Bet shall follow the rules and procedures for Roulette played on a double zero wheel, in accordance with Chapter 617a (relating to Roulette).

(d) A player may place a Roulette 4-Ball Extra Bet wager independently or along with any of the Roulette wagers outlined in § 617a.3(e) (relating to placement of wagers) before each Roulette spin at any time before the croupier calls, “no more bets” in accordance with § 617a.5 (relating to rotation of wheel and ball).

(e) After all wagers have been placed, concurrent to the announcement of “no more bets” under § 617a.5, the Roulette 4-Ball Extra Bet wheel shall be spun and four balls shall be dropped onto the Roulette 4-Ball Extra Bet wheel.

(f) The results of the Roulette 4-Ball Extra Bet wager shall be based upon the color of the segment where the main Roulette game ball comes to rest combined with the colors of the segments where the four Roulette 4-Ball Extra Bet wheel balls come to rest.

(g) Winning Roulette 4-Ball Extra Bet wagers shall be paid in accordance with the following payable:

Number of balls in wagered color		Red	Black	Green
Roulette 4-Ball Extra Bet wheel balls	Main Roulette gameball			
<u>4</u>	<u>1</u>	<u>100 to 1</u>	<u>100 to 1</u>	<u>500 to 1</u>
<u>3</u>	<u>1</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>80 to 1</u>
<u>2</u>	<u>1</u>	<u>2 to 1</u>	<u>2 to 1</u>	<u>30 to 1</u>
<u>4</u>	<u>0</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>

CHAPTER 623c. CRAPS AND MINI-CRAPS SIDE WAGERS AND VARIATIONS—

FINAL REGULATIONS

Sec.

623c.1. Hot Roller Craps.

623c.2. Lucky Shooter wager.

623c.3. Bonus Craps alternate payable option; change in water verbiage.

623c.4. Hot Shooter jackpot wager.

623c.5. Power Odds.

623c.6. Crapless Craps.

623c.7. Easy Craps.

§ 623c.5. Power Odds.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players Power Odds, which provides the ability to win an increased payout based upon the results of a random number generator.

(b) Craps, Mini-Craps or variations that offer Power Odds shall be played consistent with Chapters 623a or 623c (relating to Craps and Mini-Craps; and Craps and Mini-Craps side wagers and variations—final regulations), unless otherwise provided under this section.

(c) After all wagers have been placed consistent with § 623a.4 (relating to making and removal of wagers), but before the dice are thrown and the results known, the random number generator shall be initiated and shall display which bet or bets have been selected for which, if any, Power Odds increased payouts.

(d) The following wagers shall be eligible for the increased Power Odds:

<u>Wager</u>	<u>Power Odds</u>
<u>Any Craps Bet</u>	<u>10 to 1 or 14 to 1</u>
<u>Any Seven Bet</u>	<u>6 to 1 or 8 to 1</u>
<u>11 in One Roll</u>	<u>22 to 1 or 30 to 1</u>
<u>One-Three or Ace-Trey on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>One-Four or Ace-Four on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>One-Five or Ace-Five on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>

<u>One-Six or Ace-Six on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Two-Three or Deuce-Trey on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Two-Four or Deuce-Four on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Two-Five or Deuce-Five on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Two-Six or Deuce-Six on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Three-Four or Trey-Four on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Three-Five or Trey-Five on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Three-Six or Trey-Six on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Four-Five on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Four-Six on the Hop Bet</u>	<u>22 to 1 or 30 to 1</u>
<u>Four the Hardway on the Hop Bet</u>	<u>45 to 1 or 60 to 1</u>
<u>Six the Hardway on the Hop Bet</u>	<u>45 to 1 or 60 to 1</u>
<u>Eight the Hardway on the Hop Bet</u>	<u>45 to 1 or 60 to 1</u>
<u>Ten the Hardway on the Hop Bet</u>	<u>45 to 1 or 60 to 1</u>
<u>Horn Bet (3,11)</u>	<u>22 to 1 or 30 to 1</u>
<u>Horn Bet (2, 12)</u>	<u>45 to 1 or 60 to 1</u>
<u>C&E (2, 3, 12)</u>	<u>4 to 1 or 6 to 1</u>
<u>C&E (11)</u>	<u>10 to 1 or 14 to 1</u>
<u>Four the Hardway Bet</u>	<u>10 to 1 or 14 to 1</u>
<u>Six the Hardway Bet</u>	<u>13 to 1 or 18 to 1</u>
<u>Eight the Hardway Bet</u>	<u>13 to 1 or 18 to 1</u>
<u>Ten the Hardway Bet</u>	<u>10 to 1 or 14 to 1</u>

§ 623c.6. Crapless Craps.

(a) A certificate holder may offer a variation on the game of Craps entitled Crapless Craps. Except as provided in this section, Crapless Craps shall follow the rules and procedures of Craps under Chapter 623a (relating to Craps and Mini-Craps).

(b) The following wagers are authorized under the game of Crapless Craps:

(1) A Pass Bet placed on the Pass Line of the layout immediately prior to the come out roll. A winning or losing Pass Bet shall be determined as follows:

(i) A Pass Bet shall win if:

(A) A total of 7 is thrown.

(B) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and that total is thrown again before a 7 is thrown.

(ii) A Pass Bet shall lose if a total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and a 7 is subsequently thrown before that total is thrown again.

(2) A Come Bet placed on the Come Line of the layout at any time after the come out roll. If a 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown after the placement of a Come Bet, the dealer shall move the Come Bet into the numbered box corresponding to the number that was thrown. A winning or losing Come Bet shall be determined as follows:

(i) A Come Bet shall win if either:

(A) A total of 7 is thrown on the roll immediately following placement of the Come Bet.

(B) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Come Bet and that total is thrown again before a 7 is thrown.

(ii) A Come Bet shall lose if a total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Come Bet and a 7 is subsequently thrown before that total is thrown again.

(3) A Place Bet to Win on any of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 that may be made at any time. A Place Bet to Win shall be inactive on a come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Place Bet to Win shall be determined as follows:

(i) A Place Bet to Win shall win if the number on which the wager was placed is thrown before a 7 is thrown.

(ii) A Place Bet to Win shall lose if a 7 is thrown before the number on which the wager was placed is thrown.

(4) A Four the Hardway Bet placed in a box which shows two dice, each of which displays a value of 2, that may be made at any time. A Four the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Four the Hardway Bet shall be determined as follows:

(i) A Four the Hardway Bet shall win if a total of 4 is thrown with a 2 appearing on each die before a 4 is thrown in any other way or before a 7 is thrown.

(ii) A Four the Hardway Bet shall lose if a total of 4 is thrown without a 2 appearing on each die or a 7 is thrown before a total of 4 is thrown with a 2 appearing on each die.

(5) A Six the Hardway Bet placed in a box which shows two dice, each of which displays a value of 3, that may be made at any time. A Six the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Six the Hardway Bet shall be determined as follows:

(i) A Six the Hardway Bet shall win if a total of 6 is thrown with a 3 appearing on each die before a 6 is thrown in any other way or before a 7 is thrown.

(ii) A Six the Hardway Bet shall lose if a total of 6 is thrown without a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown with a 3 appearing on each die.

(6) An Eight the Hardway Bet placed in a box which shows two dice, each of which displays a value of 4, that may be made at any time. An Eight the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer

through placement of an “on” marker button on top of the player’s wager. A winning or losing Eight the Hardway Bet shall be determined as follows:

(i) An Eight the Hardway Bet shall win if a total of 8 is thrown with a 4 appearing on each die before an 8 is thrown in any other way or before a 7 is thrown.

(ii) An Eight the Hardway Bet shall lose if a total of 8 is thrown without a 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with a 4 appearing on each die.

(7) A Ten the Hardway Bet placed in a box which shows two dice, each of which displays a value of 5, that may be made at any time. A Ten the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Ten the Hardway Bet shall be determined as follows:

(i) A Ten the Hardway Bet shall win if a total of 10 is thrown with a 5 appearing on each die before a 10 is thrown in any other way or before a 7 is thrown.

(ii) A Ten the Hardway Bet shall lose if a total of 10 is thrown without a 5 appearing on each die or a 7 is thrown before a total of 10 is thrown with a 5 appearing on each die.

(8) A Field Bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11 and 12 that may be made at any time. A winning or losing Field Bet shall be determined as follows:

(i) A Field Bet shall win if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Field Bet.

(ii) A Field Bet shall lose if a 5, 6, 7 or 8 is thrown on the roll immediately following placement of the Field Bet.

(9) An Any Seven Bet placed in a box which contains the phrase “Any Seven” that may be made at any time. A winning or losing Any Seven Bet shall be determined as follows:

(i) An Any Seven Bet shall win if a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(ii) An Any Seven Bet shall lose if any total other than a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(10) An Any Craps Bet placed in a box which contains the phrase “Any Craps” that may be made at any time. A winning or losing Any Craps Bet shall be determined as follows:

(i) An Any Craps Bet shall win if a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(ii) An Any Craps Bet shall lose if any total other than a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(11) A Craps Two Bet placed in a box which shows two dice, each of which displays a value of 1, that may be made at any time. A winning or losing Craps Two Bet shall be determined as follows:

(i) A Craps Two Bet shall win if a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(ii) A Craps Two Bet shall lose if any total other than a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(12) A Craps Three Bet placed in a box which shows two dice, one of which displays a value of 1 and the other of which displays a value of 2, that may be made at any time.

A winning or losing Craps Three Bet shall be determined as follows:

(i) A Craps Three Bet shall win if a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(ii) A Craps Three Bet shall lose if any total other than a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(13) A Craps Twelve Bet placed in a box which shows two dice, each of which displays a value of 6, that may be made at any time. A winning or losing Craps Twelve Bet shall be determined as follows:

(i) A Craps Twelve Bet shall win if a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(ii) A Craps Twelve Bet shall lose if any total other than a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(14) An 11 in One Roll Bet placed in a box which shows two dice, one of which displays a value of 5 and the other of which displays a value of 6, that may be made at any time.

A winning or losing 11 in One Roll Bet shall be determined as follows:

(i) An 11 in One Roll Bet shall win if an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(ii) An 11 in One Roll Bet shall lose if any total other than an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(15) A Craps-Eleven or C and E Bet placed in an area on the table layout that contains the letters “C” and “E” that may be made at any time. A winning or losing Craps-Eleven or C and E Bet shall be determined as follows:

(i) A Craps-Eleven or C and E Bet shall win if a 2, 3, 11 or 12 is rolled immediately following placement of the Craps-Eleven or C and E Bet.

(ii) A Craps-Eleven or C and E Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Craps-Eleven or C and E Bet.

(16) A Horn Bet placed in a box which contains the words “Horn Bet” that may be made at any time. A Horn Bet shall be placed in units of four. A winning or losing Horn Bet shall be determined as follows:

(i) A Horn Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

(ii) A Horn Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

(17) A Four the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four the Hardway on the Hop Bet shall be determined as follows:

(i) A Four the Hardway on the Hop Bet shall win if a total of 4 is thrown with a 2 appearing on each die on the roll immediately following placement of the Four the Hardway on the Hop Bet.

(ii) A Four the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four the Hardway on the Hop Bet.

(18) A Six the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Six the Hardway on the Hop Bet shall be determined as follows:

(i) A Six the Hardway on the Hop Bet shall win if a total of 6 is thrown with a 3 appearing on each die on the roll immediately following placement of the Six the Hardway on the Hop Bet.

(ii) A Six the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Six the Hardway on the Hop Bet.

(19) An Eight the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Eight the Hardway on the Hop Bet shall be determined as follows:

(i) An Eight the Hardway on the Hop Bet shall win if a total of 8 is thrown with a 4 appearing on each die on the roll immediately following placement of the Eight the Hardway on the Hop Bet.

(ii) An Eight the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Eight the Hardway on the Hop Bet.

(20) A Ten the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Ten the Hardway on the Hop Bet shall be determined as follows:

(i) A Ten the Hardway on the Hop Bet shall win if a total of 10 is thrown with a 5 appearing on each die on the roll immediately following placement of the Ten the Hardway on the Hop Bet.

(ii) A Ten the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Ten the Hardway on the Hop Bet.

(21) A One-Three or Ace-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Three or Ace-Trey on the Hop Bet shall be determined as follows:

(i) A One-Three or Ace-Trey on the Hop Bet shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(ii) A One-Three or Ace-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(22) A One-Four or Ace-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Four or Ace-Four on the Hop Bet shall be determined as follows:

(i) A One-Four or Ace-Four on the Hop Bet shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(ii) A One-Four or Ace-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(23) A Two-Three or Deuce-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Three or Deuce-Trey on the Hop Bet shall be determined as follows:

(i) A Two-Three or Deuce-Trey on the Hop Bet shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(ii) A Two-Three or Deuce-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(24) A One-Five or Ace-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Five or Ace-Five on the Hop Bet shall be determined as follows:

(i) A One-Five or Ace-Five on the Hop Bet shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(ii) A One-Five or Ace-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(25) A Two-Four or Deuce-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Four or Deuce-Four on the Hop Bet shall be determined as follows:

(i) A Two-Four or Deuce-Four on the Hop Bet shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Two-Four or Deuce-Four on the Hop Bet.

(ii) A Two-Four or Deuce-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(26) A One-Six or Ace-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Six or Ace-Six on the Hop Bet shall be determined as follows:

(i) A One-Six or Ace-Six on the Hop Bet shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(ii) A One-Six or Ace-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(27) A Two-Five or Deuce-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Five or Deuce-Five on the Hop Bet shall be determined as follows:

(i) A Two-Five or Deuce-Five on the Hop Bet shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(ii) A Two-Five or Deuce-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(28) A Three-Four or Trey-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Four or Trey-Four on the Hop Bet shall be determined as follows:

(i) A Three-Four or Trey-Four on the Hop Bet shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(ii) A Three-Four or Trey-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(29) A Two-Six or Deuce-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Six or Deuce-Six on the Hop Bet shall be determined as follows:

(i) A Two-Six or Deuce-Six on the Hop Bet shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(ii) A Two-Six or Deuce-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(30) A Three-Five or Trey-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Five or Trey-Five on the Hop Bet shall be determined as follows:

(i) A Three-Five or Trey-Five on the Hop Bet shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(ii) A Three-Five or Trey-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(31) A Three-Six or Trey-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Six or Trey-Six on the Hop Bet shall be determined as follows:

(i) A Three-Six or Trey-Six on the Hop Bet shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(ii) A Three-Six or Trey-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(32) A Four-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four-Five on the Hop Bet shall be determined as follows:

(i) A Four-Five on the Hop Bet shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Four-Five on the Hop Bet.

(ii) A Four-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Five on the Hop Bet.

(33) A Four-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four-Six on the Hop Bet shall be determined as follows:

(i) A Four-Six on the Hop Bet shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Four-Six on the Hop Bet.

(ii) A Four-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Six on the Hop Bet.

(34) In addition to Place Bets to Win on 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12, a certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players the option of placing a Buy Bet to receive true odds on the Place Bet to Win. A Buy Bet shall be inactive on a come out roll unless called “on” by the

player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Buy Bet shall be determined as follows:

(i) A Buy Bet shall win if the number on which the wager was placed is thrown before a 7 is thrown.

(ii) A Buy Bet shall lose if a 7 is thrown before the number on which the wager was placed is thrown.

(35) If Bonus Craps is being offered, the following wagers may be made immediately prior to the come out roll:

(i) An All Small Wager, which will win if all of the numbers 2 through 6 are thrown before a 7 is thrown.

(ii) An All Or Nothing At All Wager, which shall win if all of the numbers 2 through 6 and 8 through 12 are thrown before a 7 is thrown.

(iii) An All Tall Wager, which shall win if all numbers 8 through 12 are thrown before a 7 is thrown.

(c) Crapless Craps wagers may be made and removed in accordance with § 623a.4(a)—
(c) (relating to making and removal of wagers).

(d) Payout odds.

(1) The certificate holder shall pay out winning Crapless Craps wagers as follows:

<u>Wager</u>	<u>Payout Odds</u>
<u>Pass Bet</u>	<u>1 to 1</u>
<u>Come Bet</u>	<u>1 to 1</u>
<u>Place Bet to Win on 2</u>	<u>11 to 2</u>
<u>Place Bet to Win on 3</u>	<u>11 to 4</u>
<u>Place Bet to Win on 4</u>	<u>9 to 5</u>
<u>Place Bet to Win on 5</u>	<u>7 to 5</u>

<u>Place Bet to Win on 6</u>	<u>7 to 6</u>
<u>Place Bet to Win on 8</u>	<u>7 to 6</u>
<u>Place Bet to Win on 9</u>	<u>7 to 5</u>
<u>Place Bet to Win on 10</u>	<u>9 to 5</u>
<u>Place Bet to Win on 11</u>	<u>11 to 4</u>
<u>Place Bet to Win on 12</u>	<u>11 to 2</u>
<u>Four the Hardway Bet</u>	<u>7 to 1</u>
<u>Six the Hardway Bet</u>	<u>9 to 1</u>
<u>Eight the Hardway Bet</u>	<u>9 to 1</u>
<u>Ten the Hardway Bet</u>	<u>7 to 1</u>
<u>Field Bet</u>	
<u>On a 3, 4, 9, 10 or 11</u>	<u>1 to 1</u>
<u>On a 2 or 12</u>	<u>2 to 1</u>
<u>Any Seven Bet</u>	<u>4 to 1</u>
<u>Any Craps Bet</u>	<u>7 to 1</u>
<u>Craps 2 Bet</u>	<u>30 to 1</u>
<u>Craps 3 Bet</u>	<u>15 to 1</u>
<u>Craps 12 Bet</u>	<u>30 to 1</u>
<u>11 in One Roll bet</u>	<u>15 to 1</u>
<u>Four the Hardway on the Hop Bet</u>	<u>30 to 1</u>
<u>Six the Hardway on the Hop Bet</u>	<u>30 to 1</u>
<u>Eight the Hardway on the Hop Bet</u>	<u>30 to 1</u>
<u>Ten the Hardway on the Hop Bet</u>	<u>30 to 1</u>
<u>One-Three or Ace-Trey on the Hop Bet</u>	<u>15 to 1</u>
<u>One-Four or Ace-Four on the Hop Bet</u>	<u>15 to 1</u>
<u>One-Five or Ace-Five on the Hop Bet</u>	<u>15 to 1</u>
<u>One-Six or Ace-Six on the Hop Bet</u>	<u>15 to 1</u>
<u>Two-Three or Deuce-Trey on the Hop Bet</u>	<u>15 to 1</u>
<u>Two-Four or Deuce-Four on the Hop Bet</u>	<u>15 to 1</u>
<u>Two-Five or Deuce-Five on the Hop Bet</u>	<u>15 to 1</u>
<u>Two-Six or Deuce-Six on the Hop Bet</u>	<u>15 to 1</u>
<u>Three-Four or Trey-Four on the Hop Bet</u>	<u>15 to 1</u>
<u>Three-Five or Trey-Five on the Hop Bet</u>	<u>15 to 1</u>
<u>Three-Six or Trey-Six on the Hop Bet</u>	<u>15 to 1</u>
<u>Four-Five on the Hop Bet</u>	<u>15 to 1</u>
<u>Five-Six on the Hop Bet</u>	<u>15 to 1</u>

(2) A Craps-Eleven or C and E Bet shall be paid as if 1/2 of the Craps-Eleven or C and E Bet had been placed as an Any Craps Bet (7 to 1) and 1/2 as an 11 in One Roll Bet (15 to 1) and shall be paid as if two separate wagers were made for the one roll.

(3) A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each of which equals 25% of the Horn Bet.

(4) A certificate holder that offers Buy Bets:

(i) Shall pay winning Buy Bet wagers as follows:

<u>Wager</u>	<u>Payout Odds</u>
<u>Buy the Bet on the 2</u>	<u>6 to 1</u>
<u>Buy the Bet on the 3</u>	<u>3 to 1</u>
<u>Buy the Bet on the 4</u>	<u>2 to 1</u>
<u>Buy the Bet on the 5</u>	<u>3 to 2</u>
<u>Buy the Bet on the 6</u>	<u>6 to 5</u>
<u>Buy the Bet on the 8</u>	<u>6 to 5</u>
<u>Buy the Bet on the 9</u>	<u>3 to 2</u>
<u>Buy the Bet on the 10</u>	<u>2 to 1</u>
<u>Buy the Bet on the 11</u>	<u>3 to 1</u>
<u>Buy the Bet on the 12</u>	<u>6 to 1</u>

(ii) May collect a vigorish of up to 5%, as specified in the certificate holder's Rules Submission, in accordance with the following requirements and allowable procedures:

(A) At the time the player makes a Buy Wager, the dealer shall collect a vigorish based on the amount wagered on the Buy Bet. The vigorish amount collected may not be included in the wager amount.

(B) The dealer shall collect a vigorish only on a winning Buy Bet. If the certificate holder utilizes this vigorish procedure for Buy Bets, it shall specify the wagers on which this vigorish will be applicable. For example, vigorish based on winning Buy Bets placed on the 4 or 10.

(5) A certificate holder that offers Bonus Craps under subsection (b)(35) in accordance with § 623a.3(a)(43) (relating to wagers) shall pay winning:

(i) All Small Wagers at odds of 34 to 1.

(ii) All Or Nothing At All Wagers at odds of 175 to 1.

(iii) All Tall Wagers at odds of 34 to 1.

(6) Except as permitted under paragraph (4)(ii), a certificate holder may not charge a percentage, fee or vigorish with a player in making any wager in the game of Craps.

(7) Except as permitted under subsection (e), a certificate holder may not accept a wager in excess of the maximum bet posted at the table.

(e) Supplemental wagers made after the come out roll in support of Pass Bets and Come Bets (taking and laying odds).

(1) When a player makes a Pass Bet and a total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the come out roll, the player may make a supplemental wager in support of the Pass Bet which may be limited by the certificate holder to an amount that is equal to the amount of the original Pass Bet. If the Pass Bet wins after a supplemental wager is made, the following shall occur:

(i) The original Pass Bet shall be paid at odds of 1 to 1.

(ii) The supplemental wager shall be paid at the following odds:

(A) 6 to 1 if the come out point was 2 or 12.

(B) 3 to 1 if the come out point was 3 or 11.

(C) 2 to 1 if the come out point was 4 or 10.

(D) 3 to 2 if the come out point was 5 or 9.

(E) 6 to 5 if the come out point was 6 or 8.

(2) When a player makes a Come Bet and a total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Come Bet, the player may make a

supplemental wager in support of the Come Bet which may be limited by the certificate holder to an amount that is equal to the amount of the original Come Bet. If the Come Bet wins after a supplemental wager is made, the following shall occur:

(i) The original Come Bet shall be paid at odds of 1 to 1.

(ii) The supplemental wager shall be paid at the following odds:

(A) 6 to 1 if the come out point was 2 or 12.

(B) 3 to 1 if the come out point was 3 or 11.

(C) 2 to 1 if the come out point was 4 or 10.

(D) 3 to 2 if the come out point was 5 or 9.

(E) 6 to 5 if the come out point was 6 or 8.

(3) Except as permitted under paragraph (4), a certificate holder may allow a supplemental wager in support of a Pass Bet or Come Bet in an amount up to 10 times the amount of the original Pass Bet or Come Bet. The original Pass Bet or Come Bet and a supplemental wager allowed in accordance with this subsection shall be paid at the same odds as the original and supplemental wagers are paid under paragraphs (1) and (2).

(4) A certificate holder may accept a supplemental wager that exceeds an amount that is otherwise authorized by this subsection or posted as the maximum wager permitted if the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this subsection.

(f) The rules and procedures for Crapless Craps shall follow the rules and procedures as outlined under § § 623a.7—623a.10.

§ 623c.7. Easy Craps.

(a) A certificate holder may offer a variation on the game of Craps entitled Easy Craps. Except as provided in this section, Easy Craps shall follow the rules and procedures of Craps under Chapter 623a (relating to Craps and Mini-Craps).

(b) The following wagers are authorized under the game of Easy Craps:

(1) A Pass Bet placed on the Pass Line of the layout immediately prior to the come out roll. A winning or losing Pass Bet shall be determined as follows:

(i) A Pass Bet shall win if:

(A) A total of 7 is thrown.

(B) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and that total is thrown again before a 7 is thrown.

(ii) A Pass Bet shall lose if a total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and a 7 is subsequently thrown before that total is thrown again.

(2) A Place Bet to Win on any of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 that may be made at any time. A Place Bet to Win shall be inactive on a come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Place Bet to Win shall be determined as follows:

(i) A Place Bet to Win shall win if the number on which the wager was placed is thrown before a 7 is thrown.

(ii) A Place Bet to Win shall lose if a 7 is thrown before the number on which the wager was placed is thrown.

(3) A Four the Hardway Bet placed in a box which shows two dice, each of which displays a value of 2, that may be made at any time. A Four the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer

through placement of an “on” marker button on top of the player’s wager. A winning or losing Four the Hardway Bet shall be determined as follows:

(i) A Four the Hardway Bet shall win if a total of 4 is thrown with a 2 appearing on each die before a 4 is thrown in any other way or before a 7 is thrown.

(ii) A Four the Hardway Bet shall lose if a total of 4 is thrown without a 2 appearing on each die or a 7 is thrown before a total of 4 is thrown with a 2 appearing on each die.

(4) A Six the Hardway Bet placed in a box which shows two dice, each of which displays a value of 3, that may be made at any time. A Six the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Six the Hardway Bet shall be determined as follows:

(i) A Six the Hardway Bet shall win if a total of 6 is thrown with a 3 appearing on each die before a 6 is thrown in any other way or before a 7 is thrown.

(ii) A Six the Hardway Bet shall lose if a total of 6 is thrown without a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown with a 3 appearing on each die.

(5) An Eight the Hardway Bet placed in a box which shows two dice, each of which displays a value of 4, that may be made at any time. An Eight the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Eight the Hardway Bet shall be determined as follows:

(i) An Eight the Hardway Bet shall win if a total of 8 is thrown with a 4 appearing on each die before an 8 is thrown in any other way or before a 7 is thrown.

(ii) An Eight the Hardway Bet shall lose if a total of 8 is thrown without a 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with a 4 appearing on each die.

(6) A Ten the Hardway Bet placed in a box which shows two dice, each of which displays a value of 5, that may be made at any time. A Ten the Hardway Bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Ten the Hardway Bet shall be determined as follows:

(i) A Ten the Hardway Bet shall win if a total of 10 is thrown with a 5 appearing on each die before a 10 is thrown in any other way or before a 7 is thrown.

(ii) A Ten the Hardway Bet shall lose if a total of 10 is thrown without a 5 appearing on each die or a 7 is thrown before a total of 10 is thrown with a 5 appearing on each die.

(7) A Field Bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11 and 12 that may be made at any time. A winning or losing Field Bet shall be determined as follows:

(i) A Field Bet shall win if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Field Bet.

(ii) A Field Bet shall lose if a 5, 6, 7 or 8 is thrown on the roll immediately following placement of the Field Bet.

(8) A Low Field Bet placed in a box which shows the numbers 2, 3 and 4, that may be made at any time. A winning or losing Low Field Bet shall be determined as follows:

(i) A Low Field Bet shall win if a 2, 3 or 4 is thrown on the roll immediately following placement of the Low Field Bet.

(ii) A Low Field Bet shall lose if a 5, 6, 7, 8, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Low Field Bet.

(9) A High Field Bet placed in a box which shows the numbers 10, 11 and 12 that may be made at any time. A winning or losing High Field Bet shall be determined as follows:

(i) A High Field Bet shall win if a 10, 11 or 12 is thrown on the roll immediately following placement of the High Field Bet.

(ii) A High Field Bet shall lose if a 2, 3, 4, 5, 6, 7, 8 or 9 is thrown on the roll immediately following placement of the High Field Bet.

(10) An Any Seven Bet placed in a box which contains the phrase “Any Seven” that may be made at any time. A winning or losing Any Seven Bet shall be determined as follows:

(i) An Any Seven Bet shall win if a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(ii) An Any Seven Bet shall lose if any total other than a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(11) An Any Craps Bet placed in a box which contains the phrase “Any Craps” that may be made at any time. A winning or losing Any Craps Bet shall be determined as follows:

(i) An Any Craps Bet shall win if a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(ii) An Any Craps Bet shall lose if any total other than a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(12) A Craps Two Bet placed in a box which shows two dice, each of which displays a value of 1, that may be made at any time. A winning or losing Craps Two Bet shall be determined as follows:

(i) A Craps Two Bet shall win if a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(ii) A Craps Two Bet shall lose if any total other than a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(13) A Craps Three Bet placed in a box which shows two dice, one of which displays a value of 1 and the other of which displays a value of 2, that may be made at any time. A winning or losing Craps Three Bet shall be determined as follows:

(i) A Craps Three Bet shall win if a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(ii) A Craps Three Bet shall lose if any total other than a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(14) A Craps Twelve Bet placed in a box which shows two dice, each of which displays a value of 6, that may be made at any time. A winning or losing Craps Twelve Bet shall be determined as follows:

(i) A Craps Twelve Bet shall win if a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(ii) A Craps Twelve Bet shall lose if any total other than a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(15) An 11 in One Roll Bet placed in a box which shows two dice, one of which displays a value of 5 and the other of which displays a value of 6, that may be made at any time.

A winning or losing 11 in One Roll Bet shall be determined as follows:

(i) An 11 in One Roll Bet shall win if an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(ii) An 11 in One Roll Bet shall lose if any total other than an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(16) A Craps-Eleven or C and E Bet placed in an area on the table layout that contains the letters “C” and “E” that may be made at any time. A winning or losing Craps-Eleven or C and E Bet shall be determined as follows:

(i) A Craps-Eleven or C and E Bet shall win if a 2, 3, 11 or 12 is rolled immediately following placement of the Craps-Eleven or C and E Bet.

(ii) A Craps-Eleven or C and E Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Craps-Eleven or C and E Bet.

(17) A Horn Bet placed in a box which contains the words “Horn Bet” that may be made at any time. A Horn Bet shall be placed in units of four. A winning or losing Horn Bet shall be determined as follows:

(i) A Horn Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

(ii) A Horn Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

(18) A Four the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four the Hardway on the Hop Bet shall be determined as follows:

(i) A Four the Hardway on the Hop Bet shall win if a total of 4 is thrown with a 2 appearing on each die on the roll immediately following placement of the Four the Hardway on the Hop Bet.

(ii) A Four the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four the Hardway on the Hop Bet.

(19) A Six the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Six the Hardway on the Hop Bet shall be determined as follows:

(i) A Six the Hardway on the Hop Bet shall win if a total of 6 is thrown with a 3 appearing on each die on the roll immediately following placement of the Six the Hardway on the Hop Bet.

(ii) A Six the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Six the Hardway on the Hop Bet.

(20) An Eight the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Eight the Hardway on the Hop Bet shall be determined as follows:

(i) An Eight the Hardway on the Hop Bet shall win if a total of 8 is thrown with a 4 appearing on each die on the roll immediately following placement of the Eight the Hardway on the Hop Bet.

(ii) An Eight the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Eight the Hardway on the Hop Bet.

(21) A Ten the Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Ten the Hardway on the Hop Bet shall be determined as follows:

(i) A Ten the Hardway on the Hop Bet shall win if a total of 10 is thrown with a 5 appearing on each die on the roll immediately following placement of the Ten the Hardway on the Hop Bet.

(ii) A Ten the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Ten the Hardway on the Hop Bet.

(22) A One-Three or Ace-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Three or Ace-Trey on the Hop Bet shall be determined as follows:

(i) A One-Three or Ace-Trey on the Hop Bet shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(ii) A One-Three or Ace-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(23) A One-Four or Ace-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Four or Ace-Four on the Hop Bet shall be determined as follows:

(i) A One-Four or Ace-Four on the Hop Bet shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(ii) A One-Four or Ace-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(24) A Two-Three or Deuce-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Three or Deuce-Trey on the Hop Bet shall be determined as follows:

(i) A Two-Three or Deuce-Trey on the Hop Bet shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(ii) A Two-Three or Deuce-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(25) A One-Five or Ace-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Five or Ace-Five on the Hop Bet shall be determined as follows:

(i) A One-Five or Ace-Five on the Hop Bet shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(ii) A One-Five or Ace-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(26) A Two-Four or Deuce-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Four or Deuce-Four on the Hop Bet shall be determined as follows:

(i) A Two-Four or Deuce-Four on the Hop Bet shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Two-Four or Deuce-Four on the Hop Bet.

(ii) A Two-Four or Deuce-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(27) A One-Six or Ace-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Six or Ace-Six on the Hop Bet shall be determined as follows:

(i) A One-Six or Ace-Six on the Hop Bet shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(ii) A One-Six or Ace-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(28) A Two-Five or Deuce-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Five or Deuce-Five on the Hop Bet shall be determined as follows:

(i) A Two-Five or Deuce-Five on the Hop Bet shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(ii) A Two-Five or Deuce-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(29) A Three-Four or Trey-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Four or Trey-Four on the Hop Bet shall be determined as follows:

(i) A Three-Four or Trey-Four on the Hop Bet shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(ii) A Three-Four or Trey-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(30) A Two-Six or Deuce-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Six or Deuce-Six on the Hop Bet shall be determined as follows:

(i) A Two-Six or Deuce-Six on the Hop Bet shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(ii) A Two-Six or Deuce-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(31) A Three-Five or Trey-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Five or Trey-Five on the Hop Bet shall be determined as follows:

(i) A Three-Five or Trey-Five on the Hop Bet shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(ii) A Three-Five or Trey-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(32) A Three-Six or Trey-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Six or Trey-Six on the Hop Bet shall be determined as follows:

(i) A Three-Six or Trey-Six on the Hop Bet shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(ii) A Three-Six or Trey-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(33) A Four-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four-Five on the Hop Bet shall be determined as follows:

(i) A Four-Five on the Hop Bet shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Four-Five on the Hop Bet.

(ii) A Four-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Five on the Hop Bet.

(34) A Four-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four-Six on the Hop Bet shall be determined as follows:

(i) A Four-Six on the Hop Bet shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Four-Six on the Hop Bet.

(ii) A Four-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Six on the Hop Bet.

(35) If Bonus Craps is being offered, the following wagers may be made immediately prior to the come out roll:

(i) An All Small Wager, which will win if all of the numbers 2 through 6 are thrown before a 7 is thrown.

(ii) An All Or Nothing At All Wager, which shall win if all of the numbers 2 through 6 and 8 through 12 are thrown before a 7 is thrown.

(iii) An All Tall Wager, which shall win if all numbers 8 through 12 are thrown before a 7 is thrown.

(c) Easy Craps wagers may be made and removed in accordance with § 623a.4(a)—(c) (relating to making and removal of wagers).

(d) Payout odds:

(1) The certificate holder shall pay out winning Easy Craps wagers based upon one of the following paytables, selected by the certificate holder as part of their Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<u>Wager</u>	<u>Paytable A</u>	<u>Paytable B</u>
<u>Pass Bet</u>	<u>1 to 1</u>	<u>1 to 1</u>
<u>Place Bet to Win on 2</u>	<u>11 to 2</u>	<u>11 to 2</u>
<u>Place Bet to Win on 3</u>	<u>11 to 4</u>	<u>11 to 4</u>
<u>Place Bet to Win on 4</u>	<u>9 to 5</u>	<u>9 to 5</u>
<u>Place Bet to Win on 5</u>	<u>7 to 5</u>	<u>7 to 5</u>
<u>Place Bet to Win on 6</u>	<u>7 to 6</u>	<u>7 to 6</u>
<u>Place Bet to Win on 8</u>	<u>7 to 6</u>	<u>7 to 6</u>
<u>Place Bet to Win on 9</u>	<u>7 to 5</u>	<u>7 to 5</u>
<u>Place Bet to Win on 10</u>	<u>9 to 5</u>	<u>9 to 5</u>
<u>Place Bet to Win on 11</u>	<u>11 to 4</u>	<u>11 to 4</u>
<u>Place Bet to Win on 12</u>	<u>11 to 2</u>	<u>11 to 1</u>

<u>Four the Hardway Bet</u>	<u>7 to 1</u>	<u>7 to 1</u>
<u>Six the Hardway Bet</u>	<u>9 to 1</u>	<u>9 to 1</u>
<u>Eight the Hardway Bet</u>	<u>9 to 1</u>	<u>9 to 1</u>
<u>Ten the Hardway Bet</u>	<u>7 to 1</u>	<u>7 to 1</u>
<u>Field Bet</u>		
<u>On a 3, 4, 9, 10 or 11</u>	<u>1 to 1</u>	<u>1 to 1</u>
<u>On a 2 or 12</u>	<u>2 to 1</u>	<u>2 to 1</u>
<u>Low Field</u>	<u>4 to 1</u>	<u>9 to 2</u>
<u>High Field</u>	<u>4 to 1</u>	<u>9 to 2</u>
<u>Any Seven Bet</u>	<u>4 to 1</u>	<u>21 to 5</u>
<u>Any Craps Bet</u>	<u>7 to 1</u>	<u>7 to 1</u>
<u>Craps 2 Bet</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Craps 3 Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Craps 12 Bet</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>11 in One Roll bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Four the Hardway on the Hop Bet</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Six the Hardway on the Hop Bet</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Eight the Hardway on the Hop Bet</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Ten the Hardway on the Hop Bet</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>One-Three or Ace-Trey on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>One-Four or Ace-Four on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>One-Five or Ace-Five on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>One-Six or Ace-Six on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Two-Three or Deuce-Trey on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Two-Four or Deuce-Four on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Two-Five or Deuce-Five on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Two-Six or Deuce-Six on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Three-Four or Trey-Four on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Three-Five or Trey-Five on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Three-Six or Trey-Six on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Four-Five on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Five-Six on the Hop Bet</u>	<u>15 to 1</u>	<u>15 to 1</u>

(2) A Craps-Eleven or C and E Bet shall be paid as if 1/2 of the Craps-Eleven or C and E Bet had been placed as an Any Craps Bet and 1/2 as an 11 in One Roll Bet and shall be paid as if two separate wagers were made for the one roll.

(3) A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each of which equals 25% of the Horn Bet.

(4) A certificate holder that offers Bonus Craps under subsection (b)(35) in accordance with § 623a.3(a)(43) (relating to wagers) shall pay winning:

(i) All Small Wagers at odds of 34 to 1.

(ii) All Or Nothing At All Wagers at odds of 175 to 1.

(iii) All Tall Wagers at odds of 34 to 1.

(5) A certificate holder may not charge a percentage, fee or vigorish to a player in making any wager in the game of Easy Craps.

(6) Except as permitted under subsection (e), a certificate holder may not accept any wager in excess of the maximum bet posted at the table.

(e) Supplemental wagers made after the come out roll in support of Pass Bet (taking and laying odds).

(1) When a player makes a Pass Bet and a total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the come out roll, the player may make a supplemental wager in support of the Pass Bet which may be limited by the certificate holder to an amount that is equal to the amount of the original Pass Bet. If the Pass Bet wins after a supplemental wager is made the following apply:

(i) The original Pass Bet shall be paid at odds of 1 to 1.

(ii) The supplemental wager shall be paid at odds of:

(A) 6 to 1 if the come out point was 2 or 12.

(B) 3 to 1 if the come out point was 3 or 11.

(C) 2 to 1 if the come out point was 4 or 10.

(D) 3 to 2 if the come out point was 5 or 9.

(E) 6 to 5 if the come out point was 6 or 8.

(2) Except as permitted under paragraph (3), a certificate holder may allow a supplemental wager in support of a Pass Bet in an amount up to ten times the amount of the original Pass Bet. The original Pass Bet and any supplemental wager allowed in accordance with this subsection shall be paid at the same odds as the original and supplemental wagers are paid under paragraph (1).

(3) A certificate holder may accept a supplemental wager that exceeds an amount that is otherwise authorized by this subsection or posted as the maximum wager permitted if the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this subsection.

(f) The rules and procedures for Easy Craps shall follow the rules and procedures as outlined under § § 623a.7—623a.10.

**CHAPTER 625c. SIC BO SIDE WAGERS AND VARIATIONS—FINAL
REGULATIONS**

Sec.

625c.1. Super Sic Bo

625c.2. Lightning Dice

§ 625c.1. Super Sic Bo.

(a) A certificate holder may offer to players a game variation entitled Super Sic Bo. Super Sic Bo shall be played consistent with Chapter 625a (relating to Sic Bo), unless otherwise provided in this section.

(b) In addition to the layout requirements of § 625a.1 (relating to Sic Bo table; Sic Bo shaker; physical characteristics), the layout must include:

(1) Specific areas designated for the placement of all wagers authorized under subsection (c).

(2) A method of showing which wagers a multiplier is applied to, and the resulting payout odds of said wager, under subsection (e).

(c) In addition to the wagers outlined in § 625a.3 (relating to wagers), Super Sic Bo wagers shall include:

(1) An even wager option, which wins if the sum of the three dice equals an even number.

(2) An odd wager option, which wins if the sum of the three dice equals an odd number.

(3) Super Sic Bo wagers shall be placed in accordance with § 625a.4 (relating to placement of wagers).

(d) The certificate holder shall pay out winning Super Sic Bo wagers at odds no lower than the following base payable:

<u>Wager</u>	<u>Payout</u>
<u>Three-of-a-kind</u>	<u>150 to 1</u>
<u>Two-of-a-kind</u>	<u>8 to 1</u>
<u>Any three-of-a-kind</u>	<u>30 to 1</u>
<u>Total value bet of 4</u>	<u>50 to 1</u>
<u>Total value bet of 5</u>	<u>20 to 1</u>
<u>Total value bet of 6</u>	<u>15 to 1</u>
<u>Total value bet of 7</u>	<u>12 to 1</u>
<u>Total value bet of 8</u>	<u>8 to 1</u>
<u>Total value bet of 9</u>	<u>6 to 1</u>
<u>Total value bet of 10</u>	<u>6 to 1</u>
<u>Total value bet of 11</u>	<u>6 to 1</u>
<u>Total value bet of 12</u>	<u>6 to 1</u>
<u>Total value bet of 13</u>	<u>8 to 1</u>
<u>Total value bet of 14</u>	<u>12 to 1</u>
<u>Total value bet of 15</u>	<u>15 to 1</u>
<u>Total value bet of 16</u>	<u>20 to 1</u>
<u>Total value bet of 17</u>	<u>50 to 1</u>
<u>Any two dice combination</u>	<u>5 to 1</u>
<u>One-of-a-kind</u>	<u>1 to 1</u>
<u>Even</u>	<u>1 to 1</u>
<u>Odd</u>	<u>1 to 1</u>
<u>Small bet</u>	<u>1 to 1</u>
<u>Big bet</u>	<u>1 to 1</u>

(e) For purposes of the one-of-a-kind wager:

(1) If two dice show the numeric value upon which the wager was placed, the one-of-a-kind wager shall be paid at 2 to 1.

(2) If three dice show the numeric value upon which the wager was placed, the one-of-a-kind wager shall be paid at 3 to 1.

(f) Super Sic Bo multipliers shall be handled in accordance with the following:

(1) After “No More Bets” is announced under § 625a.5(c) (relating to procedures for opening and dealing the game), but before the winning wager is established, a randomly generated multiplier may be applied to one or more of the betting positions with the exception of small bet, big bet, odd and even.

(2) If no multiplier is applied to a given betting position, the payout for a winning wager shall be paid according to the payable in subsection (d).

(3) If a multiplier is applied, the payout odds shall fall within the following ranges:

<u>Wager</u>	<u>Payout</u>
<u>Three-of-a-kind</u>	<u>150—999 to 1</u>
<u>Two-of-a-kind</u>	<u>8—87 to 1</u>
<u>Any three-of-a-kind</u>	<u>30—87 to 1</u>
<u>Total value bet of 4</u>	<u>50—499 to 1</u>
<u>Total value bet of 5</u>	<u>20—249 to 1</u>
<u>Total value bet of 6</u>	<u>15—87 to 1</u>
<u>Total value bet of 7</u>	<u>12—29 to 1</u>
<u>Total value bet of 8</u>	<u>8—24 to 1</u>
<u>Total value bet of 9</u>	<u>6—49 to 1</u>
<u>Total value bet of 10</u>	<u>6—24 to 1</u>
<u>Total value bet of 11</u>	<u>6—24 to 1</u>
<u>Total value bet of 12</u>	<u>6—49 to 1</u>
<u>Total value bet of 13</u>	<u>8—24 to 1</u>
<u>Total value bet of 14</u>	<u>12—29 to 1</u>
<u>Total value bet of 15</u>	<u>15—87 to 1</u>
<u>Total value bet of 16</u>	<u>20—249 to 1</u>
<u>Total value bet of 17</u>	<u>50—499 to 1</u>
<u>Any two dice combination</u>	<u>5—24 to 1</u>
<u>One-of-a-kind (one dice)</u>	<u>1 to 1</u>
<u>One-of-a-kind (two dice)</u>	<u>2—19 to 1</u>
<u>One-of-a-kind (three dice)</u>	<u>3—87 to 1</u>
<u>Even</u>	<u>1 to 1</u>
<u>Odd</u>	<u>1 to 1</u>
<u>Small bet</u>	<u>1 to 1</u>
<u>Big bet</u>	<u>1 to 1</u>

§ 625c.2. Lightning Dice.

(a) A certificate holder may offer to players a variation of Super Sic Bo entitled Lightning Dice. Lightning Dice shall be played consistently with § 625c.1 (relating to Super Sic Bo), unless otherwise provided in this section.

(b) In addition to the layout requirements of § 625a.1 (relating to Sic Bo table; Sic Bo shaker; physical characteristics), the layout must include all of the following:

(1) Specific areas designated for the placement of all wagers authorized under subsection (e).

(2) A method of showing which wagers a multiplier is applied to, and the resulting payout odds of the wager, under subsection (g).

(3) A Lightning Dice tower, as outlined in subsection (c).

(c) Lightning Dice shall use a Lightning Dice tower, in lieu of an automated dice shaker, to determine dice outcomes in a randomized fashion.

(1) The Lightning Dice tower shall consist of the following:

(i) A compartment at the top, in which the dice are placed and shall remain until the dice are dropped.

(ii) A lever, button or other means by which the dealer shall initiate the dice drop.

(iii) An enclosed, transparent tower body, which shall contain ramps, bumpers, rods or other obstacles against which the falling dice shall make contact and thereby deflect and tumble before coming to rest.

(iv) A tray at the bottom of the tower, in which the dice shall come to rest.

(2) Lightning Dice specifications:

(i) Lightning Dice shall be played with three dice.

(ii) Each die used for Lightning Dice shall meet the following specifications:

(A) Be formed in the shape of a perfect cube and of a size of 0.775 inch on each side, with a tolerance of +/- 0.005 inch.

(B) Be transparent and made exclusively of cellulose except for the spots, name or logo of the certificate holder and serial number or letters contained thereon.

(C) Have the surface of each of its sides perfectly flat and the spots contained in each side flush with the area surrounding them.

(D) Have all edges and corners perfectly square and forming 90° angles, known as razor edge, or a chamfered or rounded edge, known as feathered edge.

(E) Have the texture and finish of each side exactly identical to the texture and finish of all other sides.

(F) Have its weight equally distributed throughout the cube with no side of the cube heavier or lighter than any other side of the cube.

(G) Have the six sides bearing white circular spots from one to six, respectively, with the diameter of each spot equal to the diameter of every other spot on the die.

(H) Have spots arranged so that the following apply:

(I) The side containing one spot is directly opposite the side containing six spots.

(II) The side containing two spots is directly opposite the side containing five spots.

(III) The side containing three spots is directly opposite the side containing four spots.

(I) Each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube and extends into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of 0.0004 inch.

(J) Have imprinted or impressed thereon a serial number or letters and the name or logo of the certificate holder in whose licensed facility the die is being used.

(d) A round of Lightning Dice shall proceed according to the following:

(1) Players may place any of the wagers authorized under subsection (e) prior to the time allotted for placing wagers having expired.

(2) The random number generator shall be activated to reveal between two and four Lucky Numbers, which shall indicate which bets have been selected for enhanced payout odds. The enhanced payout odds shall be displayed for the given betting positions.

(3) The dealer shall trigger the release of the dice through the top of the Lightning Dice tower, enabling the dice to tumble towards the bottom of the Lightning Dice tower.

(4) The dice shall come to rest in the tray at the bottom of the Lightning Dice tower, revealing the outcome.

(5) In the event that all three dice fail to land flat on the bottom, the dealer shall call “no roll” and all wagers placed shall be returned to the players.

(6) A player’s wagers shall be settled before the dice may be removed from the tray at the bottom of the tower and placed in the compartment at the top, ready for the next round of play.

(e) Lightning Dice wagers shall include the following wager options:

(1) A low bet, which is the small bet under § 625a.3(6) (relating to wagers).

(2) A high bet, which is the big bet under § 625a.3(7).

(3) Any double bet, which wins if the same number is showing on two of the three dice.

(4) Any triple bet, which wins if the same number is showing on all three dice.

(5) A total value bet under § 625a.3(4).

(f) The certificate holder shall pay out winning Super Sic Bo wagers at odds no lower than the following base paytable:

<u>Wager</u>	<u>Payout</u>
<u>Low (3—9)</u>	<u>1 to 1</u>
<u>High (12—18)</u>	<u>1 to 1</u>
<u>Any double</u>	<u>1 to 1</u>
<u>Any triple</u>	<u>24 to 1</u>
<u>Total value bet of 3</u>	<u>149 to 1</u>
<u>Total value bet of 4</u>	<u>49 to 1</u>
<u>Total value bet of 5</u>	<u>24 to 1</u>
<u>Total value bet of 6</u>	<u>14 to 1</u>
<u>Total value bet of 7</u>	<u>9 to 1</u>
<u>Total value bet of 8</u>	<u>6 to 1</u>
<u>Total value bet of 9</u>	<u>5 to 1</u>
<u>Total value bet of 10</u>	<u>4 to 1</u>
<u>Total value bet of 11</u>	<u>4 to 1</u>
<u>Total value bet of 12</u>	<u>5 to 1</u>
<u>Total value bet of 13</u>	<u>6 to 1</u>

Total value bet of 14	9 to 1
Total value bet of 15	14 to 1
Total value bet of 16	24 to 1
Total value bet of 17	49 to 1
Total value bet of 18	149 to 1

(g) Lightning Dice Lucky Numbers multipliers shall be handled in accordance with the following:

(1) After “no more bets” is announced under § 625a.5(c) (relating to procedures for opening and dealing the game), but before the winning wager is established, a randomly generated multiplier may be applied between two and four of the betting positions.

(2) If no Lucky Numbers multiplier is applied to a given betting position, the payout for a winning wager shall be paid according to the payable in subsection (f).

(3) If a Lucky Numbers multiplier is applied, the payout odds shall fall within the following ranges:

<u>Wager</u>	<u>Payout</u>
Low (3—9)	1—9 to 1
High (12—18)	1—9 to 1
Any double	1—3 to 1
Any triple	24—249 to 1
Total value bet of 3	149—999 to 1
Total value bet of 4	49—499 to 1
Total value bet of 5	24—249 to 1
Total value bet of 6	14—99 to 1
Total value bet of 7	9—99 to 1
Total value bet of 8	6—49 to 1
Total value bet of 9	5—49 to 1
Total value bet of 10	4—49 to 1
Total value bet of 11	4—49 to 1
Total value bet of 12	5—49 to 1
Total value bet of 13	6—49 to 1
Total value bet of 14	9—99 to 1
Total value bet of 15	14—99 to 1
Total value bet of 16	24—249 to 1
Total value bet of 17	49—499 to 1
Total value bet of 18	149—999 to 1

CHAPTER 627c. MINIBACCARAT SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

627c.1. Perfect Pairs wager.

627c.2. Commission-free Minibaccarat.

627c.3. Royal 9 progressive wager.

627c.4. Rising Phoenix Baccarat.

627c.5. Golden Talons.

627c.6. Harmony Progressive.

627c.7. Eclipse.

§ 627c.4. Rising Phoenix Baccarat.

(a) A certificate holder may offer to players a Minibaccarat game variation entitled Rising Phoenix Baccarat.

(b) The certificate holder shall specify in its Rules Submission whether it will offer Rising Phoenix Baccarat as a standard commission or a commission-free Minibaccarat offering.

(c) Unless otherwise provided in this section, Rising Phoenix Baccarat shall be played consistent with Chapter 627a (relating to Minibaccarat) or § 627c.2 (relating to commission-free Minibaccarat).

(d) Rising Phoenix Baccarat shall be played on a table with those characteristics provided in § 627a.2(a) through (b)(4) and (b)(7) through (e) (relating to Minibaccarat table physical characteristics).

(e) In addition to the table characteristics provided in subsection (d), the Rising Phoenix Baccarat table shall include:

(1) If a certificate holder offers the Sun 7 wager, authorized under subsection (g)(4)(i), separate areas designated for the placement of the Sun 7 Bonus for each player.

(2) If a certificate holder offers the Moon 8 wager, authorized under subsection (g)(4)(ii), separate areas designated for the placement of the Moon 8 Bonus of each player.

(3) If a certificate holder offers any of the Bonus wagers, authorized under subsection (g)(4), separate areas designated for the placement of the Bonus wagers for each player.

(4) If a certificate holder offers the Harmony Progressive wager, authorized under § 627c.6 (relating to Harmony Progressive), separate areas designated for the placement of the Harmony Progressive for each player.

(f) Rising Phoenix Baccarat shall be played with six or eight decks of cards that are identical in appearance and two cover cards.

(g) The following are permissible wagers in the game of Rising Phoenix Baccarat:

(1) A wager on the Banker's hand which shall:

(i) Win if the Banker's hand has a point count higher than that of the Player's hand.

(ii) Lose if the Banker's hand has a point count lower than that of the Player's hand.

(iii) Tie and be returned to the player if the Banker's hand and the Player's hand have an equal point count.

(iv) Tie and be returned to the player if a certificate holder offers Rising Phoenix Baccarat as commission-free and a Banker's hand consisting of three cards with a point count of seven wins the round of play.

(2) A wager on the Player's hand which shall:

(i) Win if the Player's hand has a point count higher than that of the Banker's hand.

(ii) Lose if the Player's hand has a point count lower than that of the Banker's hand.

(iii) Tie and be returned to the player if the Player's hand and the Banker's hand have an equal point count.

(3) A tie wager which shall:

(i) Win if the Player's hand and the Banker's hand have an equal point count.

(ii) Lose if the Player's hand and the Banker's hand do not have an equal point count.

(4) Any of the following Bonus wagers:

(i) A Sun 7 wager, which shall win if the Banker's hand wins with three cards with a point count equaling 7.

(ii) A Moon 8 wager, which shall win if the Player's hand wins with three cards with a point count equaling 8.

(iii) A 9 over 7 wager, which shall win if either the Player or Banker hand wins with a point count of 9 over the losing hand with a point count of 7.

(iv) A 2-card 8 over a 2-card 1 wager, which shall win if either the Player or Banker hand wins with a 2-card hand with a point count of 8 over the losing 2-card hand with a point count of 1.

(v) A Player wins with a 3-card 6 wager, which shall win if the Player's hand wins with a point count of 6 consisting of 3 cards.

(vi) A Banker wins with a 1 or 2 wager, which shall win if the Banker's hand, regardless of the number of cards, wins with a point count equal to 1 or 2.

(vii) Player and Banker have an 8 or 9 wager, which shall win if the Player's hand and Banker's hand each have a point count of 8 or 9 regardless of whether the Player's or Banker's hand win or if they tie.

(viii) A 1 over 0 wager, which shall win if either the Banker's or Player's hand wins with a point count of 1 and the losing hand has a point count of 0.

(ix) A 3-card 6 over 3-card 3 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with point count of 6 over a losing 3-card hand with a point count of 3.

(x) A 3-card 8 over 3-card 0 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with a point count of 8 over a losing 3-card hand with a point count of 0.

(xi) A Banker win over a 2-card 7 wager, which shall win if the Banker's hand, regardless of the number of cards, wins over a 2-card Player's hand with a point count of 7.

(xii) A 3-card 9 over 3-card 6 wager, which shall win if the Banker's or Player's hand wins with a 3-card hand with a point count of 9 over a losing 3-card hand with a point count of 6.

(xiii) A 3-card 9 over 3-card 8 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with a point count of 9 over a losing 3-card hand with a point count of 8.

(xiv) A Player wins with 3-card 8 over 3-card 0 wager, which shall win when the Player's hand wins with a 3-card hand with a point count of 8 over a losing Banker's hand consisting of 3 cards with a point count of 0.

(xv) A tie with 0 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 0.

(xvi) A tie with 1, 2 or 3 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 1, 2 or 3.

(xvii) A tie with 4, 5, 6 or 7 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 4, 5, 6 or 7.

(xviii) A tie with 8 or 9 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 8 or 9.

(xix) A Player pair wager, which shall win if the Player's initial two cards match (that is, two 4's or two kings).

(xx) A Banker pair wager, which shall win if the Banker's initial two cards match (that is, two 4's or two kings).

(5) The Golden Talons wager, offered in accordance with the provisions of § 627c.5 (relating to Golden Talons).

(6) The Harmony Progressive wager, offered in accordance with the provisions of § 627c.6.

(h) Payout odds and vigorish shall be handled as follows:

(1) Winning wagers made on the Player's hand, the Banker's hand, or on a tie wager shall be paid consistent with § 627a.12(a)—(d) (relating to payout odds; vigorish).

(2) The Bonus wagers provided in subsection (g)(4) shall be paid according to the following odds:

<u>Hand</u>	<u>Odds</u>
<u>Sun 7</u>	<u>40 to 1</u>
<u>Moon 8</u>	<u>25 to 1</u>
<u>9 over 7</u>	<u>25 to 1</u>
<u>2-card 8 over 2-card 1</u>	<u>50 to 1</u>
<u>Player win with a 3-card 6</u>	<u>40 to 1</u>
<u>Banker win with 1 or 2</u>	<u>60 to 1</u>
<u>Player and Banker have an 8 or 9</u>	<u>20 to 1</u>
<u>1 over 0</u>	<u>90 to 1</u>
<u>3-card 6 over 3-card 3</u>	<u>150 to 1</u>
<u>3-card 8 over 3-card 0</u>	<u>130 to 1</u>
<u>Banker win over a 2-card 7</u>	<u>30 to 1</u>
<u>3-card 9 over 3-card 6</u>	<u>200 to 1</u>
<u>3-card 9 over 3-card 8</u>	<u>200 to 1</u>
<u>Player win with a 3-card 8 over 3-card 0</u>	<u>250 to 1</u>
<u>Tie with 0</u>	<u>150 to 1</u>
<u>Tie with 1, 2 or 3</u>	<u>70 to 1</u>
<u>Tie with 4, 5, 6 or 7</u>	<u>15 to 1</u>
<u>Tie with 8 or 9</u>	<u>40 to 1</u>
<u>Player pair (initial two cards)</u>	<u>11 to 1</u>
<u>Banker pair (initial two cards)</u>	<u>11 to 1</u>

§ 627c.5. Golden Talons.

(a) The certificate holder may, if specified in its Rules Submission, offer to each player who has placed a Minibaccarat wager in accordance with § 627a.7(a) (relating to wagers), the operation of placing a Golden Talons wager.

(b) After placing a Minibaccarat wager, a player may place a Golden Talons wager prior to the dealer calling, “No more bets.”

(c) The dealer shall then deal the cards in accordance with § 627a.8 (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance with the house rules and the provisions of §§ 627a.9—627a.11 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(d) After the round of play is completed and the announcement of the result is made, the dealer shall settle the Player's Golden Talons wager while settling the Minibaccarat wagers and other optional wagers placed by each player.

(e) The Golden Talons wager may be placed on the Player's hand, the Banker's hand, or both, and shall win if:

(1) The hand wagered upon wins by at least 4 points, or

(2) The hand wagered upon is a natural win or a natural tie, or

(3) The hand wagered upon wins or ties in accordance with the approved payable.

(f) The Golden Talons wager shall be paid out based upon one of the following paytables, which shall be specified in and approved as part of the certificate holder's Rules Submission.

Scenario	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E
Win by 9	30 to 1	20 to 1	30 to 1	20 to 1	30 to 1
Win by 8	10 to 1	10 to 1	12 to 1	8 to 1	10 to 1
Win by 7	6 to 1	5 to 1	5 to 1	7 to 1	4 to 1
Win by 6	4 to 1	4 to 1	3 to 1	4 to 1	4 to 1
Win by 5	2 to 1	2 to 1	3 to 1	3 to 1	2 to 1
Win by 4	1 to 1	1 to 1	1 to 1	1 to 1	2 to 1
Natural win	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Natural tie	Push	2 to 1	Push	Push	Push

(g) A Golden Talons win with a natural will only pay the Natural Win odds of 1 to 1, not the higher odds related to wins by 4 or more.

§ 627c.6. Harmony Progressive.

(a) If the certificate holder offers Minibaccarat or Minibaccarat variations as described in Chapter 627a or Chapter 627c (relating to Minibaccarat; and Minibaccarat side wagers and

variations), the certificate holder may, if specified in its Rules Submission, offer to each player who has placed a Minibaccarat wager in accordance with § 627a.7(a) (relating to wagers), the option of placing a Harmony Progressive wager, a wager based on the combination of the player and banker hands.

(b) If the certificate holder offers the Harmony Progressive wager, in addition to the requirements in § 627a.2 (relating to Minibaccarat table physical characteristics), the layout shall contain a separate area designated for the placement of the Harmony Progressive wager for each player.

(c) After placing a Minibaccarat wager, as required in § 627a.7(a), and any other available optional wagers, a player may place a Harmony Progressive wager at any time before the dealer calls, “No more bets.”

(d) If the certificate holder is offering the Harmony Progressive wager, the Minibaccarat table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Harmony Progressive wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive wager.

(2) A device that controls or monitors the placement of Progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of

any Progressive wager that a player attempts to place after the dealer has announced “No more bets.”

(e) The dealer shall deal the cards in accordance with § 627a.8 (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance with the house rules and provisions of §§ 627a.9—627a.11 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the players’ Harmony Progressive wagers while settling the Minibaccarat wagers and other optional wagers placed by each player.

(g) A Harmony Progressive wager placed shall win and be paid out in accordance with one of the outcomes and odds prescribed in the paytables in subsection (i). The following outcomes, if part of the payable selected and approved as part of the Rules Submission by the certificate holder, may constitute a winning Harmony Progressive wager:

(1) The Banker and the Player tie with a six-of-a-kind.

(2) The Banker and the Player tie with four 8’s and only four cards were dealt.

(3) The Banker and the Player tie with four-of-a-kind and only four cards were dealt.

(4) The Banker and the Player tie with any combination of six 0-value cards.

(5) The Banker and the Player tie with point counts of 0.

(6) The Banker and the Player tie with a point count between 1 and 5.

(7) The Banker and the Player tie with a point count between 6 and 9.

(8) The Banker and the Player tie with hands consisting of all of the same color.

(9) The Banker and the Player tie regardless of hand composition.

(10) The Banker and the Player tie with a total of five cards between the two hands.

(11) The Banker and the Player tie with a total of six cards between the two hands.

(12) The Banker and the Player tie with a total of four cards between the two hands.

(h) Each Harmony Progressive wager placed shall lose and be collected by the dealer if either the Banker's or Player's hand wins or one of the outcomes specified in subsection (g) does not occur.

(i) If a Harmony Progressive wager wins, it shall be paid out based upon the following paytables:

<u>Outcome</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>1,000 for 1</u>	<u>1,000 for 1</u>	<u>600 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>300 for 1</u>	<u>200 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>
<u>Tie with 0</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Tie with 1—5</u>	<u>6 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Tie with 6—9</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>5 for 1</u>

<u>Outcome</u>	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>600 for 1</u>	<u>1,000 for 1</u>	<u>300 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>300 for 1</u>	<u>300 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>200 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>
<u>Tie (all cards same color)</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Any tie</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>5 for 1</u>

<u>Outcome</u>	<u>Paytable G</u>	<u>Paytable H</u>	<u>Paytable I</u>
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<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>600 for 1</u>	<u>1,000 for 1</u>	<u>300 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>100 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>5 card tie</u>	<u>10 for 1</u>	<u>8 for 1</u>	<u>10 for 1</u>
<u>6 card tie</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>6 for 1</u>
<u>4 card tie</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>4 for 1</u>

_____ (j) The rate of progression (incrementation rate) and the reseed amounts (reserve incrementation rate) for the Harmony Progressive wager must be based upon the payable which corresponds to the selected payable from subsection (i):

	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Incrementation rate</u>	<u>15%</u>	<u>19%</u>	<u>15%</u>
<u>Reserve incrementation rate</u>	<u>3%</u>	<u>5%</u>	<u>3%</u>

	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Incrementation rate</u>	<u>15%</u>	<u>19%</u>	<u>15%</u>
<u>Reserve incrementation rate</u>	<u>3%</u>	<u>5%</u>	<u>3%</u>

	<u>Paytable G</u>	<u>Paytable H</u>	<u>Paytable I</u>
<u>Incrementation rate</u>	<u>15%</u>	<u>19%</u>	<u>15%</u>
<u>Reserve incrementation rate</u>	<u>3%</u>	<u>5%</u>	<u>3%</u>

§ 627c.7. Eclipse.

_____ (a) A certificate holder may offer to each player who has placed a Minibaccarat wager in accordance with § 627a.7(a) (relating to wagers) the option of placing one or more of the wagers which comprise the Eclipse side wager package.

(b) The certificate holder shall specify in its Rules Submission under § 601a.2 (relating to table games Rules Submissions) the version or variation of Minibaccarat as authorized under Chapters 627a, or 627c (relating to Minibaccarat and Minibaccarat side wagers and variations), including whether standard commission or commission free, with which the Eclipse side wager package will be offered.

(c) In addition to the table characteristics provided in the rules and procedures of Minibaccarat or variation of Minibaccarat, the table shall include a separate area designated for each player for the placement of any of the following wagers:

(1) Sun 7.

(2) Moon 8.

(3) Supreme 7.

(4) Divine 9.

(5) Eclipse.

(d) The Eclipse side wager package shall consist of the following side wager betting options, any or all of which may be placed after placing a Minibaccarat wager, but prior to the dealer calling, “no more bets:”

(1) Sun 7, which shall win if the banker hand wins with a hand consisting of three cards with a point count of seven.

(2) Moon 8, which shall win if the player hand wins with a hand consisting of three cards with a point count of eight.

(3) Supreme 7, which shall win if the player and banker hands both consist of two cards with a point count of seven, or both the player and banker hands consist of three cards with a point count of seven.

(4) Divine 9, which shall win if the player or banker hand, or both, consist of three cards with a point count of nine.

(5) Eclipse, which shall win if any of the winning events for the Sun 7, Moon 8, Supreme 7 or Divine 9 wagers occur.

(e) The dealer shall then deal the cards in accordance with the house rules and the rules and procedures provisions of the Minibaccarat game or variation as provided under Chapters 627a and 627c.

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the Eclipse package of wagers while settling the Minibaccarat wagers and other optional wagers placed by each player.

(g) The Eclipse package of wagers shall be paid out based upon one of the following paytables, which shall be specified in and approved as part of the certificate holder's Rules Submission under § 601a.2:

<u>Wager</u>	<u>Hand Configuration</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	
<u>Sun 7</u>	<u>Banker hand wins with 3-card 7</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	
<u>Moon 8</u>	<u>Player hand wins with 3-card 8</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>25 to 1</u>	
<u>Supreme 7</u>		<u>Player and banker hands both are 3-card 7</u>	<u>200 to 1</u>	<u>400 to 1</u>	<u>Loss</u>
<u>Player and banker hands both are 2-card 7</u>	<u>50 to 1</u>	<u>Loss</u>	<u>100 to 1</u>		
<u>Divine 9</u>		<u>Player and banker hands both are 3-card 9</u>	<u>75 to 1</u>	<u>75 to 1</u>	<u>75 to 1</u>
<u>Player or banker hands are 3-card 9</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>		
<u>Eclipse</u>	<u>A Sun 7, Moon 8, Supreme 7 or Divine 9 winning outcome</u>	<u>6 to 1</u>	<u>6 to 1</u>	<u>6 to 1</u>	

CHAPTER 629c. MIDIBACCARAT SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

629c.1. Perfect Pairs wager.

629c.2. Commission-free Midibaccarat.
629c.3. Royal 9 progressive wager.
629c.4. Alternative card reveal procedure.
629c.5. Rising Phoenix Baccarat.
629c.6. Golden Talons.
629c.7. Harmony Progressive.
629c.8. Eclipse.

§ 629c.5. Rising Phoenix Baccarat.

(a) A certificate holder may offer to players a Midibaccarat game variation entitled Rising Phoenix Baccarat.

(b) The certificate holder shall specify in its Rules Submission whether it will offer Rising Phoenix Baccarat as a standard commission or a commission-free Midibaccarat offering.

(c) Unless otherwise provided in this section, Rising Phoenix Baccarat shall be played consistent with Chapter 629a (relating to Midibaccarat) or § 629c.2 (relating to commission-free Midibaccarat).

(d) Rising Phoenix Baccarat shall be played on a table with those characteristics provided in § 629a.2 (a) through (b)(4) and (b)(7) through (e) (relating to Midibaccarat table physical characteristics).

(e) In addition to the table characteristics provided in subsection (d), the Rising Phoenix Baccarat table shall include:

(1) If a certificate holder offers the Sun 7 wager, authorized under subsection (g)(4)(i), separate areas designated for the placement of the Sun 7 Bonus for each player.

(2) If a certificate holder offers the Moon 8 wager, authorized under subsection (g)(4)(ii), separate areas designated for the placement of the Moon 8 Bonus of each player.

(3) If a certificate holder offers any of the Bonus wagers, authorized under subsection (g)(4), separate areas designated for the placement of the Bonus wagers for each player.

(4) If a certificate holder offers the Harmony Progressive wager, authorized under § 629c.7 (relating to Harmony Progressive), separate areas designated for the placement of the Harmony Progressive for each player.

(f) Rising Phoenix Baccarat shall be played with six or eight decks of cards that are identical in appearance and two cover cards.

(g) The following are permissible wagers in the game of Rising Phoenix Baccarat:

(1) A wager on the Banker's hand which shall:

(i) Win if the Banker's hand has a point count higher than that of the Player's hand.

(ii) Lose if the Banker's hand has a point count lower than that of the Player's hand.

(iii) Tie and be returned to the player if the Banker's hand and the Player's hand have an equal point count.

(iv) Tie and be returned to the player if a certificate holder offers Rising Phoenix Baccarat as commission-free and a Banker's hand consisting of three cards with a point count of seven wins the round of play.

(2) A wager on the Player's hand which shall:

(i) Win if the Player's hand has a point count higher than that of the Banker's hand.

(ii) Lose if the Player's hand has a point count lower than that of the Banker's hand.

(iii) Tie and be returned to the player if the Player's hand and the Banker's hand have an equal point count.

(3) A tie wager which shall:

(i) Win if the Player's hand and the Banker's hand have an equal point count.

(ii) Lose if the Player's hand and the Banker's hand do not have an equal point count.

(4) Any of the following Bonus wagers:

(i) A Sun 7 wager, which shall win if the Banker's hand wins with three cards with a point count equaling 7.

(ii) A Moon 8 wager, which shall win if the Player's hand wins with three cards with a point count equaling 8.

(iii) A 9 over 7 wager, which shall win if either the Player or Banker hand wins with a point count of 9 over the losing hand with a point count of 7.

(iv) A 2-card 8 over a 2-card 1 wager, which shall win if either the Player or Banker hand wins with a 2-card hand with a point count of 8 over the losing 2-card hand with a point count of 1.

(v) A Player wins with a 3-card 6 wager, which shall win if the Player's hand wins with a point count of 6 consisting of 3 cards.

(vi) A Banker wins with a 1 or 2 wager, which shall win if the Banker's hand, regardless of the number of cards, wins with a point count equal to 1 or 2.

(vii) Player and Banker have an 8 or 9 wager, which shall win if the Player's hand and Banker's hand each have a point count of 8 or 9 regardless of whether the Player's or Banker's hand win or if they tie.

(viii) A 1 over 0 wager, which shall win if either the Banker's or Player's hand wins with a point count of 1 and the losing hand has a point count of 0.

(ix) A 3-card 6 over 3-card 3 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with point count of 6 over a losing 3-card hand with a point count of 3.

(x) A 3-card 8 over 3-card 0 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with a point count of 8 over a losing 3-card hand with a point count of 0.

(xi) A Banker win over a 2-card 7 wager, which shall win if the Banker's hand, regardless of the number of cards, wins over a 2-card Player's hand with a point count of 7.

(xii) A 3-card 9 over 3-card 6 wager, which shall win if the Banker's or Player's hand wins with a 3-card hand with a point count of 9 over a losing 3-card hand with a point count of 6.

(xiii) A 3-card 9 over 3-card 8 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with a point count of 9 over a losing 3-card hand with a point count of 8.

(xiv) A Player wins with 3-card 8 over 3-card 0 wager, which shall win when the Player's hand wins with a 3-card hand with a point count of 8 over a losing Banker's hand consisting of 3 cards with a point count of 0.

(xv) A tie with 0 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 0.

(xvi) A tie with 1, 2 or 3 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 1, 2 or 3.

(xvii) A tie with 4, 5, 6 or 7 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 4, 5, 6 or 7.

(xviii) A tie with 8 or 9 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 8 or 9.

(xix) A Player pair wager, which shall win if the Player's initial two cards match (that is, two 4's or two kings).

(xx) A Banker pair wager, which shall win if the Banker's initial two cards match (that is, two 4's or two kings).

(5) The Golden Talons wager, offered in accordance with the provisions of § 629c.6 (relating to Golden Talons).

(6) The Harmony Progressive wager, offered in accordance with the provisions of § 629c.7.

(h) Payout odds and vigorish shall be handled as follows:

(1) Winning wagers made on the Player's hand, the Banker's hand, or on a tie wager shall be paid consistent with § 629a.12(a)—(d) (relating to payout odds; vigorish).

(2) The Bonus wagers provided in subsection (g)(4) shall be paid according to the following odds:

<u>Hand</u>	<u>Odds</u>
<u>Sun 7</u>	<u>40 to 1</u>
<u>Moon 8</u>	<u>25 to 1</u>
<u>9 over 7</u>	<u>25 to 1</u>

2-card 8 over 2-card 1	50 to 1
Player win with a 3-card 6	40 to 1
Banker win with 1 or 2	60 to 1
Player and Banker have an 8 or 9	20 to 1
Player and Banker have an 8 or 9	20 to 1
1 over 0	90 to 1
3-card 6 over 3-card 3	150 to 1
3-card 8 over 3-card 0	130 to 1
Banker win over a 2-card 7	30 to 1
3-card 9 over 3-card 6	200 to 1
3-card 9 over 3-card 8	200 to 1
Player win with a 3-card 8 over 3-card 0	250 to 1
Tie with 0	150 to 1
Tie with 1, 2 or 3	70 to 1
Tie with 4, 5, 6 or 7	15 to 1
Tie with 8 or 9	40 to 1
Player pair (initial two cards)	11 to 1
Banker pair (initial two cards)	11 to 1

§ 629c.6. Golden Talons.

(a) The certificate holder may, if specified in its Rules Submission, offer to each player who has placed a Midibaccarat wager in accordance with § 629a.7 (relating to wagers), the operation of placing a Golden Talons wager.

(b) After placing a Midibaccarat wager, a player may place a Golden Talons wager prior to the dealer calling, “No more bets.”

(c) The dealer shall then deal the cards in accordance with § 629a.8 (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance with the house rules and the provisions of § § 629a.9—629a.11 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(d) After the round of play is completed and the announcement of the result is made, the dealer shall settle the Player's Golden Talons wager while settling the Midibaccarat wagers and other optional wagers placed by each player.

(e) The Golden Talons wager may be placed on the Player's hand, the Banker's hand, or both, and shall win if:

(1) The hand wagered upon wins by at least 4 points, or

(2) The hand wagered upon is a natural win or a natural tie, or

(3) The hand wagered upon wins or ties under the approved payable.

(f) The Golden Talons wager shall be paid out based upon one of the following paytables, which shall be specified in and approved as part of the certificate holder's Rules

Submission:

<u>Scenario</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	<u>Paytable E</u>
<u>Win by 9</u>	<u>30 to 1</u>	<u>20 to 1</u>	<u>30 to 1</u>	<u>20 to 1</u>	<u>30 to 1</u>
<u>Win by 8</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>12 to 1</u>	<u>8 to 1</u>	<u>10 to 1</u>
<u>Win by 7</u>	<u>6 to 1</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>7 to 1</u>	<u>4 to 1</u>
<u>Win by 6</u>	<u>4 to 1</u>	<u>4 to 1</u>	<u>3 to 1</u>	<u>4 to 1</u>	<u>4 to 1</u>
<u>Win by 5</u>	<u>2 to 1</u>	<u>2 to 1</u>	<u>3 to 1</u>	<u>3 to 1</u>	<u>2 to 1</u>
<u>Win by 4</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>2 to 1</u>
<u>Natural win</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>
<u>Natural tie</u>	<u>Push</u>	<u>2 to 1</u>	<u>Push</u>	<u>Push</u>	<u>Push</u>

(g) A Golden Talons win with a natural will only pay the Natural win odds of 1 to 1, not the higher odds related to wins by 4 or more.

§ 629c.7. Harmony Progressive.

(a) If the certificate holder offers Midibaccarat or Midibaccarat variations as described in Chapter 629a or Chapter 629c (relating to Midibaccarat; and Midibaccarat side wagers and

variations), the certificate holder may, if specified in its Rules Submission, offer to each player who has placed a Midibaccarat wager in accordance with § 629a.7 (relating to wagers), the option of placing a Harmony Progressive wager, a wager based on the combination of the player and banker hands.

(b) If the certificate holder offers the Harmony Progressive wager, in addition to the requirements in § 629a.2 (relating to Midibaccarat table physical characteristics), the layout shall contain a separate area designated for the placement of the Harmony Progressive wager for each player.

(c) After placing a Midibaccarat wager, as required in § 629a.7, and any other available optional wagers, a player may place a Harmony Progressive wager at any time before the dealer calls, “No more bets.”

(d) If the certificate holder is offering the Harmony Progressive wager, the Baccarat table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Harmony Progressive wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive wager.

(2) A device that controls or monitors the placement of Progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of

any Progressive wager that a player attempts to place after the dealer has announced “No more bets.”

(e) The dealer shall deal the cards in accordance with § 629a.8 (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance with the house rules and provisions of §§ 629a.9—629a.11 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the players’ Harmony Progressive wagers while settling the Midibaccarat wagers and other optional wagers placed by each player.

(g) A Harmony Progressive wager placed shall win and be paid out in accordance with one of the outcomes and odds prescribed in the paytables in subsection (i). The following outcomes, if part of the payable selected and approved as part of the Rules Submission by the certificate holder, may constitute a winning Harmony Progressive wager:

(1) The Banker and the Player tie with a six-of-a-kind.

(2) The Banker and the Player tie with four 8’s and only four cards were dealt.

(3) The Banker and the Player tie with four-of-a-kind and only four cards were dealt.

(4) The Banker and the Player tie with any combination of six 0-value cards.

(5) The Banker and the Player tie with point counts of 0.

(6) The Banker and the Player tie with a point count between 1 and 5.

(7) The Banker and the Player tie with a point count between 6 and 9.

(8) The Banker and the Player tie with hands consisting of all of the same color.

(9) The Banker and the Player tie regardless of hand composition.

(10) The Banker and the Player tie with a total of five cards between the two hands.

(11) The Banker and the Player tie with a total of six cards between the two hands.

(12) The Banker and the Player tie with a total of four cards between the two hands.

(h) Each Harmony Progressive wager placed shall lose and be collected by the dealer if either the Banker's or Player's hand wins or one of the outcomes specified in subsection (g) does not occur.

(i) If a Harmony Progressive wager wins, it shall be paid out based upon the following paytables:

<u>Outcome</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>1,000 for 1</u>	<u>1,000 for 1</u>	<u>600 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>300 for 1</u>	<u>200 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>
<u>Tie with 0</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Tie with 1—5</u>	<u>6 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Tie with 6—9</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>5 for 1</u>

<u>Outcome</u>	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>600 for 1</u>	<u>1,000 for 1</u>	<u>300 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>300 for 1</u>	<u>300 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>200 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>
<u>Tie (all cards same color)</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Any tie</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>5 for 1</u>

<u>Outcome</u>	<u>Paytable G</u>	<u>Paytable H</u>	<u>Paytable I</u>
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<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>600 for 1</u>	<u>1,000 for 1</u>	<u>300 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>100 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>5 card tie</u>	<u>10 for 1</u>	<u>8 for 1</u>	<u>10 for 1</u>
<u>6 card tie</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>6 for 1</u>
<u>4 card tie</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>4 for 1</u>

_____ (j) The rate of progression (incrementation rate) and the reseed amounts (reserve incrementation rate) for the Harmony Progressive wager must be based upon the payable which corresponds to the selected payable from subsection (i):

	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Incrementation rate</u>	<u>15%</u>	<u>19%</u>	<u>15%</u>
<u>Reserve incrementation rate</u>	<u>3%</u>	<u>5%</u>	<u>3%</u>

	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Incrementation rate</u>	<u>15%</u>	<u>19%</u>	<u>15%</u>
<u>Reserve incrementation rate</u>	<u>3%</u>	<u>5%</u>	<u>3%</u>

	<u>Paytable G</u>	<u>Paytable H</u>	<u>Paytable I</u>
<u>Incrementation rate</u>	<u>15%</u>	<u>19%</u>	<u>15%</u>
<u>Reserve incrementation rate</u>	<u>3%</u>	<u>5%</u>	<u>3%</u>

§ 629c.8. Eclipse.

(a) A certificate holder may offer to each player who has placed a Midibaccarat wager in accordance with § 629a.7 (relating to wagers) the option of placing one or more of the wagers which comprise the Eclipse side wager package.

(b) The certificate holder shall specify in its Rules Submission under § 601a.2 (relating to table games Rules Submissions) the version or variation of Midibaccarat as authorized under Chapters 629a or 629c (relating to Midibaccarat; and Midibaccarat side wagers and variations), including whether standard commission or commission free, with which the Eclipse side wager package will be offered.

(c) In addition to the table characteristics provided in the rules and procedures of Midibaccarat or variation of Midibaccarat, the table shall include a separate area designated for each player for the placement of any of the following wagers:

(1) Sun 7.

(2) Moon 8.

(3) Supreme 7.

(4) Divine 9.

(5) Eclipse.

(d) The Eclipse side wager package shall consist of the following side wager betting options, any or all of which may be placed after placing a Midibaccarat wager, but prior to the dealer calling, “no more bets:”

(1) Sun 7, which shall win if the banker hand wins with a hand consisting of three cards with a point count of seven.

(2) Moon 8, which shall win if the player hand wins with a hand consisting of three cards with a point count of eight.

(3) Supreme 7, which shall win if the player and banker hands both consist of two cards with a point count of seven, or both the player and banker hands consist of three cards with a point count of seven.

(4) Divine 9, which shall win if the player or banker hand, or both, consist of three cards with a point count of nine.

(5) Eclipse, which shall win if any of the winning events for the Sun 7, Moon 8, Supreme 7 or Divine 9 wagers occur.

(e) The dealer shall then deal the cards in accordance with the house rules and the rules and procedures provisions of the Midibaccarat game or variation as provided under Chapters 629a and 629c.

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the Eclipse package of wagers while settling the Midibaccarat wagers and other optional wagers placed by each player.

(g) The Eclipse package of wagers shall be paid out based upon one of the following paytables, which shall be specified in and approved as part of the certificate holder's Rules Submission under § 601a.2:

<u>Wager</u>	<u>Hand Configuration</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	
<u>Sun 7</u>	<u>Banker hand wins with 3-card 7</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	
<u>Moon 8</u>	<u>Player hand wins with 3-card 8</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>25 to 1</u>	
<u>Supreme 7</u>		<u>Player and banker hands both are 3-card 7</u>	<u>200 to 1</u>	<u>400 to 1</u>	<u>Loss</u>
<u>Player and banker hands both are 2-card 7</u>	<u>50 to 1</u>	<u>Loss</u>	<u>100 to 1</u>		
<u>Divine 9</u>		<u>Player and banker hands both are 3-card 9</u>	<u>75 to 1</u>	<u>75 to 1</u>	<u>75 to 1</u>
<u>Player or banker hands are 3-card 9</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>		
<u>Eclipse</u>	<u>A Sun 7, Moon 8, Supreme 7 or Divine 9 winning outcome</u>	<u>6 to 1</u>	<u>6 to 1</u>	<u>6 to 1</u>	

CHAPTER 631c. BACCARAT SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

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631c.1. Perfect Pairs wager.

631c.2. Heavenly 9 progressive Baccarat wager.

631c.3. 5 Treasures Baccarat wagers.

631c.4. Lucky Nines.

631c.5. Commission-free Baccarat.

631c.6. Must-Hit-By Mystery bonus.

631c.7. Majestic Match wager.

631c.8. Rising Phoenix Baccarat.

631c.9. Golden Talons.

631c.10. Harmony Progressive.

631c.11. Eclipse.

§ 631c.8. Rising Phoenix Baccarat.

(a) A certificate holder may offer to players a Baccarat game variation entitled Rising Phoenix Baccarat.

(b) The certificate holder shall specify in its Rules Submission whether it will offer Rising Phoenix Baccarat as a standard commission or a commission-free baccarat offering.

(c) Unless otherwise provided in this section, Rising Phoenix Baccarat shall be played consistent with Chapter 631a (relating to Baccarat) or § 631c.5 (relating to commission-free Baccarat).

(d) Rising Phoenix Baccarat shall be played on a table with those characteristics provided in § 631a.2(a), (b)(1)—(4), and (7) and (c)—(e) (relating to Baccarat table physical characteristics).

(e) In addition to the table characteristics provided in subsection (d), the Rising Phoenix Baccarat table shall include:

(1) If a certificate holder offers the Sun 7 wager, authorized under subsection (g)(4)(i), separate areas designated for the placement of the Sun 7 Bonus for each player.

(2) If a certificate holder offers the Moon 8 wager, authorized under subsection (g)(4)(ii), separate areas designated for the placement of the Moon 8 Bonus of each player.

(3) If a certificate holder offers any of the Bonus wagers, authorized under subsection (g)(4), separate areas designated for the placement of the Bonus wagers for each player.

(4) If a certificate holder offers the Harmony Progressive wager, authorized under § 631c.9 (relating to Golden Talons), separate areas designated for the placement of the Harmony Progressive for each player.

(f) Rising Phoenix Baccarat shall be played with six or eight decks of cards that are identical in appearance and two cover cards.

(g) The following are permissible wagers in the game of Rising Phoenix Baccarat:

(1) A wager on the Banker's hand which shall:

(i) Win if the Banker's hand has a point count higher than that of the Player's hand.

(ii) Lose if the Banker's hand has a point count lower than that of the Player's hand.

(iii) Tie and be returned to the player if the Banker's hand and the Player's hand have an equal point count.

(iv) Tie and be returned to the player if a certificate holder offers Rising Phoenix Baccarat as commission-free and a Banker's hand consisting of three cards with a point count of seven wins the round of play.

(2) A wager on the Player's hand which shall:

(i) Win if the Player's hand has a point count higher than that of the Banker's hand.

(ii) Lose if the Player's hand has a point count lower than that of the Banker's hand.

(iii) Tie and be returned to the player if the Player's hand and the Banker's hand have an equal point count.

(3) A tie wager which shall:

(i) Win if the Player's hand and the Banker's hand have an equal point count.

(ii) Lose if the Player's hand and the Banker's hand do not have an equal point count.

(4) Any of the following Bonus wagers:

(i) A Sun 7 wager, which shall win if the Banker's hand wins with three cards with a point count equaling 7.

(ii) A Moon 8 wager, which shall win if the Player's hand wins with three cards with a point count equaling 8.

(iii) A 9 over 7 wager, which shall win if either the Player or Banker hand wins with a point count of 9 over the losing hand with a point count of 7.

(iv) A 2-card 8 over a 2-card 1 wager, which shall win if either the Player or Banker hand wins with a 2-card hand with a point count of 8 over the losing 2-card hand with a point count of 1.

(v) A Player wins with a 3-card 6 wager, which shall win if the Player's hand wins with a point count of 6 consisting of 3 cards.

(vi) A Banker wins with a 1 or 2 wager, which shall win if the Banker's hand, regardless of the number of cards, wins with a point count equal to 1 or 2.

(vii) Player and Banker have an 8 or 9 wager, which shall win if the Player's hand and Banker's hand each have a point count of 8 or 9 regardless of whether the Player's or Banker's hand win or if they tie.

(viii) A 1 over 0 wager, which shall win if either the Banker's or Player's hand wins with a point count of 1 and the losing hand has a point count of 0.

(ix) A 3-card 6 over 3-card 3 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with point count of 6 over a losing 3-card hand with a point count of 3.

(x) A 3-card 8 over 3-card 0 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with a point count of 8 over a losing 3-card hand with a point count of 0.

(xi) A Banker win over a 2-card 7 wager, which shall win if the Banker's hand, regardless of the number of cards, wins over a 2-card Player's hand with a point count of 7.

(xii) A 3-card 9 over 3-card 6 wager, which shall win if the Banker's or Player's hand wins with a 3-card hand with a point count of 9 over a losing 3-card hand with a point count of 6.

(xiii) A 3-card 9 over 3-card 8 wager, which shall win if either the Banker's or Player's hand wins with a 3-card hand with a point count of 9 over a losing 3-card hand with a point count of 8.

(xiv) A Player wins with 3-card 8 over 3-card 0 wager, which shall win when the Player's hand wins with a 3-card hand with a point count of 8 over a losing Banker's hand consisting of 3 cards with a point count of 0.

(xv) A tie with 0 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 0.

(xvi) A tie with 1, 2 or 3 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 1, 2 or 3.

(xvii) A tie with 4, 5, 6 or 7 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 4, 5, 6 or 7.

(xviii) A tie with 8 or 9 wager, which shall win if the Banker's and Player's hands, regardless of the number of cards in either hand, tie with a point count of 8 or 9.

(xix) A Player Pair wager, which shall win if the Player's initial two cards match (that is, two 4's or two kings).

(xx) A Banker Pair wager, which shall win if the Banker's initial two cards match (that is, two 4's or two kings).

(5) The Golden Talons wager, offered in accordance with the provisions of § 631c.9.

(6) The Harmony Progressive wager, offered in accordance with the provisions of § 631c.10 (relating to Harmony Progressive).

(h) Payout odds and vigorish shall be handled as follows:

(1) Winning wagers made on the Player's hand, the Banker's hand or on a tie wager shall be paid consistent with § 631a.13(a)—(d) (relating to payout odds; vigorish).

(2) The Bonus wagers provided in subsection (g)(4) shall be paid in accordance with the following odds:

<u>Hand</u>	<u>Odds</u>
<u>Sun 7</u>	<u>40 to 1</u>
<u>Moon 8</u>	<u>25 to 1</u>
<u>9 over 7</u>	<u>25 to 1</u>
<u>2-card 8 over 2-card 1</u>	<u>50 to 1</u>
<u>Player win with a 3-card 6</u>	<u>40 to 1</u>
<u>Banker win with 1 or 2</u>	<u>60 to 1</u>
<u>Player and Banker have an 8 or 9</u>	<u>20 to 1</u>
<u>1 over 0</u>	<u>90 to 1</u>
<u>3-card 6 over 3-card 3</u>	<u>150 to 1</u>
<u>3-card 8 over 3-card 0</u>	<u>130 to 1</u>
<u>Banker win over a 2-card 7</u>	<u>30 to 1</u>
<u>3-card 9 over 3-card 6</u>	<u>200 to 1</u>
<u>3-card 9 over 3-card 8</u>	<u>200 to 1</u>
<u>Player win with a 3-card 8 over 3-card 0</u>	<u>250 to 1</u>
<u>Tie with 0</u>	<u>150 to 1</u>
<u>Tie with 1, 2 or 3</u>	<u>70 to 1</u>
<u>Tie with 4, 5, 6 or 7</u>	<u>15 to 1</u>
<u>Tie with 8 or 9</u>	<u>40 to 1</u>
<u>Player pair (initial two cards)</u>	<u>11 to 1</u>
<u>Banker pair (initial two cards)</u>	<u>11 to 1</u>

§ 631c.9. Golden Talons.

(a) The certificate holder may, if specified in its Rules Submission, offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers), the operation of placing a Golden Talons wager.

(b) After placing a Baccarat wager, a player may place a Golden Talons wager prior to the dealer calling, “No more bets.”

(c) The dealer shall then deal the cards in accordance with § 631a.9(b)—(f) (relating to hands of player and banker; procedures for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance to the house rules and the provisions of § § 631a.10—631a.12 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(d) After the round of play is completed and the announcement of the result is made, the dealer shall settle the Player's Golden Talons wager while settling the Baccarat wagers and other optional wagers placed by each player.

(e) The Golden Talons wager may be placed on the Player's hand or the Banker's hand, or both, and shall win if:

(1) The hand wagered upon wins by at least 4 points, or

(2) The hand wagered upon is a natural win or a natural tie, or

(3) The hand wagered upon wins or ties under the approved payable.

(f) The Golden Talons wager shall be paid out based upon one of the following paytables, which shall be specified in and approved as part of the certificate holder's Rules

Submission:

<u>Scenario</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	<u>Paytable E</u>
<u>Win by 9</u>	<u>30 to 1</u>	<u>20 to 1</u>	<u>30 to 1</u>	<u>20 to 1</u>	<u>30 to 1</u>
<u>Win by 8</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>12 to 1</u>	<u>8 to 1</u>	<u>10 to 1</u>
<u>Win by 7</u>	<u>6 to 1</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>7 to 1</u>	<u>4 to 1</u>
<u>Win by 6</u>	<u>4 to 1</u>	<u>4 to 1</u>	<u>3 to 1</u>	<u>4 to 1</u>	<u>4 to 1</u>
<u>Win by 5</u>	<u>2 to 1</u>	<u>2 to 1</u>	<u>3 to 1</u>	<u>3 to 1</u>	<u>2 to 1</u>
<u>Win by 4</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>2 to 1</u>
<u>Natural win</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>
<u>Natural tie</u>	<u>Push</u>	<u>2 to 1</u>	<u>Push</u>	<u>Push</u>	<u>Push</u>

(g) A Golden Talons win with a natural will only pay the Natural Win odds of 1 to 1, not the higher odds related to wins by 4 or more.

§ 631c.10. Harmony Progressive.

(a) If the certificate holder offers Baccarat or Baccarat variations as described in Chapters 631a (relating to Baccarat) or 631c (relating to Baccarat side wagers and variations), the certificate holder may, if specified in its Rules Submission, offer to each player who has

placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers), the option of placing a Harmony Progressive wager, a wager based on the combination of the player and banker hands.

(b) If the certificate holder offers the Harmony Progressive Baccarat wager, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics), the layout shall contain a separate area designated for the placement of the Harmony Progressive Baccarat wager for each player.

(c) After placing a Baccarat wager, as required in § 631a.8(a), and any other available optional wagers, a player may place a Harmony Progressive Baccarat wager at any time before the dealer calls, “No more bets.”

(d) If the certificate holder is offering the Harmony Progressive Baccarat wager, the Baccarat table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Harmony Progressive Baccarat wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive wager.

(2) A device that controls or monitors the placement of Progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any Progressive wager that a player attempts to place after the dealer has announced “No more bets.”

(e) The dealer shall deal the cards in accordance with § 631a.9(b)—(f) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance with the house rules and provisions of §§ 631a.10—631a.12 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the players' Harmony Progressive Baccarat wagers while settling the Baccarat wagers and other optional wagers placed by each player.

(g) A Harmony Progressive Baccarat wager placed shall win and be paid out in accordance with one of the outcomes and odds prescribed in the paytables in subsection (i). The following outcomes, if part of the payable selected and approved as part of the Rules Submission by the certificate holder, may constitute a winning Harmony Progressive wager:

- (1) The Banker and the Player tie with a six-of-a-kind.
- (2) The Banker and the Player tie with four 8's and only four cards were dealt.
- (3) The Banker and the Player tie with four-of-a-kind and only four cards were dealt.
- (4) The Banker and the Player tie with any combination of six 0-value cards.
- (5) The Banker and the Player tie with point counts of 0.
- (6) The Banker and the Player tie with a point count between 1 and 5.
- (7) The Banker and the Player tie with a point count between 6 and 9.
- (8) The Banker and the Player tie with hands consisting of all of the same color.
- (9) The Banker and the Player tie regardless of hand composition.

(10) The Banker and the Player tie with a total of five cards between the two hands.

(11) The Banker and the Player tie with a total of six cards between the two hands.

(12) The Banker and the Player tie with a total of four cards between the two hands.

(h) Each Harmony Progressive Baccarat wager placed shall lose and be collected by the dealer if either the Banker's or Player's hand wins or one of the outcomes specified in subsection (g) does not occur.

(i) If a Harmony Progressive Baccarat wager wins, it shall be paid out based upon the following paytables:

<u>Outcome</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>1,000 for 1</u>	<u>1,000 for 1</u>	<u>600 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>300 for 1</u>	<u>200 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>
<u>Tie with 0</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Tie with 1—5</u>	<u>6 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Tie with 6—9</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>5 for 1</u>

<u>Outcome</u>	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>600 for 1</u>	<u>1,000 for 1</u>	<u>300 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>300 for 1</u>	<u>300 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>200 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>
<u>Tie (all cards same color)</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Any tie</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>5 for 1</u>

<u>Outcome</u>	<u>Paytable G</u>	<u>Paytable H</u>	<u>Paytable I</u>
<u>Six-of-a-kind</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>	<u>100% of Progressive</u>
<u>Four 8's (4 cards dealt)</u>	<u>600 for 1</u>	<u>1,000 for 1</u>	<u>300 for 1</u>
<u>Four-of-a-kind (4 cards dealt)</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>300 for 1</u>
<u>Six 0-value cards</u>	<u>100 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>

5 card tie	10 for 1	8 for 1	10 for 1
6 card tie	3 for 1	4 for 1	6 for 1
4 card tie	3 for 1	3 for 1	4 for 1

(j) The rate of progression (incrementation rate) and the reseed amounts (reserve incrementation rate) for the Harmony Progressive Baccarat wager must be based upon the following payable which corresponds to the selected payable from subsection (i):

	Paytable A	Paytable B	Paytable C
Incrementation rate	15%	19%	15%
Reserve incrementation rate	3%	5%	3%

	Paytable D	Paytable E	Paytable F
Incrementation rate	15%	19%	15%
Reserve incrementation rate	3%	5%	3%

	Paytable G	Paytable H	Paytable I
Incrementation rate	15%	19%	15%
Reserve incrementation rate	3%	5%	3%

§ 631c.11. Eclipse.

(a) A certificate holder may offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers) the option of placing one or more of the wagers which comprise the Eclipse side wager package.

(b) The certificate holder shall specify in its Rules Submission under § 601a.2 (relating to table games Rules Submissions) the version or variation of Baccarat as authorized under Chapters 631a, or 631c (relating to Baccarat; and Baccarat side wagers and variations), including

whether standard commission or commission free, with which the Eclipse side wager package will be offered.

(c) In addition to the table characteristics provided in the rules and procedures of Baccarat or variation of Baccarat, the table shall include a separate area designated for each player for the placement of any of the following wagers:

(1) Sun 7.

(2) Moon 8.

(3) Supreme 7.

(4) Divine 9.

(5) Eclipse.

(d) The Eclipse side wager package shall consist of the following side wager betting options, any or all of which may be placed after placing a Baccarat wager, but prior to the dealer calling, “no more bets:”

(1) Sun 7, which shall win if the banker hand wins with a hand consisting of three cards with a point count of seven.

(2) Moon 8, which shall win if the player hand wins with a hand consisting of three cards with a point count of eight.

(3) Supreme 7, which shall win if the player and banker hands both consist of two cards with a point count of seven, or both the player and banker hands consist of three cards with a point count of seven.

(4) Divine 9, which shall win if the player or banker hand, or both, consist of three cards with a point count of nine.

(5) Eclipse, which shall win if any of the winning events for the Sun 7, Moon 8, Supreme 7 or Divine 9 wagers occur.

(e) The dealer shall then deal the cards in accordance with the house rules and the rules and procedures provisions of the Baccarat game or variation as provided under Chapters 631a, and 631c.

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the Eclipse package of wagers while settling the Baccarat wagers and other optional wagers placed by each player.

(g) The Eclipse package of wagers shall be paid out based upon one of the following paytables, which shall be specified in and approved as part of the certificate holder's Rules Submission under § 601a.2:

<u>Wager</u>	<u>Hand Configuration</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	
<u>Sun 7</u>	<u>Banker hand wins with 3-card 7</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	
<u>Moon 8</u>	<u>Player hand wins with 3-card 8</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>25 to 1</u>	
<u>Supreme 7</u>		<u>Player and banker hands both are 3-card 7</u>	<u>200 to 1</u>	<u>400 to 1</u>	<u>Loss</u>
<u>Player and banker hands both are 2-card 7</u>	<u>50 to 1</u>	<u>Loss</u>	<u>100 to 1</u>		
<u>Divine 9</u>		<u>Player and banker hands both are 3-card 9</u>	<u>75 to 1</u>	<u>75 to 1</u>	<u>75 to 1</u>
<u>Player or banker hands are 3-card 9</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>		
<u>Eclipse</u>	<u>A Sun 7, Moon 8, Supreme 7 or Divine 9 winning outcome</u>	<u>6 to 1</u>	<u>6 to 1</u>	<u>6 to 1</u>	

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- 633c.1. Perfect Pairs wager.
- 633c.2. Jackpot Party progressive wager.
- 633c.3. Match the Dealer progressive wager.
- 633c.4. Switch Hands and Blackjack Premium.
- 633c.5. Blackjack played on a hybrid gaming table.
- 633c.6. Super 4 progressive Blackjack wager.
- 633c.7. Top 3 wager.
- 633c.8. Lucky Aces wager.
- 633c.9. Blazing 7's progressive wager.
- 633c.10. Blackjack Match progressive.
- 633c.11. TriLux Deluxe wager.
- 633c.12. AxMan wager.
- 633c.13. Buster Blackjack wager.
- 633c.14. Must-Hit-By Mystery bonus.
- 633c.15. Upcard Luck wager.
- 633b.16. EZ Bust Blackjack.
- 633b.17. 21+3 progressive wager.
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- 633b.19. King Bounty—additional paytable.
- 633b.20. Blazing 7's wager.
- 633b.21. Blazing 7's multi-progressive wager.
- 633b.22. Lucky Ladies progressive.
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- 633b.24. 21+3 multi-progressive wager.
- 633b.25. 21+3 Dynamic progressive wager.
- 633b.26. Split to Double Blackjack.
- 633b.27. Wheel Spin Jackpot.
- 633b.28. Bingo Blackjack.
- 633b.29. Three Card Poker/21+3—additional paytables.
- 633b.30. Golden 4 Blackjack side wager.
- 633b.31. Crimson Aces side wager.
- 633b.32. Deal A Match side wager.
- 633b.33. Flush'em Out side wager.
- 633b.34. Lucky For Sum side wager.
- 633b.35. Lucky Straights side wager.
- 633b.36. Noble Diamonds side wager.
- 633b.37. Pair 2 3 4 side wager.
- 633b.38. Pair 'n Match side wager.

633b.39. Ruler's Riches side wager.

633b.40. Sweetheart 16 side wager.

§ 633c.16.EZ Bust Blackjack.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack Wager under § 633a.6(d) (relating to wagers) the option to place an EZ Bust Blackjack side wager.

(b) Except as provided under this section, Blackjack games which offer the EZ Bust Blackjack side wager shall follow the rules and procedures outlined in Chapter 633a (relating to Blackjack).

(c) A patron shall have the option to place an EZ Bust Blackjack wager if after dealing the initial two cards to the dealer's hand under § 633a.7(f) (relating to procedure for dealing the cards; completion of each round of play) the dealer's up card is a two, three, four, five or six.

(1) A patron shall have the option to place an EZ Bust Blackjack wager even if the patron was dealt a Blackjack.

(2) A patron shall have the option to place an additional EZ Bust Blackjack wager each time they split their hand under § 633a.11 (relating to splitting pairs).

(d) The patron may place an EZ Bust Blackjack wager up to an amount equal to their initial Blackjack wager.

(e) After the placement of any EZ Bust Blackjack wagers, the Blackjack round of play shall be completed consistent with § 633a.7.

(f) An EZ Bust Blackjack wager shall:

(1) Win if the dealer, having drawn a third card or more under § 633a.7(l)—(n), results in the dealer's hand having a point count greater than 21—that is, busting.

(2) Lose if the dealer, having drawn a third card or more under § 633a.7(l)—(n), results in the dealer's hand resulting in a point count less than or equal to 21.

(g) The certificate holder may, if specified in the rules submission, treat all EZ Bust Blackjack wagers as a push, if all players Blackjack wagers have resulted in a Blackjack or have busted.

(h) EZ Bust Blackjack wagers shall be settled prior to the settlement of the player's Blackjack wager, and the removal of the player's cards.

(i) Winning EZ Bust Blackjack wagers shall be paid at odds of 1 to 1.

§ 633c.17. 21+3 progressive wager.

(a) A certificate holder may offer players the option to place a 21+3 progressive wager, a progressive wager variation of the Three Card Poker side wager authorized under § 633a.6(e)(9) (relating to wagers). Unless otherwise specified under this section, the 21+3 progressive wager shall follow the rules and procedures of the Three Card Poker wager under § 633a.6(e)(9).

(b) The 21+3 progressive may be played on a Blackjack table that utilizes between three decks and eight decks of cards comprised of 52 cards per deck.

(c) In addition to the layout requirements under § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the 21+3 progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to

linked progressive table games). The progressive table game system must include any of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(d) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) the option of placing a 21+3 progressive wager.

(e) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the 21+3 progressive wager, the dealer shall announce “no more bets” and, if the 21+3 progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(f) If a player has won a 21+3 progressive payout, the dealer shall do all of the following:

(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 certificate holder's approved internal control procedures.

(4) Pay the winning 21+3 progressive wager in accordance with the payout odds in subsection (g). 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 must remain on the table until the necessary documentation has been completed.

(g) The certificate holder shall pay out winning 21+3 progressive wagers, for the highest ranking three-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 4</u>	<u>Paytable 7</u>	<u>Paytable 10</u>
<u>3 aces or 3 kings (certificate holder declared suit)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>
<u>3 aces or 3 kings (suited)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>2,000 for 1</u>	<u>3,000 for 1</u>
<u>Three-of-a-kind (suited)</u>	<u>125 for 1</u>	<u>150 for 1</u>	<u>150 for 1</u>	<u>200 for 1</u>
<u>Straight flush</u>	<u>25 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>	<u>7 for 1</u>	<u>5 for 1</u>	<u>10 for 1</u>
<u>Flush</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>loss</u>

<u>Hand</u>	<u>Paytable 2</u>	<u>Paytable 5</u>	<u>Paytable 8</u>
<u>3 aces, 3 kings or queens (certificate holder declared suit)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>
<u>3 aces, 3 kings or 3 queens (suited)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>2,000 for 1</u>
<u>Three-of-a-kind (suited)</u>	<u>125 for 1</u>	<u>150 for 1</u>	<u>125 for 1</u>
<u>Straight flush</u>	<u>25 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>

<u>Three-of-a-kind</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Straight</u>	<u>6 for 1</u>	<u>7 for 1</u>	<u>6 for 1</u>
<u>Flush</u>	<u>2 for 1</u>	<u>2 for 1</u>	<u>2 for 1</u>

<u>Hand</u>	<u>Paytable 3 a/b</u>	<u>Paytable 6</u>	<u>Paytable 9</u>	<u>Paytable 11</u>
<u>3 aces (certificate holder declared suit)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>
<u>3 aces (suited)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>2,000 for 1</u>	<u>3,000 for 1</u>
<u>Three-of-a-kind (suited)</u>	<u>125 for 1</u>	<u>150 for 1</u>	<u>150 for 1</u>	<u>200 for 1</u>
<u>Straight flush</u>	<u>25 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Straight</u>	<u>7 for 1</u>	<u>7 for 1</u>	<u>5 for 1</u>	<u>10 for 1</u>
<u>Flush</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>loss</u>

<u>Hand</u>	<u>Paytable 12</u>	<u>Paytable 13</u>	<u>Paytable 14</u>	<u>Paytable 15</u>
<u>Mini royal (certificate holder declared suited)</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>	<u>100% of progressive meter</u>
<u>Mini Royal</u>	<u>500 for 1</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>500 for 1</u>
<u>Straight flush</u>	<u>75 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>	<u>75 for 1</u>
<u>Three-of-a-kind</u>	<u>50 for 1</u>	<u>30 for 1</u>	<u>20 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Flush</u>	<u>loss</u>	<u>3 for 1</u>	<u>3 for 1</u>	<u>loss</u>

(h) The initial seed and reseed amounts, increment rate and reserve rate listed in the following chart shall correspond with the payable selected under subsection (g) and shall be included by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Paytable</u>	<u>Number of Decks</u>	<u>Seed/Reseed (represented compared to 21+3 wager)</u>	<u>Increment Rate</u>	<u>Reserve Rate</u>
<u>Paytable 1</u>	<u>3</u>	<u>2,000x</u>	<u>20%</u>	<u>0</u>
<u>Paytable 1</u>	<u>4 or more</u>	<u>2,000x</u>	<u>17%</u>	<u>0</u>
<u>Paytable 2</u>	<u>3</u>	<u>3,000x</u>	<u>24%</u>	<u>0</u>
<u>Paytable 2</u>	<u>4 or more</u>	<u>2,000x</u>	<u>17%</u>	<u>0</u>
<u>Paytable 3a</u>	<u>3</u>	<u>N/A</u>	<u>17%</u>	<u>4%</u>
<u>Paytable 3a</u>	<u>4 or more</u>	<u>2,000x</u>	<u>17%</u>	<u>0</u>
<u>Paytable 3b</u>	<u>4 or more</u>	<u>N/A</u>	<u>17%</u>	<u>5%</u>
<u>Paytable 4</u>	<u>4 or more</u>	<u>2,000x</u>	<u>17%</u>	<u>0</u>
<u>Paytable 5</u>	<u>4 or more</u>	<u>2,000x</u>	<u>17%</u>	<u>0</u>
<u>Paytable 6</u>	<u>4 or more</u>	<u>2,000x</u>	<u>17%</u>	<u>0</u>
<u>Paytable 7</u>	<u>4 or more</u>	<u>N/A</u>	<u>16%</u>	<u>4%</u>

Paytable 8	4 or more	N/A	15%	5%
Paytable 9	4 or more	N/A	16%	4%
Paytable 10	4 or more	N/A	17%	4%
Paytable 11	4 or more	N/A	18%	4%
Paytable 12	1	2,000x	17%	0
Paytable 13	1	2,000x	17%	0
Paytable 14	2 or more	2,000x	17%	0
Paytable 15	2 or more	2,000x	17%	0

(i) As used in this section, the term “mini royal” means an ace, king and queen of the same unit.

§ 633c.18. Royal Match progressive.

(a) A certificate holder may offer players the option to place a Royal Match progressive side wager, which is a progressive variation of the Royal Match 21 wager authorized under § 633a.6(e)(4) (relating to wagers).

(b) The Royal Match progressive side wager shall win if any of the following occur:

(1) The player’s initial two cards are a two-card straight flush.

(2) The player’s initial two cards are a Royal Match.

(3) The player’s and dealer’s initial two cards are a Crown Treasure.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Royal Match progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area for each player designated for the placement of the Royal Match progressive wager.

(d) If the certificate holder is offering the Royal Match progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to

progressive table games), for the placement of the Royal Match progressive wager. If the certificate holder is offering a progressive payoutwager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Royal Match progressive wager.

(2) A device that controls or monitors the placement of Royal Match progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) the option of placing a Royal Match progressive wager.

(f) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers including the Royal Match progressive wager, the dealer shall announce “no more bets” and, if the Royal Match progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before a card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the player's optional wagers by collecting all losing wagers and paying all winning wagers. The following apply:

(1) If a player placed a Royal Match progressive wager and the player's initial two cards are not a two-card straight flush or a Royal Match, the Royal Match progressive wager is lost and shall be collected.

(2) If a player placed a Royal Match progressive wager and the player's initial two cards are a two-card straight flush, the dealer shall pay the winning Royal Match progressive wager in accordance with subsection (i).

(3) If a player placed a Royal Match progressive wager and the player's initial two cards are a Royal Match and the dealer's up card is not a king or queen, the dealer shall pay the winning Royal Match progressive wager in accordance with subsection (i).

(4) If a player placed a Royal Match progressive wager and the player's initial two cards are a Royal Match and the dealer's up card is a king or queen, the player's Royal Match progressive wager shall be settled after the dealer's hole card is exposed but prior to settling the player's blackjack wager. If after exposing the hole card the dealer also has a Royal Match, the player shall be paid a Crown Treasure payout in accordance with subsection (i).

(h) If a player has won a Royal Match progressive payout, the dealer shall do all of the following:

(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 certificate holder's approved internal control procedures.

(4) Pay the winning Royal Match progressive wager in accordance with the payout odds in subsection (i). 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 must remain on the table until the necessary documentation has been completed.

(5) Pay the Envy bonus, in accordance with subsection (k), to all players who made a Royal Match progressive wager. Players are entitled to multiple Envy bonuses if more than one other player has a Crown Treasure. A player is not entitled to an Envy bonus for his own hand.

(i) The certificate holder shall pay out winning Royal Match progressive wagers at the odds in following payout table:

<u>Hand</u>	<u>Paytable A</u>
<u>Crown Treasure</u>	<u>100% of meter</u>
<u>Royal Match</u>	<u>60 for 1</u>
<u>Two-card straight flush</u>	<u>10 for 1</u>
<u>Seed amount</u>	<u>10,000 x the minimum wager</u>
<u>Increment rate</u>	<u>15%</u>

_____ (j) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players.

_____ (k) When any player wins with a Crown Treasure, an Envy bonus shall be paid to all other players who have made a Royal Match progressive wager at a payout of 500 to 1.

_____ (l) After settling the Royal Match progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

_____ (m) The following terms, when used in this section, have the following meanings:

_____ *Two-card straight flush*—Two cards of the same suit in consecutive order.

_____ *Royal Match*—A king and queen of the same suit.

_____ *Crown Treasure*—When both the player's and dealer's hands are comprised of a Royal Match combination.

§ 633c.19. King's Bounty—additional payable.

_____ (a) A certificate holder that offers the King's Bounty wager in accordance with § 633a.6(e)(6) (relating to wagers) may offer the King's Bounty wager with the payable authorized under § 633a.13(h) (relating to payout odds; payout limitation) (to be known as payable A) or payable B authorized under subsection (d).

_____ (b) A certificate holder shall specify the selected payable as part of the Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions).

_____ (c) All other aspects of the King's Bounty wager shall follow the rules and procedures outlined in § 633a.6(e)(6).

_____ (d) *Additional payable:*

<u>Hand</u>	<u>Paytable B</u>
<u>King of spades pair and dealer Blackjack</u>	<u>1,000 to 1</u>
<u>King of spades pair</u>	<u>100 to 1</u>
<u>Suited kings pair</u>	<u>30 to 1</u>
<u>Suited queens, jacks or 10s pair</u>	<u>20 to 1</u>
<u>Suited 20</u>	<u>10 to 1</u>
<u>Pair of kings</u>	<u>8 to 1</u>
<u>Any 20</u>	<u>6 to 1</u>

§ 633c.20. Blazing 7's wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Blazing 7's wager for each player.

(b) If specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Blazing 7's wager, which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the Blazing 7's wager, the dealer shall deal the cards in accordance with § 633a.7(a)—
(g) (relating to procedure for dealing the cards; completion of each round of play).

(d) As part of the dealing procedures of § 633a.7(g), the dealer shall settle the Blazing 7's wager as follows:

(1) If a player placed a Blazing 7's wager and neither of their initial two cards is a seven, the Blazing 7's wager is lost and shall be collected.

(2) If the player placed a Blazing 7's wager and at least one of their initial two cards is a seven, the Blazing 7's wager shall win, and the dealer shall pay the winning Blazing 7's wager in accordance with subsection (e).

(3) If the player placed a Blazing 7's wager and both of their initial two cards are sevens, and the dealer's up card is a seven, the Blazing 7's wager shall win, and the dealer shall pay the winning Blazing 7's wager in accordance with subsection (e).

(e) The certificate holder shall pay out winning Blazing 7's progressive wagers at the odds in Paytable A as follows:

<u>Hand</u>	<u>Paytable A</u>
<u>Three 7's—all diamonds</u>	<u>5,000 to 1</u>
<u>Three 7's—same suit</u>	<u>2,000 to 1</u>
<u>Three 7's—same color</u>	<u>1,000 to 1</u>
<u>Three 7's</u>	<u>500 to 1</u>
<u>Player's first two cards (two 7's)</u>	<u>40 to 1</u>
<u>Either of player's first two cards (one 7)</u>	<u>2 to 1</u>

(f) After settling the Blazing 7's wagers, the dealer shall continue the hand in accordance with § 633a.7(g)—(t).

§ 633c.21. Blazing 7's multi-progressive wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's multi-progressive wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Blazing 7's multi-progressive wager for each player. The Blackjack table must have a progressive table game system in accordance with § 605a.7

(relating to progressive table games) for the placement of Blazing 7's multi-progressive wagers.

The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Blazing 7's multi-progressive wager.

(2) A device that controls or monitors the placement of progressive payout wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the placement of any Blazing 7's multi-progressive wagers that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Blazing 7's multi-progressive wager, which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the Blazing 7's multi-progressive wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(d) The dealer shall settle any optional wagers, including the Blazing 7s multi-progressive wager, in accordance with § 633a.7(g). The following apply:

(1) If a player placed a Blazing 7's multi-progressive wager and neither of their initial two cards is a seven, the Blazing 7's multi-progressive wager is lost and shall be collected.

(2) If the player placed a Blazing 7's multi-progressive wager and at least one of their initial two cards is a seven, the Blazing 7's multi-progressive wager shall win, and the dealer shall pay the winning Blazing 7's wager in accordance with subsection (f).

(3) If the player placed a Blazing 7's wager and both of their initial two cards are sevens and the dealer's up card is a seven, the Blazing 7's multi-progressive wager shall win, and the dealer shall pay the winning Blazing 7's multi-progressive wager in accordance with subsection (f).

(e) If a player has won the Blazing 7's multi-progressive wager, the dealer shall do all of the following:

(1) Verify that the hand is a winning hand.

(2) Have a floorperson or above verify any Blazing 7's multi-progressive payout with odds greater than 200 for 1 in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Pay the player the winning Blazing 7's multi-progressive wager in accordance with subsection (f). If a player has won a progressive payout that is 10% or more 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 the player must remain on the table until the necessary documentation has been completed. If more than one player at the table has won a progressive payout that is 100% of the jackpot amount on the progressive meter, each player shall share the maximum amount equally.

(f) The certificate holder shall pay out winning Blazing 7's multi-progressive wagers at the odds in one of the following paytables selected by the certificate holder in its Rules

Submission form filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>
<u>Three 7's—diamonds</u>	<u>100% of mega</u>	<u>100% mega</u>
<u>Three 7's—same suit</u>	<u>100% of major</u>	<u>100% major</u>
<u>Three 7's—same color</u>	<u>100% minor</u>	<u>100% minor</u>

Three 7's	400 for 1	200 for 1
Player's first two cards (two 7's)	30 for 1	25 for 1
Either of player's first two cards (one 7)	2 for 1	3 for 1

(g) The rate of progression for the meters and the initial seed used for the Blazing 7's multi-progressive shall be as follows:

<u>Hand</u>	<u>Seed</u>	<u>Incrementation</u>
Mega	2,000x the minimum wager	14%
Major	1,000x the minimum wager	6%
Minor	500x the minimum wager	4%

(h) After settling the Blazing 7's multi-progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(g)—(t).

§ 633c.22. Lucky Ladies progressive.

(a) A certificate holder may offer players the option to place a Lucky Ladies progressive side wager, which is a progressive variation of the Lucky Ladies Twenty Point bonus wager authorized under § 633a.6(e)(1) (relating to wagers).

(b) The Lucky Ladies progressive side wager shall win if the player's initial two cards have a total point count of 20.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Ladies progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area for each player designated for the placement of the Lucky Ladies progressive wager.

(d) If the certificate holder is offering the Lucky Ladies progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Lucky Ladies progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Lucky Ladies progressive wager.

(2) A device that controls or monitors the placement of Lucky Ladies progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) the option of placing a Lucky Ladies progressive wager.

(f) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers including the Lucky Ladies progressive wager, the dealer shall announce “no more bets” and, if the Lucky Ladies progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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

wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before a card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the player's optional wagers by collecting all losing wagers and paying all winning wagers. The following apply:

(1) If a player placed a Lucky Ladies progressive wager and the player's initial two cards do not have a point count total of 20, the Lucky Ladies progressive wager is lost and shall be collected.

(2) If a player placed a Lucky Ladies progressive wager and the player's initial two cards have a point count total of 20, the dealer shall pay the winning Lucky Ladies progressive wager in accordance with subsection (i).

(h) If a player has won a Lucky Ladies progressive payout, the dealer shall do all of the following:

(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 certificate holder's approved internal control procedures.

(4) Pay the winning Lucky Ladies progressive wager in accordance with the payout odds in subsection (i). 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 must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out winning Lucky Ladies progressive wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules

Submission form filed in accordance with § 601a.2:

<u>Hand Combination</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
<u>Queen of hearts pair with dealer Blackjack (hearts)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (suited)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (non-suited)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>25% of meter</u>
<u>Queen of hearts pair</u>	<u>200 for 1</u>	<u>200 for 1</u>	<u>250 for 1</u>
<u>Matched 20</u>	<u>25 for 1</u>	<u>20 for 1</u>	<u>50 for 1</u>
<u>Suited 20</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Any 20</u>	<u>2 for 1</u>	<u>3 for 1</u>	<u>2 for 1</u>

<u>Hand Combination</u>	<u>Paytable 4</u>	<u>Paytable 5</u>	<u>Paytable 6</u>
<u>Queen of hearts pair with dealer Blackjack (hearts)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (suited)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (non-suited)</u>	<u>1,000 for 1</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Queen of hearts pair</u>	<u>200 for 1</u>	<u>250 for 1</u>	<u>150 for 1</u>
<u>Matched 20</u>	<u>50 for 1</u>	<u>30 for 1</u>	<u>20 for 1</u>
<u>Suited 20</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Any 20</u>	<u>2 for 1</u>	<u>2 for 1</u>	<u>3 for 1</u>

<u>Hand Combination</u>	<u>Paytable 7</u>	<u>Paytable 8</u>	<u>Paytable 9</u>
<u>Queen of hearts pair with dealer Blackjack (hearts)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (suited)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>25% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (non-suited)</u>	<u>25% of meter</u>	<u>750 for 1</u>	<u>10% of meter</u>
<u>Queen of hearts pair</u>	<u>200 for 1</u>	<u>150 for 1</u>	<u>250 for 1</u>
<u>Matched 20</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>25 for 1</u>
<u>Suited 20</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Any 20</u>	<u>2 for 1</u>	<u>2 for 1</u>	<u>2 for 1</u>

<u>Hand Combination</u>	<u>Paytable 10</u>
<u>Queen of hearts pair with dealer Blackjack (hearts)</u>	<u>100% of meter</u>
<u>Queen of hearts pair with dealer Blackjack (suited)</u>	<u>3,000 for 1</u>
<u>Queen of hearts pair with dealer Blackjack (non-suited)</u>	<u>1,000 for 1</u>
<u>Queen of hearts pair</u>	<u>150 for 1</u>
<u>Matched 20</u>	<u>25 for 1</u>
<u>Suited 20</u>	<u>10 for 1</u>
<u>Any 20</u>	<u>2 for 1</u>

_____ (j) The initial seed and reseed amounts, increment rate and reserve rate listed in the following chart shall correspond with the paytable selected under subsection (i) and shall be included by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Paytable</u>	<u>Initial Seed (multiple of wager)</u>	<u>Incrementation Rate</u>	<u>Reserve Rate</u>
<u>Paytable 1</u>	<u>2,000x</u>	<u>17%</u>	<u>4%</u>
<u>Paytable 2</u>	<u>2,000x</u>	<u>17%</u>	<u>4%</u>
<u>Paytable 3</u>	<u>5,000x</u>	<u>16%</u>	<u>4%</u>
<u>Paytable 4</u>	<u>5,000x</u>	<u>16%</u>	<u>4%</u>
<u>Paytable 5</u>	<u>2,000x</u>	<u>17%</u>	<u>N/A reseeded with initial seed amount</u>
<u>Paytable 6</u>	<u>2,000x</u>	<u>17%</u>	<u>N/A reseeded with initial seed amount</u>
<u>Paytable 7</u>	<u>5,000x</u>	<u>18%</u>	<u>5%</u>
<u>Paytable 8</u>	<u>5,000x</u>	<u>18%</u>	<u>5%</u>
<u>Paytable 9</u>	<u>5,000x</u>	<u>18%</u>	<u>2%</u>
<u>Paytable 10</u>	<u>10,000x</u>	<u>18%</u>	<u>4%</u>

_____ (k) The paytables outlined under subsection (i) may only be offered in conjunction with Blackjack games which utilize the following number of decks of cards:

<u>Paytable</u>	<u>Number of Decks</u>
<u>Paytable 1</u>	<u>2, 4, 5, 6 or 8</u>
<u>Paytable 2</u>	<u>2</u>
<u>Paytable 3</u>	<u>2</u>
<u>Paytable 4</u>	<u>2</u>
<u>Paytable 5</u>	<u>4, 5, 6 or 8</u>
<u>Paytable 6</u>	<u>4, 5, 6 or 8</u>
<u>Paytable 7</u>	<u>4, 5, 6 or 8</u>
<u>Paytable 8</u>	<u>4, 5, 6 or 8</u>
<u>Paytable 9</u>	<u>4, 5, 6 or 8</u>
<u>Paytable 10</u>	<u>4, 5, 6 or 8</u>

(l) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players.

(m) After settling the Lucky Ladies progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

§ 633c.23. Blackjack Match progressive—additional paytables.

(a) A certificate holder that offers the Blackjack Match progressive in accordance with § 633c.10 (relating to Blackjack Match progressive) may offer the Blackjack Match progressive wager with the paytables authorized under § 633c.10(i) or the paytables authorized under subsection (d).

(b) A certificate holder shall specify the selected payable as part of the Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions).

(c) All other aspects of the Blackjack Match progressive wager shall follow the rules and procedures outlined in § 633c.10, unless otherwise provided in this section.

(d) Additional paytables:

<u>Hand</u>	<u>Paytable E</u>	<u>Paytable F</u>	<u>Paytable G</u>	<u>Paytable H</u>
<u>Ace-king matching suited Blackjack</u>	<u>100% of Star progressive meter</u>	<u>100% of Star progressive meter</u>	<u>100% of Star progressive meter</u>	<u>100% of Star progressive meter</u>
<u>Matching suited Blackjack</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Player and dealer suited Blackjacks</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>	<u>200 for 1</u>	<u>200 for 1</u>
<u>Three aces</u>	<u>100% Diamond progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Three Kings</u>	<u>100% Club progressive meter</u>	<u>100% Club progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Player and dealer Blackjack</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Player suited Blackjack</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>

<u>Player Blackjack</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Player any ace</u>	<u>2 for 1</u>	<u>2 for 1</u>	<u>2 for 1</u>	<u>2 for 1</u>
<u>Star progressive seed amount</u>	<u>4,000 x the minimum wager</u>	<u>10,000 x the minimum wager</u>	<u>4,000 x the minimum wager</u>	<u>10,000 x the minimum wager</u>
<u>Star progressive incrementation rate</u>	<u>7%</u>	<u>6%</u>	<u>7%</u>	<u>6%</u>
<u>Spade progressive seed amount</u>	<u>1,000 x the minimum wager</u>	<u>1,000 x the minimum wager</u>	<u>1,000 x the minimum wager</u>	<u>1,000 x the minimum wager</u>
<u>Spade progressive incrementation rate</u>	<u>2%</u>	<u>2%</u>	<u>2%</u>	<u>2%</u>
<u>Heart progressive seed amount</u>	<u>100 x the minimum wager</u>	<u>100 x the minimum wager</u>	<u>60 x the minimum wager</u>	<u>60 x the minimum wager</u>
<u>Heart progressive incrementation rate</u>	<u>1.5%</u>	<u>1.5%</u>	<u>4%</u>	<u>4%</u>
<u>Diamond progressive seed amount</u>	<u>60 x the minimum wager</u>	<u>60 x the minimum wager</u>	<u>60 x the minimum wager</u>	<u>60 x the minimum wager</u>
<u>Diamond progressive incrementation rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>
<u>Club progressive seed amount</u>	<u>60 x the minimum wager</u>	<u>60 x the minimum wager</u>	<u>n/a</u>	<u>n/a</u>
<u>Club progressive incrementation rate</u>	<u>4%</u>	<u>4%</u>	<u>n/a</u>	<u>n/a</u>

§ 633c.24. 21+3 multi-progressive wager.

(a) A certificate holder may offer players the option to place a 21+3 multi-progressive wager, a progressive wager variation of the Three Card Poker side wager authorized under § 633a.6(e)(9) (relating to wagers) with multiple progressive meters. Unless otherwise specified under this section, the 21+3 multi-progressive wager shall follow the rules and procedures of the Three Card Poker wager under § 633a.6(e)(9).

(b) The 21+3 multi-progressive wager may be played on a Blackjack table that utilizes four or more decks of cards comprised of 52 cards per deck, as outlined in the paytable selected under subsections (g) and (h).

(c) In addition to the layout requirements under § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the 21+3 multi-progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed

facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include all of the following:

_____ (1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

_____ (2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

_____ (d) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) the option of placing a 21+3 multi-progressive wager.

_____ (e) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the 21+3 multi-progressive wager, the dealer shall announce “no more bets” and, if the 21+3 multi-progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

_____ (f) If a player has won a 21+3 multi-progressive payout, the dealer shall do all of the following:

_____ (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 certificate holder's approved internal control procedures.

(4) Pay the winning 21+3 multi-progressive wager in accordance with the payout odds in subsection (g). 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 must remain on the table until the necessary documentation has been completed.

(g) The certificate holder shall pay out winning 21+3 multi-progressive wagers, for the highest ranking three-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable MP1</u>	<u>Paytable MP2</u>
<u>3 aces (certificate holder declared suit)</u>	<u>100% mega</u>	<u>100% mega</u>
<u>3 aces (suited)</u>	<u>100% major</u>	<u>100% major</u>
<u>Three-of-a-kind (suited)</u>	<u>100% minor</u>	<u>300 for 1</u>
<u>Straight flush</u>	<u>40 for 1</u>	<u>40 for 1</u>
<u>Three-of-a-kind</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Straight</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Flush</u>	<u>3 for 1</u>	<u>3 for 1</u>

<u>Hand</u>	<u>Paytable MP3</u>
<u>3 aces (certificate holder declared suit)</u>	<u>100% mega</u>
<u>3 aces (suited)</u>	<u>100% major</u>
<u>3 aces (same color)</u>	<u>100% minor</u>
<u>Three-of-a-kind (suited)</u>	<u>200 for 1</u>
<u>Straight flush</u>	<u>40 for 1</u>
<u>Three-of-a-kind</u>	<u>20 for 1</u>
<u>Straight</u>	<u>10 for 1</u>
<u>Flush</u>	<u>loss</u>

<u>Hand</u>	<u>Paytable MP4</u>	<u>Paytable MP5</u>
<u>3 aces (certificate holder declared suit)</u>	<u>100% mega</u>	<u>100% mega</u>
<u>3 aces (suited)</u>	<u>100% major</u>	<u>100% major</u>
<u>Three-of-a-kind (suited)</u>	<u>100% minor</u>	<u>150 for 1</u>
<u>Straight flush</u>	<u>25 for 1</u>	<u>25 for 1</u>
<u>Three-of-a-kind</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Straight</u>	<u>5 for 1</u>	<u>6 for 1</u>
<u>Flush</u>	<u>3 for 1</u>	<u>3 for 1</u>
<u>Must-hit-by \$250</u>	<u>100% must-hit-by meter</u>	<u>100% must-hit-by meter</u>

(h) The initial seed and reseed amounts, increment rate and reserve rate listed in the following chart shall correspond with the paytable selected under subsection (g) and shall be included by the certificate holder in its Rules Submission form filed in accordance with

§ 601a.2:

<u>Paytable</u>	<u>Meter</u>	<u>Seed/Reseed (represented compared to 21+3)</u>	<u>Increment Rate</u>	<u>Reserve Rate</u>
<u>MP1</u>	<u>Mega</u>	<u>5,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP1</u>	<u>Major</u>	<u>2,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP1</u>	<u>Minor</u>	<u>100x</u>	<u>3%</u>	<u>3%</u>
<u>MP2</u>	<u>Mega</u>	<u>5,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP2</u>	<u>Major</u>	<u>2,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP3</u>	<u>Mega</u>	<u>5,000x</u>	<u>6%</u>	<u>3%</u>
<u>MP3</u>	<u>Major</u>	<u>2,000x</u>	<u>6%</u>	<u>3%</u>
<u>MP3</u>	<u>Minor</u>	<u>300x</u>	<u>3%</u>	<u>3%</u>
<u>MP4</u>	<u>Mega</u>	<u>5,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP4</u>	<u>Major</u>	<u>2,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP4</u>	<u>Minor</u>	<u>100x</u>	<u>3%</u>	<u>3%</u>
<u>MP4</u>	<u>Must-hit-by</u>	<u>25x</u>	<u>4%</u>	<u>1%</u>
<u>MP5</u>	<u>Mega</u>	<u>5,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP5</u>	<u>Major</u>	<u>2,000x</u>	<u>6%</u>	<u>4%</u>
<u>MP5</u>	<u>Must-hit-by</u>	<u>25x</u>	<u>4%</u>	<u>1%</u>

§ 633c.25. 21+3 Dynamic progressive wager.

(a) A certificate holder may offer players the option to place a 21+3 Dynamic progressive wager, a progressive wager variation of the Three Card Poker side wager authorized under § 633a.6(e)(9) (relating to wagers) with the possibility of randomly increased payouts based upon the results of a random number generator. Unless otherwise specified under this

section, the 21+3 Dynamic progressive wager shall follow the rules and procedures of the Three Card Poker wager under § 633a.6(e)(9).

(b) The 21+3 Dynamic progressive wager may be played on a Blackjack table that utilizes four or more decks of cards comprised of 52 cards per deck, as outlined in the paytable selected under subsections (i) and (j).

(c) In addition to the layout requirements under § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the Blackjack table must have all of the following:

(1) A progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the 21+3 Dynamic progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games).

(2) A board-approved random number generator that determines which, if any, of the Dynamic pays shall apply.

(d) The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(3) A device which shall indicate any Dynamic pays which are selected by the random number generator and the potential payout odds that result.

(e) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) the option of placing a 21+3 Dynamic progressive wager.

(f) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the 21+3 Dynamic progressive wager, the dealer shall announce “no more bets” and, if the 21+3 Dynamic progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) Following the wager verification under subsection (f), the random number generator shall be initiated and will select between one and three of the winning hand combinations for Dynamic pays. The selected Dynamic pays shall be displayed so as to indicate what increased payout is being awarded for which winning hand combination.

(h) If a player has won a 21+3 progressive payout, the dealer shall do all of the following:

(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 certificate holder's approved internal control procedures.

(4) Pay the winning 21+3 Dynamic progressive wager in accordance with the payout odds in subsection (i).

(i) 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 must remain on the table until the necessary documentation has been completed.

(ii) If a player has won with a hand combination that indicates a Dynamic pays payout, the player shall be paid based upon the increased payout displayed and listed as part of the certificate holder's selected payable under subsection (i).

(i) The certificate holder shall pay out winning 21+3 Dynamic progressive wagers for the highest ranking three-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

	Paytable Dynamic 1		Paytable Dynamic 2	
Hand	Base Pay	Dynamic Pays	Base Pay	Dynamic Pays
3 aces (suited)	100% of progressive meter		100% of progressive meter	
Three-of-a-kind (suited)	100 for 1	150 for 1; 200 for 1; 300 for 1; 400 for 1; 500 for 1; 600 for 1; 700 for 1; 800 for 1; 900 for 1; 1,000 for 1	200 for 1	300 for 1; 400 for 1; 600 for 1; 800 for 1; 1,000 for 1; 1,200 for 1; 1,400 for 1; 1,600 for 1; 1,800 for 1; 2,000 for 1
Straight flush	20 for 1	30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1	20 for 1	30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1
Three-of-a-kind	10 for 1	15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1	10 for 1	15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1
Straight	2 for 1	3 for 1; 4 for 1; 6 for 1; 8 for 1; 10 for 1; 12 for 1; 14 for 1; 16 for 1; 18 for 1; 20 for 1	2 for 1	3 for 1; 4 for 1; 6 for 1; 8 for 1; 10 for 1; 12 for 1; 14 for 1; 16 for 1; 18 for 1; 20 for 1

	Paytable Dynamic 3		Paytable Dynamic 4	
Hand	Base Pay	Dynamic Pays	Base Pay	Dynamic Pays
3 aces (suited)	100% of progressive meter		100% of progressive meter	
Must-hit-by \$1,000	100% must- hit-by meter		Must-hit-by \$1,500	100% must-hit-by meter
Three-of-a-kind (suited)	100 for 1	150 for 1; 200 for 1; 300 for 1; 400 for 1; 500 for 1; 600 for 1; 700 for 1; 800 for 1; 900 for 1; 1,000 for 1	100 for 1	150 for 1; 200 for 1; 300 for 1; 400 for 1; 500 for 1; 600 for 1; 700 for 1; 800 for 1; 900 for 1; 1,000 for 1
Straight flush	20 for 1	30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1	20 for 1	30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1
Three-of-a-kind	10 for 1	15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1	10 for 1	15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1
Straight	2 for 1	3 for 1; 4 for 1; 6 for 1; 8 for 1; 10 for 1; 12 for 1; 14 for 1; 16 for 1; 18 for 1; 20 for 1	2 for 1	3 for 1; 4 for 1; 6 for 1; 8 for 1; 10 for 1; 12 for 1; 14 for 1; 16 for 1; 18 for 1; 20 for 1

(j) The initial seed and reseed amounts, increment rate and reserve rate listed in the following chart shall correspond with the payable selected under subsection (i) and shall be included by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable	Number of Decks	Meter	Seed (represented compared to 21+3 wager)	Reseed (represented compared to 21+3 wager)	Increment Rate	Reserve Rate
Dynamic 1	4 or more	Progressive meter	2,000x	N/A	17%	5%
Dynamic 2	8	Progressive meter	2,000x	2,000x	16%	N/A
Dynamic 3	8	Progressive meter	2,000x	N/A	12%	6%
		Must-hit-by	150x	N/A	5%	3%
Dynamic 4	8	Progressive meter	2,000x	N/A	12%	6%
		Must-hit-by	200x	N/A	6%	4%

§ 633c.26. Split to Double Blackjack.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Split to

Double Blackjack, a variation of Blackjack in which players may only gain additional cards through splitting or doubling down. Except as provided under this section, Split to Double Blackjack shall follow the rules and procedures of Blackjack, as outlined in Chapter 633a (relating to Blackjack).

(b) The layout for Split to Double Blackjack shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum, all of the following:

(1) The name or log of the certificate holder.

(2) A separate betting area designated for the placement of the Blackjack wager for each player.

(3) A separate betting area designated for the placement of the Blackjack or Bust wager for each player.

(4) The following inscriptions:

(i) Blackjack pays 2 to 1.

(ii) Insurance pays 2 to 1.

(iii) Dealer shall draw to hard 17 and stand on all 18s, or other similar language approved by the Executive Director in accordance with § 601a.10(a).

(iv) Hitting is not available on a Split to Double Blackjack table, or other similar language. If the language is not inscribed on the layout, a sign specifying that hitting is not available shall be posted at each Split to Double Blackjack table.

(5) A separate betting area designated for the placement of each optional wager offered by the certificate holder. Optional wagers include those provided under § 633a.6(e) (relating to wagers), Chapter 633c (relating to Blackjack side wagers and variations).

(6) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If the payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Split to Double Blackjack table.

(c) Split to Double Blackjack shall be played with at least six decks of cards that are identical in appearance and at least one cover card.

(d) A player shall make both a Blackjack wager and a Blackjack or Bust wager in equal amounts to participate in a round of Split to Double Blackjack.

(e) Split to Double Blackjack shall follow the procedures for dealing under § 633a.7 (relating to procedure for dealing the cards; completion of each round of play), except that a player has only five decisions:

(1) A player may split as follows:

(i) A player may split their initial two-card hand, regardless of the cards' values.

(ii) A player may split subsequent two-card hands of identical value that are a result of a split.

(iii) Subsequent two-card hands created by splitting, if not eligible for an additional split, shall follow the decisions under paragraphs (2) and (3).

(2) A player may, except when they have a Blackjack, elect to make a Double Down wager.

(i) The Double Down wager shall be between 1x to 4x their initial Blackjack wager.

(ii) The remaining aspects of the Double Down wager shall follow the rules and procedures of § 633a.10 (relating to Double Down wager).

(3) A player may stand and will receive no additional cards.

(4) A player may, if neither the dealer nor player have Blackjack, surrender the player's initial two-card hand.

(i) The Blackjack or Bust wager shall be lost.

(ii) The Blackjack wager shall push.

(5) A player may make an Insurance wager consistent with § 633a.8 (relating to Insurance wager).

(f) The Blackjack or Bust wager shall be settled as part of the settlement of wagers under § 633a.7(o).

(1) The Blackjack or Bust wager shall win if the player has a Blackjack or the dealer's hand busts.

(2) The Blackjack or Bust wager shall lose if the player's hand busts, regardless of whether the dealer's hand busts.

(g) The certificate holder shall pay each winning Blackjack wager at odds of 1 to 1 with the exception of Blackjack, which shall be paid at odds of 2 to 1.

(h) The certificate holder shall pay out winning Insurance wagers at odds of 2 to 1.

(i) The certificate holder shall pay out winning Blackjack or Bust wagers at the odds of one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
<u>Player Blackjack (ace of spades and jack of clubs or spades)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>25 to 1</u>
<u>Player Blackjack (suited)</u>	<u>5 to 1</u>	<u>6 to 1</u>	<u>5 to 1</u>
<u>Player Blackjack</u>	<u>2 to 1</u>	<u>2 to 1</u>	<u>2 to 1</u>

<u>Dealer busts</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>
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(j) Split to Double Blackjack shall not be subject to the maximum payout limit contemplated under § 633a.13(o) (relating to payout odds; payout limitation).

§ 633c.27. Wheel Spin Jackpot.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Wheel Spin Jackpot progressive wager.

(b) Except as provided under this section, Blackjack games which offer the Wheel Spin Jackpot progressive wager shall follow the rules and procedures outlined in Chapter 633a (relating to Blackjack).

(c) If the certificate holder is offering the Wheel Spin Jackpot progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Wheel Spin Jackpot progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Wheel Spin Jackpot progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of

any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(d) The Wheel Spin Jackpot progressive wager consists of two betting options, and a player may wager on either or both of the following:

(1) The dealer’s initial two cards will result in a Blackjack.

(2) The player’s initial two cards will result in a Blackjack.

(e) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, the dealer shall deal the cards in accordance with § 633a.7(a)—(h) (relating to procedure for dealing the cards; completion of each round of play).

(f) As part of the dealing procedures of § 633a.7(h), the dealer shall settle the Wheel Spin Jackpot progressive wager as follows:

(1) If the player placed a Wheel Spin Jackpot progressive wager on the dealer’s initial two cards being a Blackjack, and the dealer’s hand was not a Blackjack, the wager is lost and shall be collected.

(2) If the player placed a Wheel Spin Jackpot progressive wager on the player’s initial two cards being a Blackjack, and the player’s hand was not a Blackjack, the wager is lost and shall be collected.

(3) If the player placed a Wheel Spin Jackpot progressive wager on the dealer’s initial two cards being a Blackjack, and only the dealer’s hand was a Blackjack, the wager wins and shall be settled in accordance with subsection (h).

(4) If the player placed a Wheel Spin Jackpot progressive wager on the player’s initial two cards being a Blackjack, and only the player’s hand was a Blackjack, the wager wins and shall be settled in accordance with subsection (h).

(5) If both the dealer's hand and the player's hand are a Blackjack, all Wheel Spin Jackpot progressive wagers are lost and shall be collected.

(g) The Wheel Spin Jackpot wheel shall comply with the following:

(1) The Wheel Spin Jackpot wheel shall be a random number generator whose outcome is displayed in the format of a segmented wheel.

(2) The Wheel Spin Jackpot wheel shall consist of 16 equal sections and a flapper or other mechanism to indicate the winning section.

(3) The sections of the wheel shall be arranged clockwise in the following order: Progressive Jackpot, 5x, 25x, 10x, 100x, 20x, 50x, 15x, 1,000x, 5x, 50x, 15x, 100x, 10x, 40x, 15x.

(h) The Wheel Spin Jackpot shall comply with the following:

(1) When a Wheel Spin Jackpot progressive wager has won in accordance with subsection (f), the Wheel Spin Jackpot wheel shall be engaged to determine the payout odds.

(2) The Wheel Spin Jackpot wheel shall spin and come to rest on the randomly selected wheel section.

(i) If the section shows a numerical multiplier, the player's winning wager shall be paid at the odds shown. For example, if the wheel spin ends on a 50x section, the player shall be paid at 50 for 1 odds.

(ii) If the section shows the progressive jackpot section of the wheel, the player's winning Wheel Spin Jackpot wager shall be paid the number shown on the jackpot meter.

(i) If in the same round of Blackjack, two or more players have won the same Wheel Spin Jackpot progressive jackpot, the progressive jackpot amount shall be split equally between the winning players.

(j) The Wheel Spin Jackpot progressive jackpot shall be initially seeded at a rate of \$10,000 and shall have an incrementation rate of 1%.

(k) After settling the Blazing 7's wagers, the dealer shall continue the hand in accordance with § 633a.7(i)—(t), as may be applicable.

§ 633c.28. Bingo Blackjack.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Bingo Blackjack, a variation of Blackjack in which players receive an enhanced payout for winning with a randomly determined player hand point total. Except as provided under this section, Bingo Blackjack shall follow the rules and procedures of Blackjack, as outlined in Chapter 633a (relating to Blackjack).

(b) The layout for Bingo Blackjack shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

(1) The name or log of the certificate holder.

(2) A separate betting area designated for the placement of the Blackjack wager for each player.

(3) A separate betting area designated for the placement of the Bingo activator wager for each player.

- (4) The following inscriptions:
- (i) Blackjack pays 3 to 2.
- (ii) Insurance pays 2 to 1.
- (iii) Dealer shall draw to hard 16 and stand on all 17s, or other similar language approved by the Executive Director in accordance with § 601a.10(a).
- (5) A separate betting area designated for the placement of each optional wager offered by the certificate holder. Optional wagers include those provided under § 633a.6(e) (relating to wagers) and Chapters 633b and 633c (relating to Blackjack side wagers and variations—temporary regulations; and Blackjack side wagers and variations).
- (6) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If the payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Bingo Blackjack table.
- (7) A means of indicating the Bingo activator wager's target player hand point count (Bingo target) and the Bingo multiplier to be awarded for achieving a player win with the target point count.
- (c) Bingo Blackjack shall be played with eight decks of cards that are identical in appearance and at least one cover card.
- (d) A player shall make both a Blackjack wager and a Bingo activator wager equal to 20% of the Blackjack wager to participate in a round of Bingo Blackjack.
- (e) Once a player has placed a Blackjack wager and Bingo activator wager, the round of Bingo Blackjack shall begin by a random number generator being activated to independently select the Bingo target hand value and the Bingo multiplier.

(1) Bingo target hand values shall consist of 12, 13, 14, 15, 16, 17, 18, 19, 20 and 21.

(2) Bingo multipliers shall consist of 2x, 5x, 10x, 25x, 50x and 100x.

(f) Once the Bingo target hand value and Bingo multiplier have been revealed, the Bingo Blackjack game shall proceed according to the rules and procedures of § 633a.7(a)—(o) (relating to procedure for dealing the cards; completion of each round of play).

(g) Winning Bingo Blackjack wagers shall be paid in accordance with § 633a.13(a) and (b) (relating to payout odds; payout limitation), except in the following circumstances:

(1) In the event that the player's hand matches the Bingo target hand value, and is a winning Blackjack wager, in that the player's hand exceeds the dealer's hand without exceeding 21:

(i) The Blackjack wager shall be paid at the rate of the winning odds multiplied by the Bingo multiplier.

(A) If the winning hand is a normal Blackjack win and would be paid at 1 to 1 odds, and the Bingo multiplier is 10x, the winning wager would be paid at 10 to 1.

(B) In the event that the Bingo target number was 21, the Bingo multiplier was 10x and the player won with a Blackjack, which is paid at 3 to 2 odds, the winning wager would be paid at 15 to 1 odds (30 to 2).

(ii) The Bingo activator wager is not returned or otherwise used in calculating winnings.

(2) In the event that the player's hand matches the Bingo target hand value, but matches the dealer's hand value, the Blackjack wager shall push but the Bingo activator wager shall be lost.

(h) Bingo Blackjack shall not be subject to the maximum payout limit contemplated under § 633a.13(o).

§ 633c.29. Three Card Poker/21+3—additional paytables.

(a) A certificate holder that offers the Three Card Poker wager, also known as the 21+3 wager, in accordance with § 633a.6(e)(9) (relating to wagers) may offer the wager with the payable authorized under § 633a.13(k) (relating to payout odds; payout limitation) (to be known as Paytable A) or the paytables authorized under subsection (d).

(b) A certificate holder shall specify the selected payable as part of the Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions).

(c) All other aspects of the Three Card Poker/21+3 wager shall follow the rules and procedures outlined in Chapter 633a (relating to Blackjack).

(d) *Additional Paytables:*

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
<u>Mini-royal</u>	<u>100 to 1</u>	<u>100 to 1</u>	<u>50 to 1</u>
<u>Straight flush</u>	<u>35 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Three-of-a-kind</u>	<u>33 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Flush</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>5 to 1</u>

(e) For purposes of this section, a Mini-royal shall mean an ace, king and queen of the same suit.

§ 633c.30. Golden 4 Blackjack side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Golden 4 Blackjack side wager.

(b) The Golden 4 Blackjack side wager shall consist of the following four side wagers, with the Player's Golden 4 Blackjack wager being equally divided (25% to each of the following side wagers) for purposes of calculating winnings:

(1) 21+3 side wager, known as the Three Card Poker side wager under § 633a.6(e)(9).

(2) Lucky Ladies side wager under § 633a.6(e)(1).

(3) Perfect Pairs side wager under § 633c.1 (relating to Perfect Pairs wager).

(4) Buster Blackjack under § 633c.13 (relating to Buster Blackjack wager).

(c) The Golden 4 Blackjack side wager may be offered on tables where Blackjack is played with eight-deck shoes.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Golden 4 Blackjack side wager, the dealer shall deal the cards in accordance with § 633a.7 (relating to procedure for dealing the cards; completion of each round of play). Each of the wagers comprising the Golden 4 Blackjack side wager shall be dealt and resolved consistent with the rules and procedures for the relevant side wager, except the Golden 4 Blackjack side wager shall be paid in accordance with subsection (e).

(1) The 21+3 portion of the Golden 4 Blackjack side wager shall be settled consistent with the process under § 633a.7(g)(8), regarding the Three Card Poker wager.

_____ (2) The Lucky Ladies portion of the Golden 4 Blackjack side wager shall be settled consistent with the process under § 633a.7(g)(1), regarding the Lucky Ladies Twenty Point bonus wager.

_____ (3) The Perfect Pairs portion of the Golden 4 Blackjack side wager shall be settled consistent with the process under § 633c.1(d).

_____ (4) The Buster Blackjack portion of the Golden 4 Blackjack side wager shall be settled consistent with the process under § 633c.13(f)—(h).

_____ (e) The Golden 4 Blackjack side wager shall be paid in accordance with the following paytables, with the winning payout being based upon the 25% of the Golden 4 Blackjack wager associated with each of the four comprising side wagers:

_____ (1) *21+3 payable:*

<u>Hand</u>	<u>Paytable</u>
<u>Suited three-of-a-kind</u>	<u>100 to 1</u>
<u>Straight flush</u>	<u>40 to 1</u>
<u>Three-of-a-kind</u>	<u>30 to 1</u>
<u>Straight</u>	<u>10 to 1</u>
<u>Flush</u>	<u>5 to 1</u>

_____ (2) *Lucky Ladies paytables.* The certificate holder shall specify in the Rules Submission under § 601a.2(a) which of the following paytables shall be utilized for the Lucky Ladies portion of the Golden 4 Blackjack wager:

<u>Hand</u>	<u>Paytable G4B LL1</u>	<u>Paytable G4B LL2</u>
<u>Queen of hearts pair and dealer Blackjack</u>	<u>1,000 to 1</u>	<u>N/A</u>
<u>Queen of hearts pair</u>	<u>250 to 1</u>	<u>100 to 1</u>
<u>Matched 20</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Suited 20</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Any 20</u>	<u>5 to 1</u>	<u>3 to 1</u>
<u>One queen of hearts</u>	<u>N/A</u>	<u>1 to 1</u>

_____ (3) *Perfect Pairs payable:*

<u>Hand</u>	<u>Payout</u>
<u>Perfect pair</u>	<u>25 to 1</u>
<u>Colored pair</u>	<u>12 to 1</u>
<u>Mixed pair</u>	<u>6 to 1</u>

(4) *Buster Blackjack* payable:

<u>Dealer busts with</u>	<u>Payout</u>
<u>Eight or more cards</u>	<u>250 to 1</u>
<u>Seven cards</u>	<u>50 to 1</u>
<u>Six cards</u>	<u>15 to 1</u>
<u>Five cards</u>	<u>4 to 1</u>
<u>Four cards</u>	<u>2 to 1</u>
<u>Three cards</u>	<u>2 to 1</u>

§ 633c.31. Crimson Aces side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Crimson Aces side wager, that the player's initial two cards when combined with the dealer's initial two cards, form a winning combination.

(b) The Crimson Aces side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Crimson Aces wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Crimson Aces side wager for each player.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Crimson Aces side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle a Crimson Aces wager consistent with the payable under subsection (f).

(f) The certificate holder shall pay out winning Crimson Aces side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Payout</u>
<u>Three red aces</u>	<u>99 to 1</u>
<u>Three aces (any color combination)</u>	<u>35 to 1</u>
<u>Two red aces</u>	<u>24 to 1</u>
<u>Two aces (any color combination)</u>	<u>9 to 1</u>
<u>Any ace</u>	<u>1 to 1</u>

§ 633c.32. Deal A Match side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Deal A Match side wager, that the player’s initial two cards when added together are equal to the sum of the dealer’s initial two cards.

(b) The Deal A Match side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game

layouts, signage and equipment), and if the certificate holder offers the Deal A Match wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Deal A Match side wager for each player.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Deal A Match side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(n) (relating to procedure for dealing the cards; completion of each round of play). In the event that the player’s hand busts, but a Deal A Match side wager was placed, the player’s cards shall remain on the table until the Deal A Match wager has been settled. The dealer shall settle a Deal A Match wager consistent with the payable under subsection (f) during the settlement of wagers under § 633a.7(o).

(f) The certificate holder shall pay out winning Deal A Match side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Player’s Initial Two Card Hand and Dealer’s Initial Two Card Hand</u>	<u>Payout</u>
<u>Equal to 12 or less</u>	<u>11 to 1</u>
<u>Equal to 13 or 14</u>	<u>36 to 1</u>
<u>Equal to 15 or more</u>	<u>3 to 1</u>

§ 633c.33. Flush’em Out side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Flush’em Out side wager, that the

player's initial two cards when added together with three community cards create a winning hand combination.

(b) The Flush'em Out side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Flush'em Out wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain the following:

(1) A separate area designated for the placement of the Flush'em Out wager for each player.

(2) A random number generator to determine three community cards, based upon a 52-card deck math model.

(3) An area to display the three random number generator-selected community cards.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Flush'em Out side wager, the dealer shall announce "no more bets."

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle all applicable wagers.

(f) After any applicable wagers have been settled under subsection (e), the dealer shall activate the random number generator to randomly select and reveal the three Flush'em Out side wager community cards on the display.

(g) A Flush'em Out side wager shall be settled consistent with the payable under subsection (h), based upon the highest value hand formed by combining the player's initial two cards with the three Flush'em Out side wager community cards.

(h) The certificate holder shall pay out winning Flush'em Out side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Payout</u>
<u>Straight flush (five cards)</u>	<u>99 to 1</u>
<u>Five card flush</u>	<u>24 to 1</u>
<u>Four card flush</u>	<u>9 to 1</u>
<u>Three card flush and a two card flush</u>	<u>2 to 1</u>

(i) Following the settlement of all Flush'em Out side wagers, the remainder of the Blackjack game shall proceed consistent with § 633a.7(h)—(t).

§ 633c.34. Lucky For Sum side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Lucky For Sum side wager, that the player's initial two cards when added together with the dealer's initial two cards sums to a winning value.

(b) The Lucky For Sum side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Lucky For Sum wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Lucky For Sum side wager for each player.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Lucky For Sum side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(n) (relating to procedure for dealing the cards; completion of each round of play). In the event that the player’s hand busts, but a Lucky For Sum side wager was placed, the player’s cards shall remain on the table until the Lucky For Sum wager has been settled. The dealer shall settle the Lucky For Sum wager consistent with the payable under subsection (f) during the settlement of wagers under § 633a.7(o).

(f) The certificate holder shall pay out winning Lucky For Sum side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2. For purposes of calculations, an ace shall be considered 11.

<u>Player’s Initial Two Card Hand and Dealer’s Initial Two Card Hand Combined Sum</u>	<u>Payout</u>
<u>Equal to 40 or more</u>	<u>10 to 1</u>
<u>Equal to 38 or 39</u>	<u>8 to 1</u>
<u>Equal to 36 or 37</u>	<u>2 to 1</u>

§ 633c.35. Lucky Straights side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager

under § 633a.6(d) (relating to wagers) the option to place a Lucky Straights side wager, that the player's initial two cards when added together with three community cards create a winning hand combination.

(b) The Lucky Straights side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Lucky Straights wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain the following:

(1) A separate area designated for the placement of the Lucky Straights wager for each player.

(2) A random number generator to determine three community cards, based upon a 52-card deck math model.

(3) An area to display the three random number generator-selected community cards.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Lucky Straights side wager, the dealer shall announce "no more bets."

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle all applicable wagers.

(f) After any applicable wagers have been settled under subsection (e), the dealer shall activate the random number generator to randomly select and reveal the three Lucky Straights side wager community cards on the display.

(g) A Lucky Straights side wager shall be settled consistent with the payable under subsection (h), based upon the highest value hand formed by combining the player's initial two cards with the three Lucky Straights side wager community cards.

(h) The certificate holder shall pay out winning Lucky Straights side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Payout</u>
<u>Straight flush (five cards)</u>	<u>99 to 1</u>
<u>Five card straight</u>	<u>34 to 1</u>
<u>Four card straight</u>	<u>7 to 1</u>
<u>Three card straight</u>	<u>2 to 1</u>

(i) Following the settlement of all Lucky Straights side wagers, the remainder of the Blackjack game shall proceed consistent with § 633a.7(h)—(t).

§ 633c.36. Noble Diamonds side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Noble Diamonds side wager, that the player's initial two cards when combined with the dealer's initial face up card form a winning combination.

(b) The Noble Diamonds side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Noble Diamonds wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Noble Diamonds side wager for each player.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Noble Diamonds side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle a Noble Diamonds wager consistent with the payable under subsection (f).

(f) The certificate holder shall pay out winning Noble Diamonds side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2. For purposes of calculations, an ace shall be considered 11.

<u>Player’s Initial Two Card Hand and Dealer’s Face Up Card</u>	<u>Payout</u>
<u>Jack, queen, king of diamonds</u>	<u>800 to 1</u>
<u>Jack, queen, king (suited)</u>	<u>150 to 1</u>
<u>Any combination of 3 jacks, queens or kings (suited)</u>	<u>50 to 1</u>
<u>Jack, queen, king</u>	<u>25 to 1</u>
<u>Any combination of 3 jacks, queens or kings (unsuited)</u>	<u>15 to 1</u>
<u>Jack, queen (suited) or queen, king (suited)</u>	<u>9 to 1</u>
<u>Jack, queen or queen, king</u>	<u>3 to 1</u>

§ 633c.37. Pair 2 3 4 side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager

under § 633a.6(d) (relating to wagers) the option to place a Pair 2 3 4 side wager, that the player's initial two cards when combined with the dealer's initial two cards form a winning combination.

_____ (b) The Pair 2 3 4 side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

_____ (c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Pair 2 3 4 wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Pair 2 3 4 side wager for each player.

_____ (d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Pair 2 3 4 side wager, the dealer shall announce “no more bets.”

_____ (e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(n) (relating to procedure for dealing the cards; completion of each round of play). In the event that the player's hand busts, but a Pair 2 3 4 side wager was placed, the player's cards shall remain on the table until the Pair 2 3 4 wager has been settled. The dealer shall settle a Pair 2 3 4 wager consistent with the payable under subsection (f) during the settlement of wagers under § 633a.7(o).

_____ (f) The certificate holder shall pay out winning Pair 2 3 4 side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2. For purposes of calculations, an ace shall be considered 11.

<u>Player's Initial Two Card Hand and Dealer's Initial Two Card Hand</u>	<u>Payout</u>
<u>Four card flush</u>	<u>19 to 1</u>
<u>Two pairs</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>	<u>6 to 1</u>

§ 633c.38. Pair ‘n Match side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Pair ‘n Match side wager, that the player’s initial two cards when added together with three community cards create a winning hand combination.

(b) The Pair ‘n Match side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Pair ‘n Match wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain the following:

(1) A separate area designated for the placement of the Pair ‘n Match wager for each player.

(2) A random number generator to determine three community cards, based upon a 52-card deck math model.

(3) An area to display the three random number generator-selected community cards.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Pair ‘n Match side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle all applicable wagers.

(f) After any applicable wagers have been settled under subsection (e), the dealer shall activate the random number generator to randomly select and reveal the three Pair ‘n Match side wager community cards on the display.

(g) A Pair ‘n Match side wager shall be settled consistent with the payable under subsection (h), based upon the highest value hand formed by combining the player’s initial two cards with the three Pair ‘n Match side wager community cards.

(h) The certificate holder shall pay out winning Pair ‘n Match side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Payout</u>
<u>Five-of-a-kind or four-of-a-kind</u>	<u>21 to 1</u>
<u>Full house</u>	<u>14 to 1</u>
<u>Three-of-a-kind</u>	<u>9 to 1</u>
<u>Two pairs</u>	<u>7 to 1</u>

(i) Following the settlement of all Pair ‘n Match side wagers, the remainder of the Blackjack game shall proceed consistent with § 633a.7(h)—(t).

§ 633c.39. Ruler’s Riches side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Ruler’s Riches side wager, that the

player's initial two cards when added together with three community cards create a winning hand combination.

(b) The Ruler's Riches side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Ruler's Riches wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain the following:

(1) A separate area designated for the placement of the Ruler's Riches wager for each player.

(2) A random number generator to determine three community cards, based upon a 52-card deck math model.

(3) An area to display the three random number generator-selected community cards.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Ruler's Riches side wager, the dealer shall announce "no more bets."

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle all applicable wagers.

(f) After any applicable wagers have been settled under subsection (e), the dealer shall activate the random number generator to randomly select and reveal the three Ruler's Riches side wager community cards on the display.

(g) A Ruler's Riches side wager shall be settled consistent with the payable under subsection (h), based upon the highest value hand formed by combining the player's initial two cards with the three Ruler's Riches side wager community cards.

(h) The certificate holder shall pay out winning Ruler's Riches side wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Payout</u>
<u>Five jacks, queens or kings</u>	<u>39 to 1</u>
<u>Four jacks, queens or kings</u>	<u>8 to 1</u>
<u>Three jacks, queens or kings</u>	<u>4 to 1</u>
<u>Two jacks, queens or kings</u>	<u>1 to 1</u>

(i) Following the settlement of all Ruler's Riches side wagers, the remainder of the Blackjack game shall proceed consistent with § 633a.7(h)—(t).

§ 633c.40. Sweetheart 16 side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Blackjack wager under § 633a.6(d) (relating to wagers) the option to place a Sweetheart 16 side wager, that the player's initial two cards will have a combined value of 16.

(b) The Sweetheart 16 side wager may be played on a Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Sweetheart 16 wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Sweetheart 16 side wager for each player.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Sweetheart 16 side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle a Sweetheart 16 side wager consistent with the payable under subsection (f).

(f) The certificate holder shall pay out winning Sweetheart 16 wagers based upon the following payable, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Player's Initial Two Card Hand</u>	<u>Payout</u>
<u>Pair of 8 of hearts</u>	<u>200 to 1</u>
<u>Heart cards totaling 16</u>	<u>50 to 1</u>
<u>Suited cards totaling 16</u>	<u>16 to 1</u>
<u>Same color cards totaling 16</u>	<u>9 to 1</u>
<u>Cards totaling 16</u>	<u>5 to 1</u>

CHAPTER 635c. SPANISH 21 SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

635c.1. Match the Dealer progressive Spanish 21 wager.

635c.2. Player's Edge 21.

635c.3. Monster Match Dynamic progressive wager.

§ 635c.3. Monster Match Dynamic progressive wager.

(a) A certificate holder may offer players the option to place a Monster Match Dynamic progressive wager, a variation of the Monster Match progressive side wager authorized under § 635c.2(d)(2)(iii) (relating to Player's Edge 21) with the possibility of randomly increased payouts based upon the results of a random number generator. Unless otherwise specified under this section, the Monster Match Dynamic progressive wager shall follow the rules and procedures of the Monster Match wager under § 635c.2.

(b) In addition to the layout requirements under § § 635a.2 (relating to Spanish 21 table; card reader device; physical characteristics; inspections) and 635c.2(b), a table offering the Monster Match Dynamic progressive wager shall also include a Board-approved random number generator that determines which, if any, of the Dynamic Pays shall apply.

(c) The Monster Match Dynamic progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(3) A device which shall indicate any Dynamic Pays which are selected by the random number generator and the potential payout odds that result.

(d) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Player's Edge 21 wager in accordance with § 635c.2(d) the option of placing a Monster Match Dynamic progressive wager.

(e) After placing a Player's Edge 21 wager as required in § 635c.2(d) and any optional wagers, including the Monster Match Dynamic progressive wager, the dealer shall announce "no more bets" and, if the Monster Match Dynamic progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(f) Following the wager verification under subsection (e), the random number generator shall be initiated and will select between one and three of the winning hand combinations for Dynamic Pays. The selected Dynamic Pays shall be displayed and indicate what increased payout is being awarded for which winning hand combination.

(g) If a player has won a Monster Match Dynamic progressive payout, the dealer shall do all of the following:

(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 certificate holder's approved internal control procedures.

(4) Pay the winning Monster Match Dynamic progressive wager in accordance with the payout odds in subsection (h).

(i) 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 must remain on the table until the necessary documentation has been completed.

(ii) If a player has won with a hand combination that indicates a Dynamic Pays payout, the player shall be paid based upon the increased payout displayed and listed as part of the certificate holder's selected paytable under subsection (h).

(h) The certificate holder shall pay out winning Monster Match Dynamic progressive wagers for the highest ranking four-card hand formed, at the odds in the following payout table selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Paytable Dynamic 1</u>		
<u>Hand</u>	<u>Base Pay</u>	<u>Dynamic Pay</u>
<u>Four-of-a-kind (suited)</u>	<u>100% of progressive meter</u>	
<u>Four-of-a-kind (same color)</u>	<u>500 for 1</u>	<u>750 for 1;</u>
		<u>1,000 for 1;</u>
		<u>1,500 for 1;</u>
		<u>2,000 for 1;</u>
		<u>2,500 for 1;</u>
		<u>3,000 for 1;</u>
		<u>3,500 for 1;</u>

		<u>4,000 for 1;</u> <u>4,500 for 1;</u> <u>5,000 for 1</u>
<u>Four-of-a-kind</u>	<u>100 for 1</u>	<u>150 for 1;</u> <u>200 for 1;</u> <u>300 for 1;</u> <u>400 for 1;</u> <u>500 for 1;</u> <u>600 for 1;</u> <u>700 for 1;</u> <u>800 for 1;</u> <u>900 for 1;</u> <u>1,000 for 1</u>
<u>Three-of-a-kind (same color)</u>	<u>10 for 1</u>	<u>15 for 1;</u> <u>20 for 1;</u> <u>30 for 1;</u> <u>40 for 1;</u> <u>50 for 1;</u> <u>60 for 1;</u> <u>70 for 1;</u> <u>80 for 1;</u> <u>90 for 1;</u> <u>100 for 1</u>
<u>Three-of-a-kind</u>	<u>4 for 1</u>	<u>6 for 1;</u> <u>8 for 1;</u> <u>12 for 1;</u> <u>16 for 1;</u> <u>20 for 1;</u> <u>24 for 1;</u>

		<u>28 for 1;</u>
		<u>32 for 1;</u>
		<u>36 for 1;</u>
		<u>40 for 1</u>

(i) The initial seed and reseed amounts, increment rate and reserve rate listed in the following chart shall correspond with the payable selected under subsection (h) and shall be included by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Paytable</u>	<u>Meter</u>	<u>Initial Seed</u>	<u>Increment Rate</u>	<u>Reserve Rate (Reseed)</u>
<u>Dynamic 1</u>	<u>Progressive Meter</u>	<u>10,000x</u>	<u>14%</u>	<u>4%</u>

CHAPTER 637c. POKER VARIATIONS—FINAL REGULATIONS

Sec.

637c.1. Six-card Omaha Poker; procedures for dealing the cards; completion of each round of play.

§ 637c.1. Six-card Omaha Poker; procedures for dealing the cards; completion of each round of play.

(a) A certificate holder that offers Six-card Omaha High or Six-card Omaha High-low Split Eight or Better Poker shall observe the procedures in this section.

(b) No more than seven players may participate in a Six-card Omaha Poker game. Each player who elects to participate in a round of play may be required to place an Ante bet. The rules governing the placement of an Ante bet and the amount of the Ante bet, if any, and the kill or half-kill option, if offered, must be specified in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions) and posted on a sign at each Poker table.

(c) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall bet in accordance with following procedures:

(1) At commencement of play, the button shall be placed in front of either:

(i) The first player to the right of the dealer.

(ii) The player randomly determined by rank of a single card dealt.

(2) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) Before any cards are dealt, the player to the immediate left of the button shall initiate the first betting round by placing a blind bet. A certificate holder may require additional blind bets to be made immediately after the initial blind bet. The amount and number of all blind bets

required must be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at the table.

(e) The player to the left of the player who placed a blind bet may place a straddle bet, if offered by the certificate holder. The rules governing the placement of a straddle bet and the amount of the straddle bet, if any, must be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at each Poker table. No more than one straddle bet may be made during a round of play.

(f) Starting with the player to the immediate left of the button and continuing around the table in a clockwise manner, the dealer shall deal six rounds of cards face down to each player. The player with the button shall be the last player to receive a card each time.

(g) After each player has been dealt six cards in accordance with subsection (f), each player, starting with the player to the left of the player or players who were required to place a blind bet or the player who placed a straddle bet, if offered, and continuing around the table in a clockwise manner, may fold, call or raise the bet. The option to raise also applies to a player who made a blind bet or straddle bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The first player to the left of the button who has not folded shall commence the next betting round and may bet or check. Each subsequent player may, in clockwise rotation, fold, call, raise or, if preceding players have not made a bet, make an opening bet or check. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(i) Upon completion of the betting round, the dealer shall burn the top card of the deck and deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with subsection (h).

(j) Upon completion of the betting round, the dealer shall burn the top card of the deck and deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with subsection (h).

(k) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card hand using two of the six cards dealt to the player and three of the five community cards. The winner of the pot shall be determined as follows:

(1) In Six-card Omaha High Poker, the player with the highest-ranking five-card high hand.

(2) In Six-card Omaha High-low Split Eight or Better Poker, the following apply:

(i) The player with the highest-ranking five-card high hand and the player with the highest-ranking five-card low hand, subject to subsection (l), shall divide the pot equally. If a pot cannot be divided equally, the excess amount, which may not exceed \$1, shall be given to the player with the highest-ranking high hand.

(ii) If a tie exists between two or more players for the highest-ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed \$1, shall be given to the player with the highest-ranking high card by suit or to the player specified in the certificate holder's Rules Submission under § 601a.2.

(iii) If a tie exists between two or more players for the highest-ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed \$1, shall be given to the player with the lowest-ranking low hand Poker card by suit or to the player specified in the certificate holder's Rules Submission under § 601a.2.

(iv) For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

(1) In Six-card Omaha High-low Split Eight or Better Poker, the following apply:

(1) The winning low hand may not contain a pair, a three-of-a-kind or a four-of-a-kind or a nine, ten, jack, queen or king. In the event that none of the hands of the remaining players satisfy this requirement, the entire pot shall be awarded to the player with the highest-ranking high hand.

(2) The player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot. Each hand must consist of any three of the community cards and any two of six cards dealt to the player. A player may use the same five-card grouping to make a high hand and a low hand. An ace may be used concurrently as a low hand card to make up a low hand and as a high card to make up a high hand.

(3) The certificate holder may use either the half-kill or kill option. If the certificate holder elects to use either option, the certificate holder shall indicate which option is being used in the certificate holder's Rules Submission under § 601a.2 and post on a sign at each Omaha Poker table which option is being used and the minimum value of a qualifying pot.

CHAPTER 641c. FOUR CARD POKER SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

641c.1. Must-Hit-By Mystery bonus.

641c.2. STAX progressive.

§ 641c.2. STAX Progressive.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the Five-Card progressive payout wager authorized under § 641a.7(d)(5) (relating to wagers) entitled the STAX progressive.

(b) Except as provided in this section, the STAX progressive shall follow the rules and procedures of the Five-Card progressive payout wager under Chapter 641a (relating to Four Card Poker).

(c) Notwithstanding § 641a.11(b)(2) (relating to procedures for completion of each round of play), if a player elects to not make a Play wager, the STAX progressive shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 641a.11(c)(5).

(d) A certificate holder shall pay out winning STAX progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable SP-1a/SP-1b</u>	<u>Paytable SP-2a/SP-2b</u>	<u>Paytable SP-3</u>
<u>STAX progressive wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>

<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>100% Star progressive meter</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100% Diamond progressive meter</u>	<u>50 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>8 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>4 for 1</u>

<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>100% Star progressive meter</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Full House</u>	<u>60 for 1</u>	<u>100% Diamond progressive meter</u>	<u>100% Club progressive meter</u>
<u>Flush</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>15 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

(e) The initial seed and reseed amounts and increment rates listed in the following charts shall correspond with the payable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Progressive Meter</u>		<u>Paytable SP-1a</u>	<u>Paytable SP-1b</u>	<u>Paytable SP-2a</u>	<u>Paytable SP-2b</u>	<u>Paytable SP-3</u>
Star progressive meter	Seed/Reseed amount	\$5,000	\$10,000	\$5,000	\$10,000	\$50,000
Star progressive meter	Increment rate	5%	5%	8%	8%	8%
Spade progressive meter	Seed/Reseed amount	\$2,500	\$2,500	\$1,000	\$1,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	4%	4%	4%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$200	\$200	\$1,000
Heart progressive meter	Increment rate	4%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$200	N/A	N/A	\$250
Diamond progressive meter	Increment rate	4%	4%	N/A	N/A	2%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-4</u>	<u>Paytable SP-5a</u>	<u>Paytable SP-5b</u>	<u>Paytable SP-5c</u>	<u>Paytable SP-6a</u>
Star progressive meter	Seed/Reseed amount	\$50,000	\$10,000	\$25,000	\$50,000	\$10,000
Star progressive meter	Increment rate	8%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$5,000	\$5,000	\$5,000	\$5,000	\$1,000
Spade progressive meter	Increment rate	4%	3%	3%	3%	4%
Heart progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$1,000	\$500
Heart progressive meter	Increment rate	2%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$500	\$500	\$500	\$100
Diamond progressive meter	Increment rate	2%	3%	3%	3%	6%
Club progressive meter	Seed/ Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-6b</u>	<u>Paytable SP-6c</u>	<u>Paytable SP-7a</u>	<u>Paytable SP-7b</u>	<u>Paytable SP-7c</u>
Star progressive meter	Seed/Reseed amount	\$25,000	\$50,000	\$10,000	\$25,000	\$50,000
Star progressive meter	Increment rate	4%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$5,000	\$5,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	3%	3%	3%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$1,000	\$1,000	\$1,000
Heart progressive meter	Increment rate	3%	3%	4%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$500	\$500	\$500
Diamond progressive meter	Increment rate	6%	6%	3%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-8a</u>	<u>Paytable SP-8b</u>	<u>Paytable SP-8c</u>	<u>Paytable SP-9a</u>	<u>Paytable SP-9b</u>
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Star progressive meter	Seed/Reseed amount	\$10,000	\$25,000	\$50,000	\$10,000	\$25,000
Star progressive meter	Increment rate	4%	4%	4%	7.5%	7%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$10,000	\$10,000
Spade progressive meter	Increment rate	4%	4%	4%	6%	6%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$500	\$5,000	\$5,000
Heart progressive meter	Increment rate	3%	3%	3%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$100	\$1,000	\$1,000
Diamond progressive meter	Increment rate	6%	6%	6%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	\$250	\$250
Club progressive meter	Increment rate	N/A	N/A	N/A	3%	3%

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<i>Progressive Meter</i>		<i>Paytable SP-9c</i>
Star progressive meter	Seed/Reseed amount	\$50,000
Star progressive meter	Increment rate	6%
Spade progressive meter	Seed/Reseed amount	\$10,000
Spade progressive meter	Increment rate	6%
Heart progressive meter	Seed/Reseed amount	\$5,000
Heart progressive meter	Increment rate	4%
Diamond progressive meter	Seed/Reseed amount	\$1,000
Diamond progressive meter	Increment rate	3%
Club progressive meter	Seed/Reseed amount	\$250
Club progressive meter	Increment rate	3%

(f) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (e).

**CHAPTER 643c. LET IT RIDE POKER SIDE WAGERS AND VARIATIONS—FINAL
REGULATIONS**

Sec.

643c.1. Must-Hit-By Mystery bonus.

643c.2. STAX progressive.

§ 643c.2. STAX Progressive.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the Five-Card progressive payout wager authorized under § 643a.7(h) (relating to wagers) entitled the STAX progressive.

(b) Except as provided in this section, the STAX progressive shall follow the rules and procedures of the Five-Card progressive payout wager under Chapter 643a (relating to Let It Ride Poker).

(c) Regardless of whether a player elects to withdraw their Bet Number 1, Bet Number 2 and Bet Number 3 under § 643a.11(a)—(d) (relating to procedures for completion of each round of play), the STAX progressive shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 643a.11(g)(4).

(d) A certificate holder shall pay out winning STAX progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable SP-1a/SP-1b</u>	<u>Paytable SP-2a/SP-2b</u>	<u>Paytable SP-3</u>
<u>STAX progressive wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>

<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>100% Star progressive meter</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100% Diamond progressive meter</u>	<u>50 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>8 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>4 for 1</u>

<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>100% Star progressive meter</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Full House</u>	<u>60 for 1</u>	<u>100% Diamond progressive meter</u>	<u>100% Club progressive meter</u>
<u>Flush</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>15 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

(e) The initial seed and reseed amounts and increment rates listed in the following charts

shall correspond with the payable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Progressive Meter</u>		<u>Paytable SP-1a</u>	<u>Paytable SP-1b</u>	<u>Paytable SP-2a</u>	<u>Paytable SP-2b</u>	<u>Paytable SP-3</u>
Star progressive meter	Seed/Reseed amount	\$5,000	\$10,000	\$5,000	\$10,000	\$50,000
Star progressive meter	Increment rate	5%	5%	8%	8%	8%
Spade progressive meter	Seed/Reseed amount	\$2,500	\$2,500	\$1,000	\$1,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	4%	4%	4%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$200	\$200	\$1,000
Heart progressive meter	Increment rate	4%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$200	N/A	N/A	\$250
Diamond progressive meter	Increment rate	4%	4%	N/A	N/A	2%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-4</u>	<u>Paytable SP-5a</u>	<u>Paytable SP-5b</u>	<u>Paytable SP-5c</u>	<u>Paytable SP-6a</u>
Star progressive meter	Seed/Reseed amount	\$50,000	\$10,000	\$25,000	\$50,000	\$10,000
Star progressive meter	Increment rate	8%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$5,000	\$5,000	\$5,000	\$5,000	\$1,000
Spade progressive meter	Increment rate	4%	3%	3%	3%	4%
Heart progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$1,000	\$500
Heart progressive meter	Increment rate	2%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$500	\$500	\$500	\$100
Diamond progressive meter	Increment rate	2%	3%	3%	3%	6%
Club progressive meter	Seed/ Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

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<u>Progressive Meter</u>		<u>Paytable SP-6b</u>	<u>Paytable SP-6c</u>	<u>Paytable SP-7a</u>	<u>Paytable SP-7b</u>	<u>Paytable SP-7c</u>
Star progressive meter	Seed/Reseed amount	\$25,000	\$50,000	\$10,000	\$25,000	\$50,000
Star progressive meter	Increment rate	4%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$5,000	\$5,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	3%	3%	3%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$1,000	\$1,000	\$1,000
Heart progressive meter	Increment rate	3%	3%	4%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$500	\$500	\$500
Diamond progressive meter	Increment rate	6%	6%	3%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-8a</u>	<u>Paytable SP-8b</u>	<u>Paytable SP-8c</u>	<u>Paytable SP-9a</u>	<u>Paytable SP-9b</u>
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<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>	<u>\$25,000</u>	<u>\$50,000</u>	<u>\$10,000</u>	<u>\$25,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>7.5%</u>	<u>7%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$10,000</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>6%</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$5,000</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>	<u>4%</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>6%</u>	<u>6%</u>	<u>6%</u>	<u>3%</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$250</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

<u><i>Progressive Meter</i></u>		<u><i>Paytable SP-9c</i></u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>3%</u>

(f) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (e).

CHAPTER 649c. THREE CARD POKER SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

649c.1. Must-Hit-By Mystery bonus.

649c.2. STAX Progressive.

649c.3. Player bonus wager.

649c.4. Ante wager bonus—additional payable.

649c.5. Six Card bonus wager—additional payable.

§ 649c.2. STAX Progressive.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the Five-Card progressive payout wager authorized under § 649a.7(d)(6) (relating to wagers) entitled the STAX progressive.

(b) Except as provided in this section, the STAX progressive shall follow the rules and procedures of the Five-Card progressive payout wager under Chapter 649a (relating to Three Card Poker).

(c) Notwithstanding § 649a.11(b)(2) (relating to procedures for completion of each round of play), if a player elects to not make a play wager, the STAX progressive shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 649a.11(c)(5).

(d) A certificate holder shall pay out winning STAX progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable SP-1a/SP-1b</u>	<u>Paytable SP-2a/SP-2b</u>	<u>Paytable SP-3</u>
<u>STAX progressive wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>N/A</u>

<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>100% Star progressive meter</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100% Diamond progressive meter</u>	<u>50 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>8 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>4 for 1</u>

<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>100% Star progressive meter</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Full House</u>	<u>60 for 1</u>	<u>100% Diamond progressive meter</u>	<u>100% Club progressive meter</u>
<u>Flush</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>15 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

(e) The initial seed and reseed amounts and increment rates listed in the following charts shall correspond with the payable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Progressive Meter</i>		<i>Paytable SP-1a</i>	<i>Paytable SP-1b</i>	<i>Paytable SP-2a</i>	<i>Paytable SP-2b</i>	<i>Paytable SP-3</i>
Star progressive meter	Seed/Reseed amount	\$5,000	\$10,000	\$5,000	\$10,000	\$50,000
Star progressive meter	Increment rate	5%	5%	8%	8%	8%
Spade progressive meter	Seed/Reseed amount	\$2,500	\$2,500	\$1,000	\$1,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	4%	4%	4%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$200	\$200	\$1,000
Heart progressive meter	Increment rate	4%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$200	N/A	N/A	\$250
Diamond progressive meter	Increment rate	4%	4%	N/A	N/A	2%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-4</i>	<i>Paytable SP-5a</i>	<i>Paytable SP-5b</i>	<i>Paytable SP-5c</i>	<i>Paytable SP-6a</i>
Star progressive meter	Seed/Reseed amount	\$50,000	\$10,000	\$25,000	\$50,000	\$10,000
Star progressive meter	Increment rate	8%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$5,000	\$5,000	\$5,000	\$5,000	\$1,000
Spade progressive meter	Increment rate	4%	3%	3%	3%	4%
Heart progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$1,000	\$500
Heart progressive meter	Increment rate	2%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$500	\$500	\$500	\$100
Diamond progressive meter	Increment rate	2%	3%	3%	3%	6%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-6b</i>	<i>Paytable SP-6c</i>	<i>Paytable SP-7a</i>	<i>Paytable SP-7b</i>	<i>Paytable SP-7c</i>
Star progressive meter	Seed/Reseed amount	\$25,000	\$50,000	\$10,000	\$25,000	\$50,000
Star progressive meter	Increment rate	4%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$5,000	\$5,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	3%	3%	3%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$1,000	\$1,000	\$1,000
Heart progressive meter	Increment rate	3%	3%	4%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$500	\$500	\$500
Diamond progressive meter	Increment rate	6%	6%	3%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A

<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
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<u>Progressive Meter</u>		<u>Paytable SP-8a</u>	<u>Paytable SP-8b</u>	<u>Paytable SP-8c</u>	<u>Paytable SP-9a</u>	<u>Paytable SP-9b</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>	<u>\$25,000</u>	<u>\$50,000</u>	<u>\$10,000</u>	<u>\$25,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>7.5%</u>	<u>7%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$10,000</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>6%</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$5,000</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>	<u>4%</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>6%</u>	<u>6%</u>	<u>6%</u>	<u>3%</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$250</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

<u>Progressive Meter</u>		<u>Paytable SP-9c</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>3%</u>

_____ (f) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (e).

§ 649c.3. Player bonus wager.

_____ (a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the Pair Plus wager authorized under § 649a.7(d)(2) (relating to wagers) entitled the Player bonus wager.

_____ (b) Except as provided in this section, the Player bonus wager shall follow the rules and procedures of the Pair Plus wager under Chapter 649a (relating to Three Card Poker).

(c) Notwithstanding § 649a.11(b)(2) (relating to procedures for completion of each round of play), if a player elects to not make a Play wager, the Player bonus wager shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 649a.11(c)(4).

(d) A certificate holder shall pay out winning Player bonus wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable PBW-1</u>	<u>Paytable PBW-2</u>	<u>Paytable PBW-3</u>	<u>Paytable PBW-4</u>
<u>Ace, king, queen (suited)</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Straight flush</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Three-of-a-kind</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Straight</u>	<u>6 to 1</u>	<u>5 to 1</u>	<u>6 to 1</u>	<u>6 to 1</u>
<u>Flush</u>	<u>3 to 1</u>	<u>4 to 1</u>	<u>3 to 1</u>	<u>4 to 1</u>
<u>Pair</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>

§ 649c.4. Ante wager bonus—additional payable.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternate Ante wager bonus payable to the paytables outlined in § 649a.12(b) (relating to payout odds; Envy bonus; rate of progression).

(b) The additional Ante wager bonus payable option is as follows:

<u>Hand</u>	<u>Paytable D</u>
<u>Straight flush</u>	<u>6 to 1</u>
<u>Three-of-a-kind</u>	<u>5 to 1</u>
<u>Straight</u>	<u>1 to 1</u>

(c) Notwithstanding the provisions in this section, the rules and procedures governing the Ante wager and Ante wager bonus as outlined in Chapter 649a (relating to Three Card Poker) shall remain in effect.

§ 649c.5. Six Card bonus wager—additional payable.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternate Six Card bonus wager payable to the paytables outlined in § 649a.12(f) (relating to payout odds; Envy bonus; rate of progression).

(b) The additional Six Card bonus wager payable option is as follows:

<u>Hand</u>	<u>Paytable F</u>
<u>Six-Card royal flush (nine to ace)</u>	<u>20,000 to 1</u>
<u>Royal flush</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>	<u>50 to 1</u>
<u>Full house</u>	<u>20 to 1</u>
<u>Flush</u>	<u>15 to 1</u>
<u>Straight</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>	<u>5 to 1</u>

(c) Notwithstanding the provisions in this section, the rules and procedures governing the Six Card bonus wager as outlined in Chapter 649a (relating to Three Card Poker) shall remain in effect.

CHAPTER 651c. CASINO WAR SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

651c.1. Top Card.

651c.2. Casino War—additional tie wager payout odds options.

§ 651c.1. Top Card.

(a) A certificate holder may offer to players a game variation entitled Top Card. Top Card shall be played consistent with Chapter 651a (relating to Casino War), unless otherwise provided in this section.

(b) In addition to the layout requirements of § 651a.2(b)(1) and (4) (relating to Casino War table; physical characteristics), the layout for Top Card must contain:

(1) A separate betting area designated for the placement of the Home wager

(2) A separate betting area designation for the placement of the Away wager, and

(3) A separate betting area designation for the placement of the tie wager.

(c) Top Card shall operate consistent with § 651a.3 (relating to cards; number of decks; dealing shoe) except that Top Card shall be played with eight decks of cards that are identical in appearance and two cover cards.

(d) Wagers in Top Card shall consist of:

(1) A Home wager, which shall win if the card dealt to the Home wager position is ranked higher than the Away wager position;

(2) An Away wager, which shall win if the card dealt to the Away wager position is ranked higher than the Home wager position;

(3) A tie wager, which shall win if the cards dealt to the Home and Away wager positions are of equal rank (a tie hand).

_____ (e) Procedures for dealing the cards

_____ (1) Except as provided for in this section, Top Card shall be dealt consistent with § 651a.8 (relating to procedure for dealing the cards).

_____ (2) Rather than the procedures provided in § 651a.8(c), the following shall occur:

_____ (i) Prior to dealing any cards, the dealer shall announce “No more bets.”

_____ (ii) The dealer shall deal the first non-discarded card to the Home betting position.

_____ (iii) The dealer shall deal the second non-discarded card to the Away betting position.

_____ (f) After the dealing procedures required under subsection (e) have been completed, the dealer shall, starting from his right and continuing around the table in a counterclockwise direction, settle all wagers consistent with subsection (d) regarding wagers and subsection (g) regarding payout odds.

_____ (g) The certificate holder shall pay out winning Top Card wagers as follows:

_____ (1) A winning Home wager shall be paid at odds of 1 to 1.

_____ (2) A winning Away wager shall be paid at odds of 1 to 1.

_____ (3) A winning tie wager shall be paid at odds of 11 to 1.

_____ (4) In the event that a Home wager or Away wager was made, and the hand resulted in a tie, half of the Home wager or Away wager shall be returned to the player.

§ 651c.2. Casino War—additional tie wager payout odds options.

(a) If a certificate holder offers the game of Casino War under Chapter 651a (relating to Casino War), if specified in their Rules Submission, they may elect to offer the tie wagers with one of the following payout odds:

(1) 11 to 1.

(2) 12 to 1.

(b) Except as provided under subsection (a), all aspects of the game shall be governed by the rules and procedures of Chapter 651a.

CHAPTER 653c. ULTIMATE TEXAS HOLD 'EM POKER SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

653c.1. Must-Hit-By Mystery bonus.

653c.2. Trips additional payable options.

653c.3. Bad Beat bonus wager additional payable options.

653c.4. Play the Board wager.

653c.5. Ultimate Pairs wager.

653c.6. STAX Progressive.

§ 653c.2. Trips additional payable options.

_____ (a) The certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer players an alternate Trips wager payable to the paytables outlined in § 653a.12(c) (relating to payout odds; Envy bonus; rate of progression; payout limitation).

_____ (b) The additional Trips wager payable option is as follows:

<u>Hand</u>	<u>Paytable E</u>
<u>Royal flush</u>	<u>50 to 1</u>
<u>Straight flush</u>	<u>40 to 1</u>
<u>Four-of-a-kind</u>	<u>30 to 1</u>
<u>Full house</u>	<u>7 to 1</u>
<u>Flush</u>	<u>6 to 1</u>
<u>Straight</u>	<u>5 to 1</u>
<u>Three-of-a-kind</u>	<u>3 to 1</u>

_____ (c) Notwithstanding the provisions in this section, the rules and procedures governing the Trips wager under § § 653a.2, 653a.7, 653a.11, 653a.12(h) and 653a.13 shall remain in effect.

§ 653c.3. Bad Beat bonus wager additional payable options.

_____ (a) If the certificate holder offers the Bad Beat bonus wager as authorized under § 653a.7(d)(6) (relating to wagers), the certificate holder may, if specified in its Rules

Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer players an alternate payable to the paytables outlined in § 653a.12(g) (relating to payout odds; Envy bonus; rate of progression; payout limitation).

(b) The additional Bad Beat bonus wager payable option is as follows:

<u>Hand</u>	<u>Paytable C</u>
<u>Straight flush</u>	<u>2,500 to 1</u>
<u>Four-of-a-kind</u>	<u>500 to 1</u>
<u>Full house</u>	<u>50 to 1</u>
<u>Flush</u>	<u>30 to 1</u>
<u>Straight</u>	<u>20 to 1</u>
<u>Three-of-a-kind</u>	<u>9 to 1</u>

(c) Notwithstanding the provisions in this section, the rules and procedures governing the Bad Beat bonus wager under § § 653a.2, 653a.7, 653a.11, 653a.12(h) and 653a.13 shall remain in effect.

§ 653c.4. Play the Board wager.

(a) If the certificate holder offers Ultimate Texas Hold 'Em Poker as described in Chapter 653a (relating to Ultimate Texas Hold 'Em Poker), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Ultimate Texas Hold 'Em wagers in accordance with § 653a.7(d)(1) (relating to wagers) the optional Play the Board wager.

(b) The layout and signage for the Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 653a.2(b) (relating to Ultimate Texas Hold 'Em Poker table physical

characteristics), the layout shall include a designated area for the placement of the Play the Board wager.

(c) After placing the Ultimate Texas Hold 'Em wagers as required in § 653a.7(d), and any optional wagers including the Play the Board wager, the dealer shall deal the cards in accordance with § 653a.11(a)—(f) (relating to procedures for completion of each round of play). If a player having made a Play the Board wager chooses to fold, the Play the Board wager shall be treated in the same manner as the Trips wager or Six Card bonus wager under § 653a.11(f)(2)(i) and remain on the table until settled.

(d) The dealer shall continue to deal the round to completion consistent with § 653a.11(g)—(n). Play the Board wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 653a.11(n).

(e) The Play the Board wager shall win and be paid according to subsection (f) if the five community cards form a hand comprised of a pair of tens or better.

(f) The certificate holder shall pay out winning Play the Board wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Royal flush</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>	<u>100 to 1</u>	<u>100 to 1</u>	<u>100 to 1</u>
<u>Full house</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>
<u>Flush</u>	<u>40 to 1</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Straight</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>20 to 1</u>
<u>Three-of-a-kind</u>	<u>7 to 1</u>	<u>6 to 1</u>	<u>6 to 1</u>
<u>Two pair</u>	<u>3 to 1</u>	<u>3 to 1</u>	<u>3 to 1</u>
<u>Pair—10s or better</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>

§ 653c.5. Ultimate Pairs wager.

(a) If the certificate holder offers Ultimate Texas Hold 'Em Poker as described in Chapter 653a (relating to Ultimate Texas Hold 'Em Poker), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Ultimate Texas Hold 'Em wagers in accordance with § 653a.7(d)(1) (relating to wagers) the optional Ultimate Pairs wager.

(b) The layout and signage for the Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 653a.2(b) (relating to Ultimate Texas Hold 'Em Poker table physical characteristics), the layout shall include a designated area for the placement of the Ultimate Pairs wager.

(c) After placing the Ultimate Texas Hold 'Em wagers as required in § 653a.7(d) and any optional wagers including the Ultimate Pairs wager, the dealer shall deal the cards in accordance with § 653a.11(a)—(f) (relating to procedures for completion of each round of play). If a player having made an Ultimate Pairs wager chooses to fold, the Ultimate Pairs wager shall be treated in the same manner as the Trips wager or Six Card bonus wager under § 653a.11(f)(2)(i) and remain on the table until settled.

(d) The dealer shall continue to deal the round to completion consistent with § 653a.11(g)—(n). Ultimate Pairs wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 653a.11(n).

(e) The Ultimate Pairs wager shall win and be paid in accordance with subsection (f) if the player's two individual cards, or if Paytable F is selected the player's two individual cards

combined with the dealer's two cards, form a hand comprised of a designated winning combination under the certificate holder selected payable.

(f) The certificate holder shall pay out winning Ultimate Pairs wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Player's Individual Two Cards</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Ace/ace and dealer ace/ace</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
<u>Ace of hearts and ace of diamonds</u>	<u>N/A</u>	<u>N/A</u>	<u>100 to 1</u>
<u>Ace/ace</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Ace/king (suited)</u>	<u>25 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/queen (suited) or player ace/jack (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/king</u>	<u>15 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>King/king, queen/queen or jack/jack</u>	<u>10 to 1</u>	<u>5 to 1</u>	<u>4 to 1</u>
<u>Ace/queen or ace/jack</u>	<u>5 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Pair—10s or less</u>	<u>3 to 1</u>	<u>5 to 1</u>	<u>4 to 1</u>

<u>Player's Individual Two Cards</u>	<u>Paytable D</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Ace/ace and dealer ace/ace</u>	<u>N/A</u>	<u>N/A</u>	<u>1,000 to 1</u>
<u>Ace of hearts and ace of diamonds</u>	<u>50 to 1</u>	<u>N/A</u>	<u>N/A</u>
<u>Ace/ace</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>30 to 1</u>
<u>Ace/king (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>25 to 1</u>
<u>Ace/queen (suited) or player ace/jack (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/king</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>15 to 1</u>
<u>King/king, queen/queen or jack/jack</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>10 to 1</u>
<u>Ace/queen or ace/jack</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>5 to 1</u>
<u>Pair—tens or less</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>3 to 1</u>

<u>Player's Individual Two Cards</u>	<u>Paytable G</u>
<u>Ace/ace and dealer ace/ace</u>	<u>N/A</u>
<u>Ace of hearts and ace of diamonds</u>	<u>N/A</u>
<u>Ace/ace</u>	<u>30 to 1</u>
<u>Ace/king (suited)</u>	<u>20 to 1</u>
<u>Ace/queen (suited) or player ace/jack (suited)</u>	<u>20 to 1</u>
<u>Ace/king</u>	<u>10 to 1</u>
<u>King/king, queen/queen or jack/jack</u>	<u>4 to 1</u>
<u>Ace/queen or ace/jack</u>	<u>10 to 1</u>
<u>Pair—tens or less</u>	<u>4 to 1</u>

§ 653c.6. STAX progressive.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the progressive payout wager authorized under § 653a.7(d)(3) (relating to wagers) entitled the STAX progressive.

(b) Except as provided in this section, the STAX progressive shall follow the rules and procedures of the progressive payout wager under Chapter 653a (relating to Ultimate Texas Hold 'Em Poker).

(c) Notwithstanding § 653a.11(a)—(f) (relating to procedures for completion of each round of play), if a player elects to not make a Play wager, the STAX progressive shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 653a.11(k).

(d) A certificate holder shall pay out winning STAX progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable SP-1a/SP-1b</u>	<u>Paytable SP-2a/SP-2b</u>	<u>Paytable SP-3</u>
<u>STAX progressive wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
STAX progressive wager amount	\$5	\$5	\$5
Royal flush (certificate holder declared suit)	N/A	100% Star progressive meter	N/A
Royal flush	100% Star progressive meter	100% Spade progressive meter	100% Star progressive meter
Straight flush	100% Spade progressive meter	100% Heart progressive meter	100% Spade progressive meter
Four-of-a-kind	100% Heart progressive meter	100% Diamond progressive meter	100% Heart progressive meter
Full House	100% Diamond progressive meter	50 for 1	100% Diamond progressive meter
Flush	30 for 1	30 for 1	30 for 1
Straight	20 for 1	20 for 1	20 for 1
Three-of-a-kind	8 for 1	10 for 1	10 for 1
Two pair	3 for 1	4 for 1	4 for 1

<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
STAX progressive wager amount	\$5	\$5	\$5
Royal flush (certificate holder declared suit)	100% Star progressive meter	N/A	100% Star progressive meter
Royal flush	100% Spade progressive meter	100% Star progressive meter	100% Spade progressive meter
Straight flush	100% Heart progressive meter	100% Spade progressive meter	100% Heart progressive meter
Four-of-a-kind	100% Diamond progressive meter	100% Heart progressive meter	100% Diamond progressive meter
Full House	60 for 1	100% Diamond progressive meter	100% Club progressive meter
Flush	40 for 1	50 for 1	50 for 1
Straight	30 for 1	30 for 1	30 for 1
Three-of-a-kind	15 for 1	15 for 1	10 for 1
Two pair	Loss	Loss	Loss

(e) The initial seed and reseed amounts and increment rates listed in the following charts shall correspond with the paytable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Progressive Meter</u>		<u>Paytable SP-1a</u>	<u>Paytable SP-1b</u>	<u>Paytable SP-2a</u>	<u>Paytable SP-2b</u>	<u>Paytable SP-3</u>
Star progressive meter	Seed/Reseed amount	\$5,000	\$10,000	\$5,000	\$10,000	\$50,000
Star progressive meter	Increment rate	5%	5%	8%	8%	8%
Spade progressive meter	Seed/Reseed amount	\$2,500	\$2,500	\$1,000	\$1,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	4%	4%	4%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$200	\$200	\$1,000

Heart progressive meter	Increment rate	4%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$200	N/A	N/A	\$250
Diamond progressive meter	Increment rate	4%	4%	N/A	N/A	2%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-4</i>	<i>Paytable SP-5a</i>	<i>Paytable SP-5b</i>	<i>Paytable SP-5c</i>	<i>Paytable SP-6a</i>
Star progressive meter	Seed/Reseed amount	\$50,000	\$10,000	\$25,000	\$50,000	\$10,000
Star progressive meter	Increment rate	8%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$5,000	\$5,000	\$5,000	\$5,000	\$1,000
Spade progressive meter	Increment rate	4%	3%	3%	3%	4%
Heart progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$1,000	\$500
Heart progressive meter	Increment rate	2%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$500	\$500	\$500	\$100
Diamond progressive meter	Increment rate	2%	3%	3%	3%	6%
Club progressive meter	Seed/ Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-6b</i>	<i>Paytable SP-6c</i>	<i>Paytable SP-7a</i>	<i>Paytable SP-7b</i>	<i>Paytable SP-7c</i>
Star progressive meter	Seed/Reseed amount	\$25,000	\$50,000	\$10,000	\$25,000	\$50,000
Star progressive meter	Increment rate	4%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$5,000	\$5,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	3%	3%	3%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$1,000	\$1,000	\$1,000
Heart progressive meter	Increment rate	3%	3%	4%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$500	\$500	\$500
Diamond progressive meter	Increment rate	6%	6%	3%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-8a</i>	<i>Paytable SP-8b</i>	<i>Paytable SP-8c</i>	<i>Paytable SP-9a</i>	<i>Paytable SP-9b</i>
Star progressive meter	Seed/Reseed amount	\$10,000	\$25,000	\$50,000	\$10,000	\$25,000
Star progressive meter	Increment rate	4%	4%	4%	7.5%	7%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$10,000	\$10,000
Spade progressive meter	Increment rate	4%	4%	4%	6%	6%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$500	\$5,000	\$5,000
Heart progressive meter	Increment rate	3%	3%	3%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$100	\$1,000	\$1,000
Diamond progressive meter	Increment rate	6%	6%	6%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	\$250	\$250
Club progressive meter	Increment rate	N/A	N/A	N/A	3%	3%

<u>Progressive Meter</u>		<u>Paytable SP-9c</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>3%</u>

(f) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (e).

CHAPTER 655c. MISSISSIPPI SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

655c.1 Must-Hit-By Mystery bonus.

655c.2. STAX progressive.

655c.3. Hole Card bonus wager.

655c.4. Three Card bonus wager—additional paytables.

§ 655c.2. STAX progressive.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the progressive payout wager authorized under § 655a.7(d)(3) (relating to wagers) entitled the STAX progressive.

(b) Except as provided in this section, the STAX progressive shall follow the rules and procedures of the progressive payout wager under Chapter 655a (relating to Mississippi Stud).

(c) Notwithstanding § 655a.11(a)—(f) (relating to procedures for completion of each round of play), if a player elects to not make a Street wager, the STAX progressive shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 655a.11(i).

(d) A certificate holder shall pay out winning STAX progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable SP-1a/SP-1b</i>	<i>Paytable SP-2a/SP-2b</i>	<i>Paytable SP-3</i>
STAX progressive wager amount	\$1	\$1	\$5
Royal flush (certificate holder declared suit)	100% Star progressive meter	N/A	N/A
Royal flush	100% Spade progressive meter	100% Star progressive meter	100% Star progressive meter
Straight flush	100% Heart progressive meter	100% Spade progressive meter	100% Spade progressive meter

<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>100% Star progressive meter</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100% Diamond progressive meter</u>	<u>50 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>8 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>4 for 1</u>

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<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>100% Star progressive meter</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Full House</u>	<u>60 for 1</u>	<u>100% Diamond progressive meter</u>	<u>100% Club progressive meter</u>
<u>Flush</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>15 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

(e) The initial seed and reseed amounts and increment rates listed in the following charts

shall correspond with the payable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Progressive Meter</u>		<u>Paytable SP-1a</u>	<u>Paytable SP-1b</u>	<u>Paytable SP-2a</u>	<u>Paytable SP-2b</u>	<u>Paytable SP-3</u>
Star progressive meter	Seed/Reseed amount	\$5,000	\$10,000	\$5,000	\$10,000	\$50,000
Star progressive meter	Increment rate	5%	5%	8%	8%	8%
Spade progressive meter	Seed/Reseed amount	\$2,500	\$2,500	\$1,000	\$1,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	4%	4%	4%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$200	\$200	\$1,000
Heart progressive meter	Increment rate	4%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$200	N/A	N/A	\$250
Diamond progressive meter	Increment rate	4%	4%	N/A	N/A	2%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-4</u>	<u>Paytable SP-5a</u>	<u>Paytable SP-5b</u>	<u>Paytable SP-5c</u>	<u>Paytable SP-6a</u>
Star progressive meter	Seed/Reseed amount	\$50,000	\$10,000	\$25,000	\$50,000	\$10,000
Star progressive meter	Increment rate	8%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$5,000	\$5,000	\$5,000	\$5,000	\$1,000
Spade progressive meter	Increment rate	4%	3%	3%	3%	4%
Heart progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$1,000	\$500
Heart progressive meter	Increment rate	2%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$500	\$500	\$500	\$100
Diamond progressive meter	Increment rate	2%	3%	3%	3%	6%
Club progressive meter	Seed/ Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-6b</u>	<u>Paytable SP-6c</u>	<u>Paytable SP-7a</u>	<u>Paytable SP-7b</u>	<u>Paytable SP-7c</u>
Star progressive meter	Seed/Reseed amount	\$25,000	\$50,000	\$10,000	\$25,000	\$50,000
Star progressive meter	Increment rate	4%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$5,000	\$5,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	3%	3%	3%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$1,000	\$1,000	\$1,000
Heart progressive meter	Increment rate	3%	3%	4%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$500	\$500	\$500
Diamond progressive meter	Increment rate	6%	6%	3%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<u>Progressive Meter</u>		<u>Paytable SP-8a</u>	<u>Paytable SP-8b</u>	<u>Paytable SP-8c</u>	<u>Paytable SP-9a</u>	<u>Paytable SP-9b</u>
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Star progressive meter	Seed/Reseed amount	\$10,000	\$25,000	\$50,000	\$10,000	\$25,000
Star progressive meter	Increment rate	4%	4%	4%	7.5%	7%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$10,000	\$10,000
Spade progressive meter	Increment rate	4%	4%	4%	6%	6%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$500	\$5,000	\$5,000
Heart progressive meter	Increment rate	3%	3%	3%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$100	\$1,000	\$1,000
Diamond progressive meter	Increment rate	6%	6%	6%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	\$250	\$250
Club progressive meter	Increment rate	N/A	N/A	N/A	3%	3%

<i>Progressive Meter</i>		<i>Paytable SP-9c</i>
Star progressive meter	Seed/Reseed amount	\$50,000
Star progressive meter	Increment rate	6%
Spade progressive meter	Seed/Reseed amount	\$10,000
Spade progressive meter	Increment rate	6%
Heart progressive meter	Seed/Reseed amount	\$5,000
Heart progressive meter	Increment rate	4%
Diamond progressive meter	Seed/Reseed amount	\$1,000
Diamond progressive meter	Increment rate	3%
Club progressive meter	Seed/Reseed amount	\$250
Club progressive meter	Increment rate	3%

(f) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (e).

§ 655c.3. Hole Card bonus wager.

(a) If the certificate holder offers Mississippi Stud Poker as described in Chapter 655a (relating to Mississippi Stud), the certificate holder may, if specified in its Rules Submission filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Mississippi Stud wagers in accordance with § 655a.7(d)(1) (relating to wagers) the optional Hole Card bonus wager.

(b) The layout and signage for the Mississippi Stud Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to

approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 655a.2(b) (relating to Mississippi Stud table physical characteristics), the layout shall include a designated area for the placement of the Hole Card bonus wager.

(c) After placing the Mississippi Stud wagers as required in § 655a.7(d) and any optional wagers including the Hole Card bonus wager, the dealer shall deal the cards in accordance with § 655a.11(a)—(f) (relating to procedures for completion of each round of play). If a player having made a Hole Card bonus wager chooses to fold, the Hole Card bonus wager shall be treated in the same manner as the Progressive Payout wager or Six Card bonus wager under § 655a.11(f) and remain on the table until settled.

(d) The dealer shall continue to deal the round to completion consistent with § 655a.11(g)—(j). Hole Card bonus wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 655a.11(i).

(e) The Hole Card bonus wager shall win and be paid in accordance with subsection (f) if the player's two individual cards form a hand comprising a designated winning combination under the certificate holder selected payable.

(f) The certificate holder shall pay out winning Hole Card bonus wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Player's Individual Two Cards</u>	<u>Paytable HCB-1</u>	<u>Paytable HCB-2</u>	<u>Paytable HCB-3</u>
<u>Ace/ace</u>	<u>30 to 1</u>	<u>25 to 1</u>	<u>30 to 1</u>
<u>Ace/king (suited), ace/queen (suited) or ace/jack (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/king, ace/queen or ace/jack</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Pair</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>4 to 1</u>

§ 655c.4. Three Card bonus wager—additional paytables.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternate Three Card bonus wager payable to the paytables outlined in § 655a.12(d) (relating to payout odds; Envy bonus; rate of progression).

(b) The additional Three Card bonus wager payable options are as follows:

<u>Hand</u>	<u>Paytable E</u>	<u>Paytable F</u>
<u>Mini-royal</u>	<u>50 to 1</u>	<u>40 to 1</u>
<u>Straight flush</u>	<u>40 to 1</u>	<u>40 to 1</u>
<u>Three-of-a-kind</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Straight</u>	<u>6 to 1</u>	<u>6 to 1</u>
<u>Flush</u>	<u>4 to 1</u>	<u>3 to 1</u>
<u>Pair</u>	<u>1 to 1</u>	<u>1 to 1</u>

(c) Notwithstanding the provisions in this section, the rules and procedures governing the Three Card bonus wager as outlined in Chapter 655a (relating to Mississippi Stud) shall remain in effect.

CHAPTER 657c. CRAZY 4 POKER SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

657c.1. Must-Hit-By Mystery Bonus.

657c.2. STAX progressive.

§ 657c.2. STAX progressive.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a variation on the Five-Card progressive payout wager authorized under § 657a.7(d)(4) (relating to wagers) entitled the STAX progressive.

(b) Except as provided in this section, the STAX progressive shall follow the rules and procedures of the progressive payout wager under Chapter 657a (relating to Crazy 4 Poker).

(c) Notwithstanding § 657a.11 (b)—(2f) (relating to procedures for completion of each round of play), if a player elects to not make a Play wager, the STAX progressive shall not be forfeited and will remain on the table to be resolved during the procedures provided under § 657a.11(e).

(d) A certificate holder shall pay out winning STAX progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable SP-1a/SP-1b</u>	<u>Paytable SP-2a/SP-2b</u>	<u>Paytable SP-3</u>
<u>STAX progressive wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>

<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>100% Star progressive meter</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100% Diamond progressive meter</u>	<u>50 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>8 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>4 for 1</u>

<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
<u>STAX progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>100% Star progressive meter</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Full House</u>	<u>60 for 1</u>	<u>100% Diamond progressive meter</u>	<u>100% Club progressive meter</u>
<u>Flush</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>15 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

—

(e) The initial seed and reseed amounts and increment rates listed in the following charts shall correspond with the payable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Progressive Meter</i>		<i>Paytable SP-1a</i>	<i>Paytable SP-1b</i>	<i>Paytable SP-2a</i>	<i>Paytable SP-2b</i>	<i>Paytable SP-3</i>
Star progressive meter	Seed/Reseed amount	\$5,000	\$10,000	\$5,000	\$10,000	\$50,000
Star progressive meter	Increment rate	5%	5%	8%	8%	8%
Spade progressive meter	Seed/Reseed amount	\$2,500	\$2,500	\$1,000	\$1,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	4%	4%	4%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$200	\$200	\$1,000
Heart progressive meter	Increment rate	4%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$200	N/A	N/A	\$250
Diamond progressive meter	Increment rate	4%	4%	N/A	N/A	2%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-4</i>	<i>Paytable SP-5a</i>	<i>Paytable SP-5b</i>	<i>Paytable SP-5c</i>	<i>Paytable SP-6a</i>
Star progressive meter	Seed/Reseed amount	\$50,000	\$10,000	\$25,000	\$50,000	\$10,000
Star progressive meter	Increment rate	8%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$5,000	\$5,000	\$5,000	\$5,000	\$1,000
Spade progressive meter	Increment rate	4%	3%	3%	3%	4%
Heart progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$1,000	\$500
Heart progressive meter	Increment rate	2%	4%	4%	4%	3%
Diamond progressive meter	Seed/Reseed amount	\$200	\$500	\$500	\$500	\$100
Diamond progressive meter	Increment rate	2%	3%	3%	3%	6%
Club progressive meter	Seed/ Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-6b</i>	<i>Paytable SP-6c</i>	<i>Paytable SP-7a</i>	<i>Paytable SP-7b</i>	<i>Paytable SP-7c</i>
Star progressive meter	Seed/Reseed amount	\$25,000	\$50,000	\$10,000	\$25,000	\$50,000
Star progressive meter	Increment rate	4%	4%	4%	4%	4%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$5,000	\$5,000	\$5,000
Spade progressive meter	Increment rate	4%	4%	3%	3%	3%
Heart progressive meter	Seed/Reseed amount	\$500	\$500	\$1,000	\$1,000	\$1,000
Heart progressive meter	Increment rate	3%	3%	4%	4%	4%
Diamond progressive meter	Seed/Reseed amount	\$100	\$100	\$500	\$500	\$500
Diamond progressive meter	Increment rate	6%	6%	3%	3%	3%
Club progressive meter	Seed/Reseed amount	N/A	N/A	N/A	N/A	N/A
Club progressive meter	Increment rate	N/A	N/A	N/A	N/A	N/A

<i>Progressive Meter</i>		<i>Paytable SP-8a</i>	<i>Paytable SP-8b</i>	<i>Paytable SP-8c</i>	<i>Paytable SP-9a</i>	<i>Paytable SP-9b</i>
Star progressive meter	Seed/Reseed amount	\$10,000	\$25,000	\$50,000	\$10,000	\$25,000
Star progressive meter	Increment rate	4%	4%	4%	7.5%	7%
Spade progressive meter	Seed/Reseed amount	\$1,000	\$1,000	\$1,000	\$10,000	\$10,000
Spade progressive meter	Increment rate	4%	4%	4%	6%	6%

<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$5,000</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>	<u>4%</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>6%</u>	<u>6%</u>	<u>6%</u>	<u>3%</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$250</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

<u><i>Progressive Meter</i></u>		<u><i>Paytable SP-9c</i></u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>3%</u>

(f) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (e).

**CHAPTER 672c. FREE BET BLACKJACK SIDE WAGERS AND VARIATIONS—
FINAL REGULATIONS**

Sec.

672c.1. Pot of Gold side wager.

672c.2. Push 22 progressive wager.

§ 672c.1. Pot of Gold side wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players who have made a Free Bet Blackjack wager under § 672a.6(d) (relating to wagers) the option to place a Pot of Gold side wager, that wins and pays based upon the number of Free Bet lammsers the player accumulates in a round of play.

(b) The Pot of Gold side wager may be played on a Free Bet Blackjack table that utilizes six decks or eight decks of cards.

(c) The layout for a Free Bet Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Pot of Gold wager, in addition to the requirements in § 672a.2 (relating to Free Bet Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Pot of Gold side wager for each player.

(d) After placing a Blackjack wager, as required in § 672a.6(d), and any optional wagers, including the Pot of Gold side wager, the dealer shall announce “no more bets.”

(e) The dealer shall then deal the cards in accordance with § § 672a.7—672a.10. Pot of Gold wagers shall be settled prior to the removal of any cards or wagers under § 672a.7(r) (relating to procedure for dealing the cards; completion of each round of play).

(f) The certificate holder shall pay out winning Pot of Gold wagers based upon one of the following paytables, as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Number of Free Bet Lamms</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
<u>7</u>	<u>1,000 to 1</u>	<u>100 to 1</u>	<u>1,000 to 1</u>
<u>6</u>	<u>300 to 1</u>	<u>100 to 1</u>	<u>299 to 1</u>
<u>5</u>	<u>100 to 1</u>	<u>100 to 1</u>	<u>100 to 1</u>
<u>4</u>	<u>60 to 1</u>	<u>50 to 1</u>	<u>60 to 1</u>
<u>3</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>2</u>	<u>10 to 1</u>	<u>12 to 1</u>	<u>10 to 1</u>
<u>1</u>	<u>3 to 1</u>	<u>3 to 1</u>	<u>3 to 1</u>

§ 672c.2. Push 22 progressive wager.

(a) A certificate holder may offer players the option to place a Push 22 progressive wager, which is a progressive variation of the Push 22 wager authorized under § 672a.6(e) (relating to wagers).

(b) Unless specified under this section, the Push 22 progressive wager shall follow the rules and procedures outlined for the Push 22 wager under Chapter 672a (relating to Free Bet Blackjack).

(c) The layout for a Free Bet Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and if the certificate holder offers the Push 22 progressive wager, in addition to the requirements in § 672a.2 (relating to Free Bet Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area for each player designated for the placement of the Push 22 progressive wager.

(d) If the certificate holder is offering the Push 22 progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive

table games), for the placement of the Push 22 progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Push 22 progressive wager.

(2) A device that controls or monitors the placement of Push 22 progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 672a.6(d) the option of placing a Push 22 progressive wager.

(f) After placing a Blackjack wager as required in § 672a.6(d) and any optional wagers including the Push 22 progressive wager, the dealer shall announce “no more bets” and, if the Push 22 progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 672a.7 (relating to procedure for dealing the cards; completion of each round of play).

(h) If a player has won a Push 22 progressive payout, the dealer shall do all of the following:

(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 certificate holder's approved internal control procedures.

(4) Pay the winning Push 22 progressive wager in accordance with the payout odds in subsection (i). 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 must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out winning Push 22 progressive wagers at the odds in one of the following payout tables selected by the certificate holder in its

Rules Submission filed in accordance with § 601a.2:

<u>Dealer Hand Combination</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>	<u>Paytable 4</u>
<u>Suited 4, 5, 6, 7 (certificate declared suit)</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>	<u>100% of meter</u>
<u>Suited 4, 5, 6, 7 (all other suits)</u>	<u>10% of meter</u>	<u>10% of meter</u>	<u>10% of meter</u>	<u>10% of meter</u>
<u>Same suit 22</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>30 for 1</u>	<u>40 for 1</u>
<u>Same color 22</u>	<u>15 for 1</u>	<u>10 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Other 22</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>

(j) The initial seed and reseed amounts and increment rate listed in the following chart shall correspond with the payable selected under subsection (i) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Paytable</u>	<u>Initial Seed/Reseed (multiple of wager)</u>	<u>Increment Rate</u>
<u>Paytable 1</u>	<u>2,000x</u>	<u>20%</u>
<u>Paytable 2</u>	<u>2,000x</u>	<u>20%</u>
<u>Paytable 3</u>	<u>2,000x</u>	<u>20%</u>
<u>Paytable 4</u>	<u>2,000x</u>	<u>20%</u>

(k) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players.

CHAPTER 674c. CRISS-CROSS POKER SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

674c.1. Ultimate Pairs wager.

674c.2. Five Card progressive payout wager.

§ 674c.1. Ultimate Pairs wager.

(a) If the certificate holder offers Criss-Cross Poker as described in Chapter 674a (relating to Criss-Cross Poker), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Criss-Cross Poker wagers in accordance with § 674a.7(d) (relating to wagers) the optional Ultimate Pairs wager.

(b) The layout and signage for the Criss-Cross Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 674a.2(b) (relating to Criss-Cross Poker table physical characteristics), the layout shall include a designated area for the placement of the Ultimate Pairs wager.

(c) After placing the Criss-Cross Poker wagers as required in § 674a.7(d) and any optional wagers, including the Ultimate Pairs wager, the dealer shall deal the cards in accordance with § 674a.11(a) and (b) (relating to procedures for completion of each round of play). If a player having made an Ultimate Pairs wager chooses not to place an Across bet, thereby folding, the Ultimate Pairs wager shall be treated in the same manner as the Five Card bonus wager under § 674a.11(b) and remain on the table until settled.

_____ (d) The dealer shall continue to deal the round to completion consistent with § 674a.11(c)—(i). Ultimate Pairs wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 674a.11(i).

_____ (e) The Ultimate Pairs wager shall win and be paid according to subsection (f) if the player's two individual cards form a hand comprised of a designated winning combination under the certificate holder selected payable.

_____ (f) The certificate holder shall pay out winning Ultimate Pairs wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Player's Individual Two Cards</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
<u>Ace/ace and dealer ace/ace</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
<u>Ace of hearts and ace of diamonds</u>	<u>N/A</u>	<u>N/A</u>	<u>100 to 1</u>
<u>Ace/ace</u>	<u>30 to 1</u>	<u>30 to 1</u>	<u>30 to 1</u>
<u>Ace/king (suited)</u>	<u>25 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/queen (suited) or player ace/jack (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/king</u>	<u>15 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>King/king, queen/queen or jack/jack</u>	<u>10 to 1</u>	<u>5 to 1</u>	<u>4 to 1</u>
<u>Ace/queen or ace/jack</u>	<u>5 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Pair—10s or less</u>	<u>3 to 1</u>	<u>5 to 1</u>	<u>4 to 1</u>

<i>Player's Individual Two Cards</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
<u>Ace/ace and dealer ace/ace</u>	<u>N/A</u>	<u>N/A</u>	<u>1,000 to 1</u>
<u>Ace of hearts and ace of diamonds</u>	<u>50 to 1</u>	<u>N/A</u>	<u>N/A</u>
<u>Ace/ace</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>30 to 1</u>
<u>Ace/king (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>25 to 1</u>
<u>Ace/queen (suited) or player ace/jack (suited)</u>	<u>20 to 1</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Ace/king</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>15 to 1</u>
<u>King/king, queen/queen or jack/jack</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>10 to 1</u>
<u>Ace/queen or ace/jack</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>5 to 1</u>
<u>Pair—10s or less</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>3 to 1</u>

§ 674c.2. Five Card progressive payout wager.

(a) If the certificate holder offers Criss-Cross Poker as described in Chapter 674a (relating to Criss-Cross Poker), the certificate holder may, if specified in its Rules Submission filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Criss-Cross Poker wagers in accordance with § 674a.7(d) (relating to wagers) the optional Five Card progressive payout wager.

(b) In addition to the layout and signage for the Criss-Cross Poker table under § 674a.2(b) (relating to Criss-Cross Poker table physical characteristics), the layout shall include a designated area for the placement of the Five Card progressive wager.

(c) If a certificate holder offers the Five Card progressive payout wager, the Criss-Cross Poker table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of Five Card progressive payout wagers. If the certificate holder is offering the Five Card progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Five Card progressive payout wager.

(2) A device that controls or monitors the placement of Five Card progressive payout wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the recognition of a Five Card progressive payout wager that a player attempts to place after the dealer has announced “no more bets.”

(d) A Five Card progressive payout wager may be placed at any time prior to the dealer announcing “no more bets” under §§ 674a.8(b), 674a.9(b) or 674a.10(b) (relating to procedure

for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

(e) After placing the Criss-Cross Poker wagers as required in § 674a.7(d) and any optional wagers, including the Five Card progressive payout wager, the dealer shall deal the cards in accordance with § 674a.11(a) and (b) (relating to procedures for completion of each round of play). If a player, having made a Five Card progressive payout wager, chooses not to place an Across bet, thereby folding, the Five Card progressive payout wager shall be treated in the same manner as the Five Card bonus wager under § 674a.11(b) and remain on the table until settled.

(f) The dealer shall continue to deal the round to completion consistent with § 674a.11(c)—(i). Five Card progressive payout wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 674a.11(i).

(g) The Five Card progressive payout wager shall win and be paid according to subsection (h) if the player's two individual cards, the two horizontal outside community cards under § 674a.11(c) and the middle community card under § 674a.11(g) form a hand comprising a designated winning combination under the certificate holder selected payable.

(h) The certificate holder shall pay out winning Five Card progressive payout wagers at the odds in one of the following paytables selected by the certificate holder in its Rules

Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable SP-1a/SP-1b</u>	<u>Paytable SP-2a/SP-2b</u>	<u>Paytable SP-3</u>
<u>Progressive wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Spade progressive meter</u>

<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable SP-4</u>	<u>Paytable SP-5a/SP-5b/SP-5c</u>	<u>Paytable SP-6a/SP-6b/SP-6c</u>
<u>Progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>100% Star progressive meter</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>
<u>Straight flush</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Full House</u>	<u>100% Diamond progressive meter</u>	<u>50 for 1</u>	<u>100% Diamond progressive meter</u>
<u>Flush</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>8 for 1</u>	<u>10 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>4 for 1</u>	<u>4 for 1</u>

<u>Hand</u>	<u>Paytable SP-7a/SP-7b/SP-7c</u>	<u>Paytable SP-8a/SP-8b/SP-8c</u>	<u>Paytable SP-9a/SP-9b/SP-9c</u>
<u>Progressive wager amount</u>	<u>\$5</u>	<u>\$5</u>	<u>\$5</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>100% Star progressive meter</u>	<u>N/A</u>	<u>100% Star progressive meter</u>
<u>Royal flush</u>	<u>100% Spade progressive meter</u>	<u>100% Star progressive meter</u>	<u>100% Spade progressive meter</u>
<u>Straight flush</u>	<u>100% Heart progressive meter</u>	<u>100% Spade progressive meter</u>	<u>100% Heart progressive meter</u>
<u>Four-of-a-kind</u>	<u>100% Diamond progressive meter</u>	<u>100% Heart progressive meter</u>	<u>100% Diamond progressive meter</u>
<u>Full House</u>	<u>60 for 1</u>	<u>100% Diamond progressive meter</u>	<u>100% Club progressive meter</u>
<u>Flush</u>	<u>40 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>15 for 1</u>	<u>15 for 1</u>	<u>10 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

<u>Hand</u>	<u>Paytable MLP-1a/MLP-1b</u>	<u>Paytable MLP-2</u>	<u>Paytable MLP-3</u>
<u>Wager amount</u>	<u>\$1</u>	<u>\$1</u>	<u>\$1</u>
<u>Royal flush (certificate holder declared suit)</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
<u>Royal flush</u>	<u>100% progressive meter</u>	<u>100% Mega progressive meter</u>	<u>100% Mega progressive meter</u>

<u>Straight flush</u>	<u>10% progressive meter</u>	<u>100% Major progressive meter</u>	<u>100% Major progressive meter</u>
<u>Four-of-a-kind</u>	<u>300 for 1</u>	<u>300 for 1</u>	<u>100% Minor progressive meter</u>
<u>Full House</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Flush</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>9 for 1</u>	<u>9 for 1</u>	<u>9 for 1</u>
<u>Two pair</u>	<u>Loss</u>	<u>Loss</u>	<u>Loss</u>

(i) The initial seed and reseed amounts and increment rates listed in the following charts shall correspond with the payable selected under subsection (d) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Progressive Meter</u>		<u>Paytable SP-1a</u>	<u>Paytable SP-1b</u>	<u>Paytable SP-2a</u>	<u>Paytable SP-2b</u>	<u>Paytable SP-3</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>	<u>\$10,000</u>	<u>\$5,000</u>	<u>\$10,000</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>5%</u>	<u>5%</u>	<u>8%</u>	<u>8%</u>	<u>8%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$2,500</u>	<u>\$2,500</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$5,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$500</u>	<u>\$500</u>	<u>\$200</u>	<u>\$200</u>	<u>\$1,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>3%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$200</u>	<u>\$200</u>	<u>N/A</u>	<u>N/A</u>	<u>\$250</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>N/A</u>	<u>N/A</u>	<u>2%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>

<u>Progressive Meter</u>		<u>Paytable SP-4</u>	<u>Paytable SP-5a</u>	<u>Paytable SP-5b</u>	<u>Paytable SP-5c</u>	<u>Paytable SP-6a</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$50,000</u>	<u>\$10,000</u>	<u>\$25,000</u>	<u>\$50,000</u>	<u>\$10,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>8%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>	<u>\$5,000</u>	<u>\$5,000</u>	<u>\$5,000</u>	<u>\$1,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>	<u>4%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$500</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>2%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>3%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$200</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$100</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>2%</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>	<u>6%</u>
<u>Club progressive meter</u>	<u>Seed/ Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>

<u>Progressive Meter</u>		<u>Paytable SP-6b</u>	<u>Paytable SP-6c</u>	<u>Paytable SP-7a</u>	<u>Paytable SP-7b</u>	<u>Paytable SP-7c</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$25,000</u>	<u>\$50,000</u>	<u>\$10,000</u>	<u>\$25,000</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$5,000</u>	<u>\$5,000</u>	<u>\$5,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>

<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$500</u>	<u>\$500</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>3%</u>	<u>3%</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$100</u>	<u>\$100</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>6%</u>	<u>6%</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>

<u>Progressive Meter</u>		<u>Paytable SP-8a</u>	<u>Paytable SP-8b</u>	<u>Paytable SP-8c</u>	<u>Paytable SP-9a</u>	<u>Paytable SP-9b</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>	<u>\$25,000</u>	<u>\$50,000</u>	<u>\$10,000</u>	<u>\$25,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>7.5%</u>	<u>7%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$1,000</u>	<u>\$10,000</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>	<u>6%</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$5,000</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>3%</u>	<u>3%</u>	<u>3%</u>	<u>4%</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>6%</u>	<u>6%</u>	<u>6%</u>	<u>3%</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$250</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

<u>Progressive Meter</u>		<u>Paytable SP-9c</u>
<u>Star progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$50,000</u>
<u>Star progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Spade progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>
<u>Spade progressive meter</u>	<u>Increment rate</u>	<u>6%</u>
<u>Heart progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$5,000</u>
<u>Heart progressive meter</u>	<u>Increment rate</u>	<u>4%</u>
<u>Diamond progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$1,000</u>
<u>Diamond progressive meter</u>	<u>Increment rate</u>	<u>3%</u>
<u>Club progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$250</u>
<u>Club progressive meter</u>	<u>Increment rate</u>	<u>3%</u>

<u>Progressive Meter</u>		<u>Paytable MLP-1a</u>	<u>Paytable MLP-1b</u>	<u>Paytable MLP-2</u>	<u>Paytable MLP-3</u>
<u>Progressive meter</u>	<u>Seed/Reseed amount</u>	<u>\$10,000</u>	<u>\$2,000</u>	<u>N/A</u>	<u>N/A</u>
<u>Progressive meter</u>	<u>Increment rate</u>	<u>21%</u>	<u>22%</u>	<u>N/A</u>	<u>N/A</u>
<u>Mega progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>\$10,000</u>	<u>\$10,000</u>
<u>Mega progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>11%</u>	<u>10%</u>
<u>Major progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>\$1,000</u>	<u>\$1,000</u>
<u>Major progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>10%</u>	<u>8%</u>
<u>Minor progressive meter</u>	<u>Seed/Reseed amount</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>\$250</u>
<u>Minor progressive meter</u>	<u>Increment rate</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>3%</u>

(j) No reserve meters shall be used to fund part or all of the reseed amounts under subsection (i).

(k) If the certificate holder selects Paytable MLP-1a, MLP-1b, MLP-2 or MLP-3, under subsection (h), an Envy bonus shall be paid to all players who placed a Five Card progressive payout wager in the following chart. The Envy bonus will not be paid to the player with the trigger hand combination.

<u>Hand</u>	<u>Envy Bonus</u>
<u>Royal flush</u>	<u>\$1,000</u>
<u>Straight flush</u>	<u>\$300</u>

CHAPTER 679c. THREE CARD PRIME SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

679c.1. Three Card Prime 2025.

679c.2. Mini-royal progressive.

679c.3. Mini-royal Dynamic progressive.

679c.4. Five Card progressive.

679c.5. Five Card multi-progressive.

679c.6. Five Card Dynamic progressive.

§ 679c.1. Three Card Prime 2025.

(a) A certificate holder may offer a variation of Three Card Prime, to be known for purposes of this section as Three Card Prime 2025. Except as provided in this section, Three Card Prime 2025 shall follow the rules and procedures of Three Card Prime as provided under Chapter 679a (relating to Three Card Prime).

(b) To begin play, a player must place an Ante wager, and any optional wagers under subsection (c), before “no more bets” is announced and cards are dealt in accordance with § 679a.8, § 679a.9 or § 679a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

€ The following wagers may be placed in the game of Three Card Prime 2025:

(1) The following optional wagers provided under § 679a.7(d) (relating to wagers):

(i) Prime wager, as outlined under § 679a.7(d)(2), which shall win if all three of the player’s cards are of the same color.

(ii) All Six Bonus wager, as outlined under § 679a.7(d)(4), which shall win if the player's three cards and the dealer's three cards form a three-of-a-kind or better as provided in § 679a.6(d) (relating to Three Card Prime rankings).

(2) Pair bonus, which shall win if the player's hand contains a pair or better as provided in the payable provided in subsection (f)(6).

(3) Mini-royal progressive, as provided in § 679c.2 (relating to Mini-royal progressive).

(4) Mini-royal Dynamic progressive, as provided in § 679c.3 (relating to Mini-royal Dynamic progressive).

(5) Five Card progressive, as provided in § 679c.4 (relating to Five Card progressive).

(6) Five Card multi-progressive, as provided in § 679c.5 (relating to Five Card multi-progressive).

(7) Five Card Dynamic progressive, as provided in § 679c.6 (relating to Five Card Dynamic progressive).

(d) Three Card Prime 2025 shall be dealt in accordance with § 679a.8, § 679a.9 or § 679a.10, except as the procedures relate to dealing an additional card for purposes of the Pair bonus wager. The Three Card Prime 2025 Pair bonus wager, authorized under subsection €(2), shall not utilize a fourth card in determination of the outcome.

€ If a player elects not to place a Play wager in accordance with § 679a.11(b) (relating to procedures for completion of each round of play), the player shall forfeit the Ante wager, but all optional wagers under subsection (c) shall remain in play.

(f) A certificate holder shall pay winning wagers as follows:

- (1) If the dealer's hand qualifies with a Queen-high or better and:
- (i) The player's hand beats the dealer's hand, Ante and Play wagers shall both win and be paid at odds of 1 to 1.
- (ii) The player's hand ties the dealer's hand, the Ante and Play wagers shall push.
- (iii) The player's hand is beaten by the dealer's hand, the Ante and Play wagers lose.
- (2) If the dealer's hand does not qualify with a Queen-high or better, the Ante wager shall pay at odds of 1 to 1 and the Play wager shall push.
- (3) A player shall receive an Ante bonus based upon their hand configuration in the following payable regardless of whether their hand is a win, push, loss or was forfeited. An Ante bonus shall be paid in addition to any other payouts owed to the player.

<u>Player Hand</u>	<u>Payout</u>
<u>Straight flush</u>	<u>5 to 1</u>
<u>Three-of-a-kind</u>	<u>4 to 1</u>
<u>Straight</u>	<u>1 to 1</u>

- (4) A certificate holder shall pay out winning Prime wagers, in accordance with the following payable:

<u>Hand</u>	<u>Payout</u>
<u>Same color player and dealer hand</u>	<u>4 to 1</u>
<u>Same color player hand</u>	<u>3 to 1</u>

- (5) A certificate holder shall pay out winning All Six bonus wagers as provided in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>
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Six-card royal flush—certificate holder selected suit	1,000 to 1	1,000 to 1	1,000 to 1
Six-card royal flush— all other suits	1,000 to 1	1,000 to 1	1,000 to 1
Five-card royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Five-card straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	50 to 1	50 to 1	100 to 1
Full house	25 to 1	25 to 1	20 to 1
Five-card flush	20 to 1	15 to 1	15 to 1
Five-card straight	10 to 1	10 to 1	9 to 1
Three-of-a-kind	5 to 1	5 to 1	8 to 1

<i>Hand</i>	<i>Paytable 4</i>	<i>Paytable 5</i>
Six-card royal flush— diamonds	1,000 to 1	200,000 to 1
Six-card royal flush— hearts, spades or clubs	1,000 to 1	20,000 to 1
Five-card royal flush	1,000 to 1	1,000 to 1
Five-card straight flush	200 to 1	200 to 1
Four-of-a-kind	100 to 1	50 to 1
Full house	20 to 1	20 to 1
Five-card flush	15 to 1	15 to 1
Five-card straight	10 to 1	10 to 1
Three-of-a-kind	7 to 1	5 to 1

(6) A certificate holder shall pay out winning Pair bonus wagers as provided in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>
Mini-royal flush	40 to 1	35 to 1	50 to 1
Straight flush	40 to 1	35 to 1	50 to 1
Three-of-a-kind	30 to 1	33 to 1	30 to 1
Straight	6 to 1	6 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

<i>Hand</i>	<i>Paytable 4</i>	<i>Paytable 5</i>
Mini-royal flush	40 to 1	100 to 1
Straight flush	40 to 1	50 to 1
Three-of-a-kind	30 to 1	25 to 1
Straight	6 to 1	6 to 1
Flush	3 to 1	3 to 1

Pair	1 to 1	1 to 1
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(g) The maximum payout limitation contemplated under § 679a.12(h) (relating to payout odds; Bad Beat Bonus) shall not apply to Three Card Prime 2025. Certificate holders shall pay players true odds.

§ 679c.2. Mini-royal progressive.

(a) If the certificate holder offers Three Card Prime in accordance with Chapter 679a (relating to Three Card Prime) or a variation of Three Card Prime under Chapter 679c (relating to Three Card Prime side wagers and variations), the certificate holder may, if specified in its Rules Submission filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed an Ante wager the optional Mini-royal progressive payout wager.

(b) In addition to the layout and signage for the Three Card Prime table under § 679a.2(b) (relating to Three Card Prime table physical characteristics), the layout shall include a designated area for the placement of the Mini-royal progressive payout wager.

€ If a certificate holder offers the Mini-royal progressive payout wager, the Three Card Prime table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of Mini-royal progressive payout wagers. If the certificate holder is offering the Mini-royal progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Mini-royal progressive payout wager.

(2) A device that controls or monitors the placement of Mini-royal progressive payout wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the recognition of a Mini-royal progressive payout wager that a player attempts to place after the dealer has announced “no more bets.”

(d) A Mini-royal progressive payout wager may be placed at any time prior to the dealer announcing “no more bets” under § 679a.8, § 679a.9 or § 679a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

€ After placing the Three Card Prime wagers as required in § 679a.7(d) (relating to wagers) and any optional wagers, including the Mini-royal progressive payout wager, the dealer shall deal the cards in accordance with § 679a.11(a) and (b) (relating to procedures for completion of each round of play). If a player, having made a Mini-royal progressive payout wager, chooses not to place a Play wager, thereby folding, the Mini-royal progressive payout wager shall not be forfeited but shall remain on the table until settled, consistent with the Prime, Pair bonus or All Six bonus wager.

(f) The dealer shall continue to deal the round to completion consistent with § 679a.11€—€. Mini-royal progressive payout wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 679a.11€.

(g) The Mini-royal progressive wagers shall win and be paid according to subsection (h) if the player’s cards form a hand comprising a designated winning combination under the certificate holder’s selected payable.

(h) The certificate holder shall pay out winning Mini-royal progressive payout wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules

Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
Mini-royal— certificate holder selected suit	100% progressive meter	100% progressive meter	100% progressive meter
Mini-royal—all other suits	500 for 1	500 for 1	500 for 1
Straight flush	75 for 1	100 for 1	70 for 1
Three-of-a-kind	50 for 1	90 for 1	60 for 1
Straight	5 for 1	Loss	6 for 1

(i) The initial seed and reseed amounts and increment rates listed in the following charts shall correspond with the paytable selected under subsection (h) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
Seed/Reseed amount (multiple of progressive wager amount)	2,000x	2,000x	2,000x
Increment rate	17%	17%	17%

(j) In the event that a player wins the Mini-royal progressive payout wager, an Envy bonus shall be paid to all other players that have placed a Mini-royal progressive payout wager. The Envy bonus shall be paid in addition to any other payouts the player may be entitled. The Envy bonus shall correspond to the Mini-royal paytable selected by the certificate holder.

<u>Outcome</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
Mini-royal— certificate holder selected suit	N/A	100x Mini-royal progressive wager	100x Mini-royal progressive wager
Mini-royal— all other suits	N/A	25x Mini-royal progressive wager	25x Mini-royal progressive wager

§ 679c.3. Mini-royal Dynamic progressive.

(a) A certificate holder may offer players the option to place a Mini-royal Dynamic progressive wager, a progressive wager variation of the Mini-royal progressive wager authorized under § 679c.2 (relating to Mini-royal progressive) with the possibility of randomly increased

payouts based upon the results of a random number generator. Unless otherwise specified under this section, the Mini-royal Dynamic progressive wager shall follow the rules and procedures of the Mini-royal progressive wager under § 679c.2.

(b) In addition to the layout and signage for the Three Card Prime table under § 679a.2(b) (relating to Three Card Prime table physical characteristics), the Three Card Prime table shall include all of the following:

(1) A progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Mini-royal Dynamic progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games).

(2) A board-approved random number generator that determines which, if any, of the Dynamic pays shall apply.

€ The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(3) A device which shall indicate any Dynamic pays which are selected by the random number generator and the potential payout odds that result.

(d) A Mini-royal Dynamic progressive wager may be placed at any time prior to the dealer announcing “no more bets” under § 679a.8, § 679a.9 or § 679a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

€ Following the announcement of “no more bets,” the random number generator shall be initiated and will select between one and three of the winning hand combinations for Dynamic pays. The selected Dynamic pays shall be displayed to indicate what increased payout is being awarded for which winning hand combination.

(f) The dealer shall then proceed to deal the cards in accordance with § 679a.11(a)—€ (relating to procedures for completion of each round of play). If a player, having made a Mini-royal Dynamic progressive payout wager, chooses not to place a Play wager, thereby folding, the Mini-royal progressive payout wager shall not be forfeited but shall remain on the table until settled, consistent with the Prime, Pair bonus or All Six bonus wager. Mini-royal Dynamic progressive wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 679a.11€.

(g) The certificate holder shall pay out winning Mini-royal Dynamic progressive wagers at the odds in the following payout table. If a player has won with a hand combination that indicates a Dynamic pays payout, the player shall be paid based upon the increased payout displayed by the progressive system.

<u>Paytable Dynamic 1</u>		
<u>Hand</u>	<u>Base Pay</u>	<u>Dynamic Pays</u>
<u>Mini-royal— certificate holder selected suit</u>	<u>100% progressive meter</u>	
<u>Mini-royal—all other suits</u>	<u>200 for 1</u>	<u>300 for 1; 400 for 1; 600 for 1; 800 for 1; 1,000 for 1; 1,200 for 1; 1,400 for 1; 1,600 for 1; 1,800 for 1; 2,000 for 1</u>
<u>Straight flush</u>	<u>20 for 1</u>	<u>30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1</u>

<u>Straight</u>		3 for 1; 4 for 1;
	2 for 1	6 for 1; 8 for 1; 10 for 1; 12 for 1; 14 for 1; 16 for 1; 18 for 1; 20 for 1

(h) The initial seed and reseed amount and increment rate listed in the following chart shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<u>Paytable Dynamic 1</u>	
<u>Seed/Reseed amount (multiple of progressive wager amount)</u>	<u>2,000x</u>
<u>Increment rate</u>	<u>17%</u>

§ 679c.4. Five Card progressive.

(a) If the certificate holder offers Three Card Prime in accordance with Chapter 679a (relating to Three Card Prime) or a variation of Three Card Prime under Chapter 679c (relating to Three Card Prime side wagers and variations), the certificate holder may, if specified in its Rules Submission filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed an Ante wager the optional Five Card progressive payout wager.

(b) In addition to the layout and signage for the Three Card Prime table under § 679a.2(b) (relating to Three Card Prime table physical characteristics), the layout shall include the following:

(1) A designated area for the placement of the Five Card progressive payout wager.

(2) A designated area for the placement of two community cards to be used in conjunction with the player's hand for purposes of forming a five-card hand for the Five Card progressive payout wager.

€ If a certificate holder offers the Five Card progressive payout wager, the Three Card Prime table must have a progressive table game system, in accordance with § 605a.7 (relating to

progressive table games), for the placement of Five Card progressive payout wagers. If the certificate holder is offering the Five Card progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with § 605a.8 (relating to linked progressive table games). The progressive table game system must include the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Five Card progressive payout wager.

(2) A device that controls or monitors the placement of Five Card progressive payout wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of a Mini-royal progressive payout wager that a player attempts to place after the dealer has announced “no more bets.”

(d) A Five Card progressive payout wager may be placed at any time prior to the dealer announcing “no more bets” under § 679a.8, § 679a.9 or § 679a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

€ After placing the Three Card Prime wagers as required in § 679a.7(d) (relating to wagers) and any optional wagers, including the Five Card progressive payout wager, the dealer shall deal the cards in accordance with § 679a.11(a) and (b) (relating to procedures for completion of each round of play). If a player, having made a Five Card progressive payout wager, chooses not to place a Play wager, thereby folding, the Five Card progressive payout wager shall not be forfeited but shall remain on the table until settled, consistent with the Prime, Pair bonus or All Six bonus wager.

(f) The dealer shall then deal two community cards face down onto the area designated under subsection (b)(2).

(g) The dealer shall continue to deal the round to completion consistent with § 679a.11€—€.

(h) Following the settlement of all other optional wagers, the dealer shall turn the two community cards face up. These two cards shall be combined with players' three-card hands to form the player's five-card hand for the Five Card progressive payout wager.

(i) Five Card progressive payout wagers shall win and be paid according to subsection (j) if the player's five-card hand forms a designated winning combination under the certificate holder's selected payable.

(j) The certificate holder shall pay out winning Five Card progressive payout wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>	<u>Paytable 4</u>
<u>Five-card royal flush</u>	<u>100% progressive meter</u>	<u>100% progressive meter</u>	<u>100% progressive meter</u>	<u>100% progressive meter</u>
<u>Five-card straight flush</u>	<u>1,500 for 1</u>	<u>2,500 for 1</u>	<u>1,000 for 1</u>	<u>2,000 for 1</u>
<u>Four-of-a-kind</u>	<u>250 for 1</u>	<u>250 for 1</u>	<u>200 for 1</u>	<u>250 for 1</u>
<u>Full house</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>100 for 1</u>	<u>75 for 1</u>
<u>Five-card flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>75 for 1</u>	<u>50 for 1</u>
<u>Five-card straight</u>	<u>25 for 1</u>	<u>25 for 1</u>	<u>20 for 1</u>	<u>20 for 1</u>
<u>Three-of-a-kind</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Two pair</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>

<u>Hand</u>	<u>Paytable 5</u>	<u>Paytable 6</u>	<u>Paytable 7</u>	<u>Paytable 8</u>
<u>Five-card royal flush</u>	<u>100% progressive meter</u>	<u>100% progressive meter</u>	<u>100% progressive meter</u>	<u>100% progressive meter</u>
<u>Five-card straight flush</u>	<u>100% progressive meter</u>	<u>1,500 for 1</u>	<u>100% progressive meter</u>	<u>2,000 for 1</u>
<u>Four-of-a-kind</u>	<u>250 for 1</u>	<u>250 for 1</u>	<u>200 for 1</u>	<u>250 for 1</u>
<u>Full house</u>	<u>75 for 1</u>	<u>75 for 1</u>	<u>75 for 1</u>	<u>75 for 1</u>
<u>Five-card flush</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Five-card straight</u>	<u>20 for 1</u>	<u>20 for 1</u>	<u>30 for 1</u>	<u>25 for 1</u>
<u>Three-of-a-kind</u>	<u>5 for 1</u>	<u>10 for 1</u>	<u>5 for 1</u>	<u>5 for 1</u>
<u>Two pair</u>	<u>3 for 1</u>	<u>N/A</u>	<u>3 for 1</u>	<u>2 for 1</u>

<u>Hand</u>	<u>Paytable 9</u>	<u>Paytable 10</u>	<u>Paytable 11</u>	<u>Paytable 12</u>
<u>Five-card royal flush</u>	100% progressive meter	100% progressive meter	100% progressive meter	100% progressive meter
<u>Five-card straight flush</u>	2,500 for 1	2,000 for 1	10% progressive meter	10% progressive meter
<u>Four-of-a-kind</u>	250 for 1	300 for 1	300 for 1	300 for 1
<u>Full house</u>	100 for 1	50 for 1	50 for 1	50 for 1
<u>Five-card flush</u>	50 for 1	40 for 1	40 for 1	40 for 1
<u>Five-card straight</u>	20 for 1	30 for 1	30 for 1	30 for 1
<u>Three-of-a-kind</u>	10 for 1	10 for 1	10 for 1	9 for 1
<u>Two pair</u>	N/A	N/A	N/A	N/A

<u>Hand</u>	<u>Paytable 13</u>	<u>Paytable 14</u>
<u>Five-card royal flush</u>	100% progressive meter	100% progressive meter
<u>Five-card straight flush</u>	10% progressive meter	10% progressive meter
<u>Four-of-a-kind</u>	300 for 1	250 for 1
<u>Full house</u>	50 for 1	75 for 1
<u>Five-card flush</u>	40 for 1	50 for 1
<u>Five-card straight</u>	30 for 1	25 for 1
<u>Three-of-a-kind</u>	9 for 1	10 for 1
<u>Two pair</u>	N/A	N/A

<u>Hand</u>	<u>Paytable 15</u>	<u>Paytable 16</u>	<u>Paytable 17</u>	<u>Paytable 18</u>
<u>Five-card royal flush</u>	100% progressive meter	100% progressive meter	100% progressive meter	100% progressive meter
<u>Five-card straight flush</u>	500 for 1	1,000 for 1	2,500 for 1	500 for 1
<u>Four-card straight flush</u>	200 for 1	200 for 1	150 for 1	200 for 1
<u>Five-card flush</u>	50 for 1	50 for 1	75 for 1	75 for 1
<u>Four-card flush</u>	5 for 1	5 for 1	5 for 1	5 for 1

(k) The seed, increment rates and reserve increment rates listed in the following charts shall correspond with the payable selected under subsection (j) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

	<u>Paytable 1</u>	<u>Paytable 2</u>	<u>Paytable 3</u>	<u>Paytable 4</u>	<u>Paytable 5</u>	<u>Paytable 6</u>
<u>Seed (multiple of progressive wager amount)</u>	10,000x	10,000x	10,000x	10,000x	2,000x	10,000x
<u>Increment rate</u>	22%	22%	22%	30%	15%	21%
<u>Reserve rate</u>	N/A	N/A	N/A	N/A	N/A	N/A

	Paytable 7	Paytable 8	Paytable 9	Paytable 10	Paytable 11	Paytable 12
Seed (multiple of progressive wager amount)	2,000x	N/A	N/A	N/A	N/A	10,000x
Increment rate	15%	15%	15%	15%	18%	22%
Reserve rate	N/A	3%	3%	4%	3%	N/A

	Paytable 13	Paytable 14	Paytable 15	Paytable 16	Paytable 17	Paytable 18
Seed (multiple of progressive wager amount)	10,000x	10,000x	N/A	N/A	N/A	N/A
Increment rate	22%	21%	26%	26%	22%	25%
Reserve rate	N/A	N/A	4%	4%	4%	4%

(l) In the event that a player wins the Five Card progressive payout wager, an Envy bonus shall be paid to all other players that have placed a Five Card progressive payout wager. The Envy bonus shall be paid in addition to any other payouts which the player may be entitled. The Envy bonus shall correspond to the Five Card progressive paytable selected by the certificate holder as follows:

Paytable 1	N/A
Paytable 2	N/A
Paytable 3	N/A
Paytable 4	N/A
Paytable 5	N/A
Paytable 6	N/A
Paytable 7	N/A
Paytable 8	N/A
Paytable 9	N/A
Paytable 10	N/A
Paytable 11	N/A
Paytable 15	N/A
Paytable 16	N/A
Paytable 17	N/A
Paytable 18	N/A

Hand	Paytable 12	Paytable 13	Paytable 14
Five-card royal flush (multiple of progressive wager amount)	1,000x	5,000x	1,000x
Five-card straight flush (multiple of progressive wager amount)	300x	1,500x	250x

§ 679c.5. Five Card multi-progressive.

(a) A certificate holder may offer players the option to place a Five Card multi-progressive wager, a progressive variation of the Five Card progressive wager authorized under § 679c.4 (relating to Five Card progressive) with multiple progressive meters. Unless otherwise specified under this section, the Five Card multi-progressive shall follow the rules and procedures of the Five Card progressive under § 679c.4.

(b) The certificate holder shall pay out winning Five Card multi-progressive wagers at the odds in one of the following paytables, selected by the certificate holder in its Rules

Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<u>Hand</u>	<u>Paytable MP1</u>	<u>Paytable MP2</u>	<u>Paytable MP3</u>	<u>Paytable MP4</u>	<u>Paytable MP5</u>
<u>Five-card royal flush</u> <u>(certificate holder specified</u> <u>suit)</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>100% mega</u> <u>progressive meter</u>	<u>100% mega</u> <u>progressive meter</u>
<u>Five-card royal flush</u>	<u>100% mega</u> <u>progressive meter</u>	<u>100% mega</u> <u>progressive meter</u>	<u>100% mega</u> <u>progressive meter</u>	<u>100% major</u> <u>progressive meter</u>	<u>100% major</u> <u>progressive meter</u>
<u>Five-card straight flush</u>	<u>100% major</u> <u>progressive meter</u>	<u>100% major</u> <u>progressive meter</u>	<u>100% major</u> <u>progressive meter</u>	<u>100% minor</u> <u>progressive meter</u>	<u>100% minor</u> <u>progressive meter</u>
<u>Four-of-a-kind</u>	<u>300 for 1</u>	<u>300 for 1</u>	<u>100% minor</u> <u>progressive meter</u>	<u>300 for 1</u>	<u>300 for 1</u>
<u>Full house</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>100 for 1</u>
<u>Flush</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>50 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>25 for 1</u>
<u>Three-of-a-kind</u>	<u>10 for 1</u>	<u>9 for 1</u>	<u>10 for 1</u>	<u>N/A</u>	<u>5 for 1</u>
<u>Two pair</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>

€ The seed, increment rates and reserve increment rates listed in the following chart shall correspond with the payable selected under subsection (b) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Paytable</u>	<u>Meter</u>	<u>Seed</u>	<u>Increment Rate</u>	<u>Reserve Rate</u>
<u>MP1</u>	<u>Mega</u>	<u>N/A</u>	<u>12%</u>	<u>3%</u>
<u>MP1</u>	<u>Major</u>	<u>N/A</u>	<u>5%</u>	<u>2%</u>
<u>MP2</u>	<u>Mega</u>	<u>N/A</u>	<u>12%</u>	<u>3%</u>
<u>MP2</u>	<u>Major</u>	<u>N/A</u>	<u>6%</u>	<u>2%</u>
<u>MP3</u>	<u>Mega</u>	<u>N/A</u>	<u>11%</u>	<u>3%</u>

MP3	Major	N/A	6%	2%
MP3	Minor	150x	5%	N/A
MP4	Mega	N/A	10%	3%
MP4	Major	N/A	11%	3%
MP4	Minor	N/A	11%	3%
MP5	Mega	N/A	8%	2%
MP5	Major	N/A	7%	2%
MP5	Minor	N/A	6%	2%

(d) In the event that a player wins the Five Card multi-progressive wager, an Envy bonus shall be paid to all other players that have placed a Five Card multi-progressive wager. The Envy bonus shall be paid in addition to any other payouts the player may be entitled. The Envy bonus shall correspond to the Five Card multi-progressive payable selected by the certificate holder as follows:

<u>Hand</u>	<u>Paytable MP1</u>	<u>Paytable MP2</u>	<u>Paytable MP3</u>	<u>Paytable MP4</u>	<u>Paytable MP5</u>
<u>Five-card royal flush (certificate holder specified suit)</u>	<u>N/A</u>	<u>N/A</u>	<u>N/A</u>	<u>1,000x</u>	<u>1,000x</u>
<u>Five-card royal flush</u>	<u>N/A</u>	<u>1,000x</u>	<u>1,000x</u>	<u>400x</u>	<u>400x</u>
<u>Five-card straight flush</u>	<u>N/A</u>	<u>300x</u>	<u>300x</u>	<u>200x</u>	<u>200x</u>

§ 679c.6. Five Card Dynamic progressive.

(a) A certificate holder may offer players the option to place a Five Card Dynamic progressive wager, a progressive wager variation of the Five Card progressive wager authorized under § 679c.4 (relating to Five Card progressive) with the possibility of randomly increased payouts based upon the results of a random number generator. Unless otherwise specified under this section, the Five Card Dynamic progressive wager shall follow the rules and procedures of the Five Card progressive wager under § 679c.4.

(b) In addition to the layout and signage for the Three Card Prime table under § 679a.2(b) (relating to Three Card Prime table physical characteristics), the Three Card Prime table shall include all of the following:

(1) A progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Five Card Dynamic progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games).

(2) A board-approved random number generator that determines which, if any, of the Dynamic pays shall apply.

€ The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(3) A device which shall indicate any Dynamic pays which are selected by the random number generator and the potential payout odds that result.

(d) A Five Card Dynamic progressive wager may be placed at any time prior to the dealer announcing “no more bets” under § 679a.8, § 679a.9 or § 679a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

€ Following the announcement of “no more bets,” the random number generator shall be initiated and will select between one and three of the winning hand combinations for Dynamic

pays. The selected Dynamic pays shall be displayed to indicate what increased payout is being awarded for which winning hand combination.

_____ (f) The dealer shall then proceed to deal the cards in accordance with § 679c.4€—(h).

_____ (g) The certificate holder shall pay out winning Five Card Dynamic progressive wagers at the odds in the following payout tables. If a player has won with a hand combination that indicates a Dynamic pays payout, the player shall be paid based upon the increased payout displayed by the progressive system.

Paytable Dynamic 1		
Hand	Base Pay	Dynamic Pays
Five-card royal flush	100% progressive meter	
Five-card straight flush	500 for 1	750 for 1; 1,000 for 1; 1,500 for 1; 2,000 for 1; 2,500 for 1; 3,000 for 1; 3,500 for 1; 4,000 for 1; 4,500 for 1; 5,000 for 1
Four-of-a-kind	100 for 1	150 for 1; 200 for 1; 300 for 1; 400 for 1; 500 for 1; 600 for 1; 700 for 1; 800 for 1; 900 for 1; 1,000 for 1
Full house	20 for 1	30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1
Five-card flush	10 for 1	15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1
Five-card straight	6 for 1	9 for 1; 12 for 1; 18 for 1; 24 for 1; 30 for 1; 36 for 1; 42 for 1; 48 for 1; 54 for 1; 60 for 1
Three-of-a-kind	4 for 1	6 for 1; 8 for 1; 12 for 1; 16 for 1; 20 for 1; 24 for 1; 28 for 1; 32 for 1; 36 for 1; 40 for 1
Two pair	N/A	N/A

Paytable Dynamic 2		
Hand	Base Pay	Dynamic Pays
Five-card royal flush	100% progressive meter	
Five-card straight flush	500 for 1	750 for 1; 1,000 for 1; 1,500 for 1; 2,000 for 1; 2,500 for 1; 3,000 for 1; 3,500 for 1; 4,000 for 1; 4,500 for 1; 5,000 for 1
Four-of-a-kind	50 for 1	75 for 1; 100 for 1; 150 for 1; 200 for 1; 250 for 1; 300 for 1; 350 for 1; 400 for 1; 450 for 1; 500 for 1
Full house	20 for 1	30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1
Five-card flush	10 for 1	15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1
Five-card straight	6 for 1	9 for 1; 12 for 1; 18 for 1; 24 for 1; 30 for 1; 36 for 1; 42 for 1; 48 for 1; 54 for 1; 60 for 1
Three-of-a-kind	4 for 1	6 for 1; 8 for 1; 12 for 1; 16 for 1; 20 for 1; 24 for 1; 28 for 1; 32 for 1; 36 for 1; 40 for 1
Two pair	N/A	N/A

<u>Paytable Dynamic 3</u>		
<u>Hand</u>	<u>Base Pay</u>	<u>Dynamic Pays</u>
<u>Five-card royal flush</u>	<u>100% progressive meter</u>	
<u>Five-card straight flush</u>	<u>1,000 for 1</u>	<u>1,500 for 1; 2,000 for 1; 3,000 for 1; 4,000 for 1; 5,000 for 1; 6,000 for 1; 7,000 for 1; 8,000 for 1; 9,000 for 1; 10,000 for 1</u>
<u>Four-of-a-kind</u>	<u>100 for 1</u>	<u>150 for 1; 200 for 1; 300 for 1; 400 for 1; 500 for 1; 600 for 1; 700 for 1; 800 for 1; 900 for 1; 1,000 for 1</u>
<u>Full house</u>	<u>20 for 1</u>	<u>30 for 1; 40 for 1; 60 for 1; 80 for 1; 100 for 1; 120 for 1; 140 for 1; 160 for 1; 180 for 1; 200 for 1</u>
<u>Five-card flush</u>	<u>10 for 1</u>	<u>15 for 1; 20 for 1; 30 for 1; 40 for 1; 50 for 1; 60 for 1; 70 for 1; 80 for 1; 90 for 1; 100 for 1</u>
<u>Five-card straight</u>	<u>8 for 1</u>	<u>12 for 1; 16 for 1; 24 for 1; 32 for 1; 40 for 1; 48 for 1; 56 for 1; 64 for 1; 72 for 1; 80 for 1</u>
<u>Three-of-a-kind</u>	<u>4 for 1</u>	<u>6 for 1; 8 for 1; 12 for 1; 16 for 1; 20 for 1; 24 for 1; 28 for 1; 32 for 1; 36 for 1; 40 for 1</u>
<u>Two pair</u>	<u>N/A</u>	<u>N/A</u>

(h) The initial seed amount, increment rate and reserve rate listed in the following chart shall correspond with the paytable selected under subsection (g) and shall be included by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

	<u>Paytable Dynamic 1</u>	<u>Paytable Dynamic 2</u>	<u>Paytable Dynamic 3</u>
<u>Seed amount</u>	<u>5,000x</u>	<u>5,000x</u>	<u>5,000x</u>
<u>Increment rate</u>	<u>15%</u>	<u>14%</u>	<u>15%</u>
<u>Reserve rate</u>	<u>4%</u>	<u>4%</u>	<u>4%</u>

CHAPTER 689c. DREAMCATCHER SIDE WAGERS AND VARIATIONS—FINAL REGULATIONS

Sec.

689c.1. Majestic Wheelshow.

§ 689c.1. Majestic Wheelshow.

(a) A certificate holder may offer Majestic Wheelshow, a variation of Dreamcatcher, a wheel-based game with the possibility of randomly increased payouts based upon the results of a random number generator. Except as provided under this section, the rules and procedures shall follow Chapter 689a (relating to Dreamcatcher).

(b) Majestic Wheelshow shall be conducted on a wheel divided into 54 equally spaced sections and a random number generator-based device to show increased payouts. The wheel shall contain 20 sections containing the number 1, 13 sections containing the number 2, 6 sections containing the number 5, 4 sections containing the number 7, 3 sections containing the number 10, 2 sections containing the number 15, 2 sections containing the number 20, 1 section containing the number 25, 1 section containing the number 40 and 2 sections containing the word Booster.

(c) The sections required under subsection (b) shall be arranged clockwise around the rim of the wheel in the following order: 1, 20, 2, 1, 10, 2, 5, 1, 15, 2, 1, 5, 1, 7, 1, 35, 2, 1, 5, 2, 1, Booster, 2, 1, 2, 7, 1, 2, 20, 1, 5, 1, 10, 1, 2, 15, 1, 5, 1, 7, 1, 2, 40, 1, 2, 10, 1, 2, Booster, 1, 5, 1, 2, 7.

(d) Each section of the wheel displays the minimum payout odds for wagers placed on that section. For example, the minimum payout odds for sections with the number 2 are 2 to 1.

(e) The sections containing the word Booster, if landed on, trigger the random number generator to randomly select one of the following Booster multipliers: 2x, 3x, 4x, 5x, 8x, 10x, 15x, 20x, 30x or 50x.

(f) Prior to the spin of the wheel, the dealer shall announce “no more bets.”

(g) Immediately following the “no more bets” announcement, the random number generator shall be initiated to select a Majestic Number, from one of the nine numbers the player can bet on to receive an increased payout. The sets of increased payouts for the nine possible Majestic Numbers are as follows:

(1) For the segments with 1: 2, 3, 4, 5, 9, 15, 20, 45, 55, 100.

(2) For the segments with 2: 4, 5, 8, 10, 15, 19, 25, 75, 100, 150.

(3) For the segments with 5: 10, 15, 25, 30, 50, 75, 80, 100, 150, 200.

(4) For the segments with 7: 15, 20, 30, 40, 50, 100, 150, 200, 250, 300.

(5) For the segments with 10: 20, 30, 40, 80, 100, 200, 250, 300, 350, 400.

(6) For the segments with 15: 30, 40, 50, 80, 100, 200, 300, 350, 400, 500.

(7) For the segment with 20: 30, 33, 40, 50, 60, 70, 100, 200, 300, 500.

(8) For the segment with 35: 60, 70, 80, 90, 100, 200, 300, 400, 600, 700.

(9) For the segment with 40: 60, 70, 80, 90, 100, 200, 300, 400, 800, 1,000.

(h) After the Majestic Number has been randomly selected and displayed to the players along with its increased payout, the wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a spin.

(i) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.

(j) If the clapper comes to rest between two segments upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(k) If, upon competition of the spin, the wheel comes to rest on the Booster section of the wheel, the random number generator shall be triggered to select one of the Booster multipliers under subsection (e). The Booster number shall be displayed, and all segments of the wheel shall be multiplied by the bonus multiplier, including the Majestic Number's increased payout under subsection (g). The dealer shall then proceed to spin the wheel again and pay winning wagers in accordance with subsection (m).

(l) If the wheel comes to rest on a Booster section again, the process for selecting and applying a Booster multiplier under subsection (k) shall commence again. Successive Booster multipliers shall stack multiplicatively until the bonus spin results in the clapper coming to rest on a number segment.

(m) *Payout odds.*

(1) A certificate holder shall pay out winning Majestic Wheelshow wagers at no less than the odds in the following table:

<u>Result</u>	<u>Payout odds</u>
<u>1</u>	<u>1 to 1</u>
<u>2</u>	<u>2 to 1</u>
<u>5</u>	<u>5 to 1</u>
<u>7</u>	<u>7 to 1</u>
<u>10</u>	<u>10 to 1</u>
<u>15</u>	<u>15 to 1</u>
<u>20</u>	<u>20 to 1</u>
<u>35</u>	<u>35 to 1</u>
<u>40</u>	<u>40 to 1</u>

_____ (2) If a number is selected as a Majestic Number, the certificate holder shall pay no less than the value displayed as the increased payout for the Majestic Number for the relevant number.

_____ (3) Notwithstanding any other provisions of this section, payouts shall be capped at 20,000 to 1.

CHAPTER 690a. CRAZY TIME

Sec.

690a.1. Crazy Time layout; physical characteristics.

690a.2. Wagers and rotation of the wheel.

690a.3. Top Slot multiplier.

690a.4. Payout odds.

690a.5. Coin Flip bonus game.

690a.6. Cash Hunt bonus game.

690a.7. Pachinko bonus game.

690a.8. Crazy Time World bonus game.

§ 690a.1. Crazy Time layout; physical characteristics.

_____ (a) Crazy Time gaming shall be conducted at a circular wheel at least 5 feet in diameter.

The rim of the wheel must be divided into 54 equally spaced sections with 21 sections containing the number 1, 13 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 4 sections containing the Coin Flip bonus game symbol, 2 sections containing the Cash Hunt bonus game symbol, 2 sections containing the Pachinko bonus game symbol and 1 section containing the Crazy Time World bonus game symbol.

_____ (b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: 1, 2, 5, 1, 2, Pachinko bonus game, 1, 5, 1, 2, 1, Coin Flip bonus game, 1, 2, 1, 10, 2, Cash Hunt bonus game, 1, 2, 1, 5, 1, Coin Flip bonus game, 1, 5, 2, 10, 1, Pachinko bonus game, 1, 2, 5, 1, 2, Coin Flip bonus game, 1, 10, 1, 5, 1, Cash Hunt bonus game, 1, 2, 5, 1, 2, Coin Flip bonus game, 2, 1, 10, 2, 1, Crazy Time World bonus game.

_____ (c) Each section of the wheel must also display the base payout odds in § 690a.4 (relating to payout odds) for the wager, except when the following occur:

_____ (1) The final payout odds for each wager may be increased based upon the results of the Top Slot multiplier as outlined under § 690a.3 (relating to Top Slot multiplier).

(2) The final payout odds for any bonus game shall be established during the play of the bonus game as outlined in § § 690a.5—690a.8.

(d) The sections containing bonus game symbols trigger a subsequent bonus game.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Crazy Time table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for a Crazy Time table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) Specific betting areas for the placement of wagers including spaces for 1, 2, 5, 10, Coin Flip bonus game, Cash Hunt bonus game, Pachinko bonus game and Crazy Time World bonus game.

(3) The payout odds for each of the permissible wagers.

(4) The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

§ 690a.2. Wagers and rotation of the wheel.

(a) Prior to the spin of the Crazy Time wheel, the dealer shall announce “no more bets.”

(b) The Crazy Time wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager's position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) If upon completion of the spin the wheel comes to rest on a section of the wheel with 1, 2, 5 or 10, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 690a.4 (relating to payout odds).

(f) If upon completion of the spin the wheel comes to rest on a section of the wheel with a Coin Flip bonus game symbol, a Cash Hunt bonus game symbol, a Pachinko bonus game symbol or the Crazy Time World bonus game symbol, the dealer shall first collect all losing wagers. The dealer shall then proceed to play the winning bonus game to determine the payout odds and pay off all winning wagers.

§ 690a.3. Top Slot multiplier.

(a) The Top Slot multiplier shall be a slot machine-style game to determine what, if any, multiplier shall be applied to the Crazy Time game.

(b) The Top Slot multiplier shall consist of the following two reels:

(1) The first reel shall contain each of the betting options available to players: 1, 2, 5, 10, Coin Flip bonus game, Cash Hunt bonus game, Pachinko bonus game and Crazy Time World bonus game.

(2) The second reel shall contain potential multipliers consisting of 1, 2, 3, 4, 5, 7, 10, 15 and 20.

(c) The Top Slot multiplier shall be spun during each round of Crazy Time. The Top Slot multiplier spin shall commence concurrently with the spinning of the Crazy Time wheel under § 690a.2(b) (relating to wagers and rotation of the wheel). The following apply:

(1) If the first reel (betting option) and second reel (multiplier) align, then the multiplier shown shall be applied to the betting option shown.

(2) If the first reel (betting option) and the second reel (multiplier) do not align on both a betting option and a multiplier, then no Top Slot multiplier shall be applied to the Crazy Time game.

§ 690a.4. Payout odds.

(a) A certificate holder shall pay out winning Crazy Time wagers at no less than the odds in the following paytable:

<u>Result</u>	<u>Payout Odds</u>
<u>1</u>	<u>1 to 1</u>
<u>2</u>	<u>2 to 1</u>
<u>5</u>	<u>5 to 1</u>
<u>10</u>	<u>10 to 1</u>
<u>Coin Flip</u>	<u>2 to 1</u>
<u>Cash Hunt</u>	<u>5 to 1</u>
<u>Pachinko</u>	<u>2 to 1</u>
<u>Crazy Time World</u>	<u>15 to 1</u>

(b) If upon completion of the spin the wheel came to rest on a bonus game section of the wheel, the bonus game shall be played to determine the winning wager payout odds in accordance with § § 690a.5—690a.8.

(c) Notwithstanding subsections (a) and (b), if a Top Slot multiplier was triggered in accordance with § 690a.3 (relating to Top Slot multiplier), then the winning payout odds shall

be applied. For example, if a Top Slot multiplier results in 7x on the 5 betting position, winning bets on the 5 would be paid at odds of 35 to 1. Similarly, if a Coin Flip bonus game results in a winning payout of 10x (10 to 1) and the Top Slot multiplier during the base game resulted in 7x on the Coin Flip betting position, then the winning Coin Flip wager would be settled as odds of 70 to 1.

§ 690a.5. Coin Flip bonus game.

(a) Coin Flip is a bonus game in which the result of a coin flip determines the payout odds.

(b) The Coin Flip game shall be comprised of a coin with two distinct sides, such as red and blue.

(c) Before the coin is flipped, multiplier values shall be randomly generated and assigned to either side of the coin. The following apply to multipliers:

(1) The multipliers may range from 2x to 100x.

(2) If a Top Slot multiplier is applied in accordance with subsection (c), the final payout odds may exceed the 100x stated in paragraph (1).

(d) Once multiplier values have been assigned, the coin shall be flipped and the side of the coin that comes to rest face up shall constitute the winning payout odds.

(e) If applicable, the Top Slot multiplier authorized under § 690a.3 (relating to Top Slot multiplier) shall be multiplied by the payout odds determined in accordance with subsection (c) prior to the coin being flipped. For example, if the Coin Flip results in 5x (5 to 1 odds) and the Top Slot multiplier was 7x on the Coin Flip bonus game, then the winning payout odds for the round would be 35 to 1.

(f) Notwithstanding subsection (d), a Rescue Flip may randomly be activated after an initial flip where all of the following occur:

(1) The small multiplier was 2x or 3x.

(2) The big multiplier was greater than 15x.

(3) The coin landed with the small multiplier facing up.

(g) If the conditions of subsection (f)(1)—(3) have been met, a Rescue Flip may commence, with the coin being flipped and the face up side of the coin constituting the winning payout odds. The result of the Rescue Flip is the final outcome.

§ 690a.6. Cash Hunt bonus game.

(a) Cash Hunt is a shooting gallery-style bonus game in which the payout odds are revealed by shooting a symbol to reveal the payout odds hidden beneath.

(b) Cash Hunt shall be comprised of a board containing 108 multipliers. The following apply:

(1) The multipliers may range from 5x to 500x.

(2) If a Top Slot multiplier is applied in accordance with subsection (g), the final payout odds may exceed the 500x stated in paragraph (1).

(c) At the beginning of the Cash Hunt game, the multipliers shall start by being visible to players. The multipliers shall then be covered by symbols and shuffled.

(d) Following the shuffling of the multipliers, a countdown timer shall commence, indicating the time a player has left to select one of the 108 symbols. If the player does not make a selection before the time elapses, one of the 108 symbols will be automatically selected at random.

(e) After a symbol has been selected, the multiplier beneath shall be revealed and shall constitute the winning payout odds.

(f) Each eligible player's payout shall be based upon their individual selection made in accordance with subsection (d) and not on the outcome of any other player's selection.

(g) If applicable, the Top Slot multiplier authorized under § 690a.3 (relating to Top Slot multiplier) shall be multiplied by all 108 payout odds prior to the multipliers being covered and shuffled under subsection (c). For example, if the initial Cash Hunt multiplier is 5x (5 to 1 odds) and the Top Slot multiplier was 7x, the Cash Hunt multiplier would become 35x (35 to 1) prior to the multiplier being covered and shuffled.

§ 690a.7. Pachinko bonus game.

(a) Pachinko is a bonus game in which a puck is dropped down a wall to determine the winning multiplier.

(b) Pachinko shall be conducted on a Pachinko board which shall be a wall consisting of a multitude of pegs above 16 landing spots which display potential multipliers.

(c) The Pachinko game shall begin with potential multiplier being generated and displayed at the bottom of the Pachinko board. The following apply to multipliers:

(1) The multipliers may range from 2x to 400x.

(2) In addition to the multiplier range stated in paragraph (1), "Double" may be displayed in one slot.

(3) If a Top Slot multiplier is applied in accordance with subsection (f), the final payout odds may exceed the 400x stated in paragraph (1).

(d) The game presenter shall drop the puck from the randomly selected location at the top of the Pachinko board in the area directly above and between landing spots 4 through 13—the center half of the Pachinko board. The puck will proceed to travel through the pegs on the board and come to rest in one of the landing spots indicating the winning payout odds.

(e) In the event that the puck comes to rest in slot marked “Double,” all of the following apply:

(1) All other multipliers in the other landing spots shall be doubled.

(2) The “Double” shall be replaced with 50x.

(3) The puck drop zone shall be randomly selected and the game presenter shall drop the puck from the randomly selected drop zone.

(4) The puck shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds.

(f) If applicable, the Top Slot multiplier authorized under § 690a.3 (relating to Top Slot multiplier) shall be multiplied by all 16 payout odds prior to the puck being dropped in accordance with subsection (d). For example, if the initial Pachinko multiplier is 5x (5 to 1 odds) and the Top Slot multiplier was 7x on Pachinko, the multiplier would become 35x (35 to 1).

(g) Notwithstanding subsections (d) and (e), a Rescue Drop may randomly be activated when the puck comes to rest on a 2x, 3x or 4x multiplier. When a Rescue Drop is activated, all of the following apply:

(1) A multiplier lower than the triggering multiplier shall be updated to be equal to the triggering multiplier. For example, if the puck came to rest in a 4x multiplier slot, all 2x or 3x shall be replaced with 4x.

_____ (2) A multiplier equal to or greater than the triggering multiplier shall remain the same. For example, if the puck came to rest in a 4x multiplier slot, the 4x and any multipliers greater than 4x will remain unchanged.

_____ (3) The puck drop zone shall be randomly selected and the game presenter shall drop the puck from the randomly selected drop zone.

_____ (4) The puck shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds. No additional Rescue Drops shall follow.

§ 690a.8. Crazy Time World bonus game.

_____ (a) Crazy Time World is a virtual wheel-based bonus game.

_____ (b) Crazy Time World shall be played on a wheel comprised of 64 sections and three clappers. The following apply:

_____ (1) Each of the 64 sections of the wheel shall contain multipliers ranging from 15x to 400x.

_____ (2) In addition to the multiplier range stated in paragraph (1), “Double” may be displayed in one section of the wheel.

_____ (3) The multipliers shall be randomly assigned to the 64 wheel sections.

_____ (4) The three clappers shall be spaced so that there are at least two sections of the wheel between clappers. For example, if the first clapper is on section 1, then the second clapper will be on section 4, and the third clapper shall be on section 7.

(5) If a Top Slot multiplier is applied in accordance with subsection (f), or the doubling outlined under subsection (e), the final payout odds may exceed the 400x stated in paragraph (1).

(c) At the beginning of the Crazy Time World game, a countdown timer shall commence, indicating the time a player has left to select one of the three clappers. If the player does not make a selection before the time elapses, one of the clappers will be automatically selected at random.

(d) After the time for players to select a clapper has elapsed, the game presenter shall start the wheel rotation by pressing the button. When the wheel stops spinning, the multiplier indicated by the player's selected clapper shall constitute the winning payout odds.

(e) In the event that the player's selected clapper comes to rest on wheel section marked "Double," all of the following apply:

(1) All multipliers on the wheel shall be doubled and the wheel spun again.

(2) Only those players who selected the clapper which landed on double shall continue to take part. The result of the spin shall constitute the winning payout odds.

(3) If the clapper lands on a section marked with "Double" a second time, all multipliers on the wheel shall be doubled a second time. The "Double" shall be replaced by a 50x multiplier and the wheel spun again. The result of the spin shall constitute the winning payout odds and may exceed the 400x stated in subsection (b)(1).

(f) If applicable, the Top Slot multiplier authorized under § 690a.3 (relating to Top Slot multiplier) shall be multiplied by all 64 payout odds prior to the timer for players to select a clapper commencing under subsection (c). For example, if the initial Crazy Time World

multiplier is 15x (15 to 1 odds) and the Top Slot multiplier was 7x on Crazy Time World, the multiplier would become 105x (105 to 1).

CHAPTER 691a. FIVE CARD ROULETTE

Sec.

691a.1. Five Card Roulette table; physical characteristics.

691a.2. Cards; number of decks.

691a.3. Opening of the table for gaming.

691a.4. Shuffle and cut of the cards.

691a.5. Wagers.

691a.6. Procedure for dealing the cards from a manual dealing shoe.

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691a.8. Procedure for completion of each round of play.

691a.9. Payout odds.

691a.10. Irregularities.

§ 691a.1. Five Card Roulette table; physical characteristics.

(a) Five Card Roulette shall be played at a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Five Card Roulette table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum, the following:

(1) The name or logo of the certificate holder.

(2) A betting area designated for the placement of the Ante wager for each player.

(3) A separate area designated for the placement of each optional wager authorized under § 691a.5 (relating to wagers) for each player.

(4) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Five Card Roulette table.

(c) Decks of cards used for the play of Five Card Roulette shall be kept on the Five Card Roulette table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). This area may be part of the table inventory container.

(d) Each Five Card Roulette table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.

(e) Each Five Card Roulette table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 691a.2. Cards; number of decks.

(a) Except as provided in subsection (b), Five Card Roulette shall be played with one deck of cards that are identical in appearance and one cover card. A Five Card Roulette deck of cards shall consist of 54 cards—a standard deck of 52 cards with the addition of 2 joker cards.

(b) If an automatic card shuffling device is utilized, Five Card Roulette 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 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 of cards shall 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 Five Card Roulette shall be changed at least every:

(1) Four hours if the cards are dealt by hand.

(2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

§ 691a.3. Opening of the table for gaming.

(a) After receiving two decks of cards at the table, the dealer shall inspect each deck for any defects. The floorperson or above 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 seated at the table. The cards shall be spread out according to suit and in sequence.

(c) After the first player seated at the table is afforded an opportunity to visually inspect the cards, each deck shall separately be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Each deck of cards shall then be shuffled in accordance with § 691a.4 (relating to shuffle and cut of the cards).

(d) If an automated card shuffling device is utilized 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).

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)—(d) do not apply.

§ 691a.4. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each round of play has been completed or when directed by the 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 device shall place the deck of cards in a single stack. The certificate holder 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 54 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 do the following:

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with §§ 691a.6 or 691a.7 (relating to procedure for dealing the cards from a manual dealing shoe; and procedure for dealing the cards from the hand).

(2) If the cards were shuffled manually, cut the cards in accordance with the procedures in subsection (d).

(d) If a cut of the cards is required, the dealer shall place the cover card in the stack at least 10 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 and 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 the 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 Five Card Roulette 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 to arrive at the table is afforded an opportunity to visually inspect the cards, the procedures in § 691a.3 (relating to opening of the table for gaming) and this section shall be completed.

(g) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards, provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval), prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (b)—(f) do not apply.

§ 691a.5. Wagers.

(a) Wagers at Five Card Roulette shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the Five Card

Roulette layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.

(b) To participate in a round of play, a player shall place an Ante wager. The following terms apply:

(1) A Black Ante wager that the community card revealed will be black.

(2) A Red Ante wager that the community card revealed will be red.

(c) A certificate holder shall offer to each player who placed an Ante wager in accordance with subsection (b) the option of placing the following optional wagers:

(1) A Two—Six wager that the community card revealed will be a two, three, four, five or six and of the color of the player's Ante wager under subsection (b).

(2) A Seven—Jack wager that the community card revealed will be a seven, eight, nine, ten or jack and of the color of the player's Ante wager under subsection (b).

(3) A Queen-King wager that the community card revealed will be a queen or king and of the color of the player's Ante wager under subsection (b).

(4) An Ace wager that the community card revealed will be an ace of the color of the player's Ante wager under subsection (b).

(5) A Joker wager that the community card revealed will be a joker.

(6) A Community Card bet that the five-card hand formed at the end of the game round by the five community cards will result in a winning combination, outlined in § 691a.9(c) (relating to payout). For purposes of the Community Card bet, jokers shall be considered wild. The Community Card bet will win if the five-card hand forms one of the following combinations:

_____ (i) Royal Flush without a joker, which is the ten, jack, queen, king and ace of the same suit, without a joker being used to complete the set.

_____ (ii) Five of a Kind, which is comprised of one of the following:

_____ (A) Four cards of the same rank plus a joker.

_____ (B) Three cards of the same rank plus two jokers.

_____ (iii) Royal Flush with a joker, which is the ten, jack, queen, king and ace of the same suit. One or two jokers may be used to complete the hand configuration.

_____ (iv) Straight Flush, which is five cards of the same suit in consecutive ranking.

The following apply:

_____ (A) The ace card may begin the Straight Flush (face value of 1). A Straight Flush ending with an ace as the highest card would constitute a Royal Flush.

_____ (B) One or two jokers may be used to complete the hand configuration.

_____ (v) Four of a Kind, which is comprised of one of the following:

_____ (A) Four cards of the same rank regardless of suit.

_____ (B) Three cards of the same rank regardless of suit plus one joker.

_____ (C) Two cards of the same rank regardless of suit plus two jokers.

_____ (vi) Full House, which is comprised of two cards of one value (a pair) and three cards of another value (three-of-a-kind). One or two jokers may be used to complete the hand configuration.

_____ (vii) Flush, which is comprised of five cards all of the same suit. One or two jokers may be used to complete the hand configuration.

_____ (viii) Straight, which is comprised of five cards of consecutive rank, regardless of suit. One or two jokers may be used to complete the hand configuration.

(ix) All same color, which is comprised of all five cards being red or all five cards being black. One or two jokers may be used to complete the hand configuration.

§ 691a.6. Procedure for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the dealing shoe must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures required under § 691a.4 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce “no more bets.”

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall begin by burning one card, before dealing the next five cards, one at a time, face down to the designated location for community cards on the layout.

(e) After the five community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f), 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 54 cards are present, is not being used, the dealer shall count the stub at least once every five 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 54 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, but 54 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.

§ 691a.7. 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 § 691a.4 (relating to shuffle and cut of the cards) 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."

(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 begin by burning one card before dealing the next five cards, one at a time, face down to the designated location for community cards on the layout.

(c) After the five community cards have been dealt, the dealer shall remove the stub from their hand, except as provided in subsection (d), and 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 54 cards are present, is not being used, the dealer shall count the stub at least once every five 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 54 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, but 54 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.

§ 691a.8. Procedure for completion of each round of play.

(a) After the dealing procedures required under § 691a.6 or § 691a.7 (relating to procedure for dealing the cards from a manual dealing shoe; and procedure for dealing the cards from the hand) have been completed, the following must occur:

(1) The dealer shall turn the first community card face up.

(2) Immediately after the first community card is revealed, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the players' Ante wagers and any Two—Six wager, Seven—Jack wager, Queen-King wager, Ace wager or Joker wager by collecting all losing wagers and paying all winning wagers as provided in § 691a.9 (relating to payout odds). A Community Card bet placed in accordance with § 691a.5(c)(6) (relating to wagers) shall remain on the table.

(3) Following the settlement of wagers under paragraph (2), players may place an Ante wager, Two—Six wager, Seven—Jack wager, Queen-King wager, Ace wager or Joker wager consistent with § 691a.5(b) and (c)(5) regarding the outcome of the second community card.

(4) The dealer shall announce “no more bets.”

(5) Following the announcement of “no more bets,” the dealer shall turn the second community card face up.

(6) Immediately after the second community card is revealed, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the players' Ante wagers and any Two—Six wager, Seven—Jack wager, Queen-King wager, Ace wager or Joker wager by collecting all losing wagers and paying all winning wagers as provided in § 691a.9. A Community Card bet placed in accordance with § 691a.5(c)(6) shall remain on the table.

(7) Following the settlement of wagers under paragraph (6), players may place an Ante wager, Two—Six wager, Seven—Jack wager, Queen-King wager, Ace wager or Joker wager consistent with § 691a.5(b) and (c)(5) regarding the outcome of the third community card.

(8) The dealer shall announce “no more bets.”

(9) Following the announcement of “no more bets,” the dealer shall turn the third community card face up.

(10) Immediately after the third community card is revealed, the dealer shall, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, settle the players’ Ante wagers and any Two—Six wager, Seven—Jack wager, Queen-King wager, Ace wager or Joker wager by collecting all losing wagers and paying all winning wagers as provided in § 691a.9. A Community Card bet placed in accordance with § 691a.5(c)(6) shall remain on the table.

(11) Following the settlement of wagers under paragraph (10), the dealer shall turn the fourth and fifth community cards face up.

(12) Immediately after the final community cards are revealed, the dealer shall, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, settle the players’ Community Cards bets by collecting all losing wagers and paying all winning wagers as provided in § 691a.9(c).

(b) The community cards shall be removed from the table and placed in the discard rack with the stub.

(c) Players and spectators may not handle, remove or alter any cards used to play Five Card Roulette.

(d) Cards shall be reshuffled consistent with § 691a.4 (relating to shuffle and cut of the cards) prior to the commencement of a subsequent round of Five Card Roulette commencing.

§ 691a.9. Payout odds.

(a) A certificate holder shall pay each winning Ante wager at odds of 1 to 1.

(b) A certificate holder shall pay each winning optional wager as follows:

<u>Wager</u>	<u>Odds</u>
<u>Two—Six</u>	<u>4 to 1</u>
<u>Seven—Jack</u>	<u>4 to 1</u>
<u>Queen-King</u>	<u>11 to 1</u>
<u>Ace</u>	<u>24 to 1</u>
<u>Joker</u>	<u>24 to 1</u>

(c) A certificate holder shall pay each winning Community Card wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Royal Flush without joker</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>5 of a Kind</u>	<u>900 to 1</u>	<u>900 to 1</u>	<u>700 to 1</u>
<u>Royal Flush with joker</u>	<u>500 to 1</u>	<u>400 to 1</u>	<u>350 to 1</u>
<u>Straight Flush</u>	<u>350 to 1</u>	<u>300 to 1</u>	<u>300 to 1</u>
<u>4 of a Kind</u>	<u>150 to 1</u>	<u>150 to 1</u>	<u>125 to 1</u>
<u>Full House</u>	<u>50 to 1</u>	<u>55 to 1</u>	<u>60 to 1</u>
<u>Flush</u>	<u>10 to 1</u>	<u>8 to 1</u>	<u>15 to 1</u>
<u>Straight</u>	<u>4 to 1</u>	<u>5 to 1</u>	<u>8 to 1</u>
<u>All same color</u>	<u>2 to 1</u>	<u>2 to 1</u>	<u>2 to 1</u>

§ 691a.10. 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 an incorrect number of cards is dealt, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) 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.

(e) If an automated card shuffling device malfunctions and cannot be used, the automated card shuffling device shall be covered or have a sign indicating that the automated card shuffling device is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.

CHAPTER 692a. DOUBLE DOWN MADNESS

Sec.

692a.1. Definitions.

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692a.3. Cards; number of decks; value of the cards.

692a.4. Opening of the table for gaming.

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692a.7. Procedure for dealing the cards; completion of each round of play.

692a.8. Insurance wager.

692a.9. Double down.

692a.10. Payout odds.

692a.11. Irregularities.

§ 692a.1. Definitions.

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Blackjack—An ace and any card having a value of 10 dealt as the initial two cards to a player or the dealer.

Card reader device—A device that permits the dealer to determine if the hole card will give the dealer a Blackjack.

Hard total—The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

Hit—Draw an additional card.

Hole card—The card dealt face down to the dealer.

Soft total—The total point count of a hand containing an ace when the ace is counted as 11 in value.

§ 692a.2. Double Down Madness table; card reader device; physical characteristics; inspection.

(a) Double Down Madness shall be played at a table having betting positions for no more than seven players on one side of the table and place for the dealer on the opposite side of the table.

(b) The layout for Double Down Madness table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum, the following:

(1) The name or logo of the certificate holder.

(2) A separate betting area designated for the placement of the Double Down Madness Blackjack wager for each player.

(3) The following inscriptions:

(i) Suited Blackjack pays 2 to 1 or 3 to 2, depending upon the paytable selected by the certificate holder under § 692a.10(b) (relating to payout odds).

(ii) Non-suited Blackjack pays 3 to 2.

(iii) Insurance pays 2 to 1.

(iv) Dealer shall draw to hard 17 and stand on all 18s, or other similar language approved by the Executive Director in accordance with § 601a.10(a).

(v) Double Down Madness Blackjack wagers will push if the dealer's hand has a total point count of 22, or other similar language.

(vi) Surrender is not available on a Double Down Madness table or other similar language. If the language is not inscribed on the layout, a sign specifying that surrender is not available shall be posted at each Double Down Madness table.

(vii) Splitting is not available on a Double Down Madness table or other similar language. If the language is not inscribed on the layout, a sign specifying that splitting is not available shall be posted at each Double Down Madness table.

(4) If the certificate holder offers the Push 22 wager, a separate area designated for the placement of the wager for each player.

(5) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If the payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Double Down Madness table.

(c) Each Double Down Madness table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite side of, the dealer.

(d) Each Double Down Madness table must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the Double Down Madness table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(e) Each Double Down Madness table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must meet one of the following requirements:

(1) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table.

(2) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

§ 692a.3. Cards; number of decks; value of the cards.

(a) Except as provided in subsection (b), Double Down Madness shall be played with six or eight deck shoes of cards that are identical in appearance and at least one cover card.

(b) If an automated card shuffling device is utilized, other than a continuous shuffler, Double Down Madness shall be played with at least two shoes of cards in accordance with all of the following requirements:

(1) The cards shall be separated into two batches with an equal number of decks included in each batch.

(2) The cards in each batch must be of the same design but the backs of the cards in one batch must be of a different color than the cards in the other batch.

(3) One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being used to play the game.

(4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

(5) The cards from only one batch shall be placed in the discard rack at any given time.

(c) The decks of cards opened for use at a Double Down Madness table shall be changed at least once every 24 hours.

(d) The value of the cards shall be as follows:

(1) A card from two to ten shall have its face value.

(2) A jack, queen or king shall have a value of 10.

(3) An ace shall have a value of 11 unless that value would give a player or the dealer a score in excess of 21, in which case the ace shall have a value of 1.

§ 692a.4. 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 side 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 § 692a.5 (relating to shuffle and cut of the cards).

(d) If an automated shuffling device is utilized, other than a continuous shuffler, all the decks in one batch of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c) separate from the decks in the other batch of cards.

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)—(d) do not apply.]

§ 692a.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each shoe of cards is dealt 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 device shall place the deck of cards in a single stack. The certificate holder may use an automated card shuffling device which, upon completion of shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined under subsection (c). If no player accepts the cut, the dealer shall cut the cards.

(c) The cut of cards shall be offered to the players in the following order:

(1) The first player to arrive at the table, if the game is just beginning.

(2) The player on whose betting area the cover card appeared during the last round of play.

(3) If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(4) If the reshuffle was initiated at the direction of the floorperson or above, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(d) The player or dealer making the cut shall place the cover card in the stack at least 10 cards from the top or bottom of the stack. Once the cover card has been inserted, the dealer shall take all cards on top of the cover card and place them on the bottom of the stack. The dealer shall then insert the cover card in the stack at a position at least 1/4 of the way in from 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 the cards have been placed in the dealing shoe, 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. If a recut is required, the cards shall be recut either by the player who last cut the cards or by the next person entitled to cut the cards, as determined under subsection (c). The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe, as provided in § 692a.7(d) (relating to procedure for dealing the cards; completion of each round of play), except that a floorperson may determine that the cards should be reshuffled after any round of play.

(g) If there is no gaming activity at a Double Down Madness table which is open for gaming, the cards shall be removed from the dealing shoe and the 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 to arrive at the table is afforded an opportunity to visually inspect the cards, the cards shall be:

(1) Mixed thoroughly by a washing of the cards, stacked then shuffled and cut in accordance with this section if there is no automated shuffling device in use.

(2) Stacked and placed into the automated shuffling device to be shuffled if an automated shuffling device is in use. The batch of cards already in the shuffler shall then be removed. Unless a player requests otherwise, the batch of cards removed from the shuffler does not need to be spread for inspection and reshuffled prior to being dealt provided that the automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner.

(h) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (b)—(g) do not apply.

§ 692a.6. Wagers.

(a) Wagers in Double Down Madness shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the Double Down Madness layout.

(b) After the cards have been shuffled as required under § 692a.5 (relating to shuffle and cut of the cards), a certificate holder may prohibit a patron, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next

round of play and any subsequent round of play at that gaming table until one of the following occurs:

(1) The certificate holder chooses to permit the player to begin wagering again.

(2) A reshuffle of the cards has occurred.

(c) All wagers, except an Insurance wager under § 692a.8 (relating to Insurance wager) or a wager to double down under § 692a.9 (relating to double down), shall be placed prior to the first card being dealt for each round of play. A player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

(d) A player shall place a Double Down Madness Blackjack wager to participate in a round of play and compete against the dealer's hand.

(e) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Double Down Madness Blackjack wager in accordance with subsection (d) the option of placing a Push 22 wager which shall win if the dealer's hand has a total point count of 22.

(f) The certificate holder shall specify in its Rules Submissions under § 601a.2 the number of adjacent boxes on which a player may place a Double Down Madness Blackjack wager in one round of play.

§ 692a.7. Procedure for dealing the cards; completion of each round of play.

(a) Cards shall be dealt from a dealing shoe which must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures under

§ 692a.5 (relating to shuffle and cut of the cards) have been completed, the stacked cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer may deal cards to the two betting positions closest to the dealing shoe with the same hand.

(c) After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one card and place it in the discard rack before dealing cards to the players.

(d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. The dealer shall then complete the following actions:

(1) Collect and reshuffle the cards by removing the cards remaining in the shoe and placing them in the discard rack to ensure that no cards are missing.

(2) Shuffle the cards so that they are randomly intermixed.

(e) After all Double Down Madness Blackjack and Push 22 wagers have been placed, the dealer shall deal the cards as follows:

(1) One card face down to the dealer.

(2) One card face up to each box on the layout in which a Double Down Madness Blackjack wager is contained, starting with the player farthest to the dealer's left and continuing in a clockwise manner.

(3) A second card face up to the dealer.

(f) Immediately after the second card is dealt to the dealer, if the dealer's face up card is an ace, the dealer shall offer the Insurance wager in accordance with § 692a.8 (relating to Insurance wager).

(g) If the dealer's face up card is an ace or a 10 value card, after the procedures in subsection (f) have been completed, if applicable, the dealer shall determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt. The following shall then occur:

(1) The dealer collects the player's Double Down Madness Blackjack wager and Push 22 wager, if applicable.

(2) The dealer shall pay out any Insurance wager, if applicable.

(h) If the dealer's face up card was not an ace or 10 value card, or if the dealer's hole card did not give the dealer Blackjack, the dealer shall start with the player farthest to the dealer's left and continue around the table in a clockwise direction and allow each player to indicate their play decision to receive their second card as follows:

(1) If the player's initial card is not an ace, player may do any of the following:

(i) Hit and receive their second card.

(ii) Double down in accordance with § 692a.9 (relating to double down) and receive their second card.

(2) If the player's initial card is an ace, the player will only receive the second card, and no additional cards. The player may do any of the following:

(i) Hit and receive their final card.

(ii) Double down in accordance with § 692a.9 and receive their final card.

(i) If upon dealing a second card to a player, the player has Blackjack, the dealer shall announce and pay the Blackjack in accordance with § 692a.10(b) (relating to payout odds) and remove the player's cards. If a player also placed a Push 22 wager, the dealer shall tuck the player's cards under the player's Push 22 wager until it is resolved in accordance with subsection (p).

(j) If a player does not have Blackjack and is not prohibited from additional cards under subsection (l)(2), a player shall indicate whether they wish to stand, hit or double down as permitted under § 692a.9. Players may not split pairs or surrender in Double Down Madness.

(k) As each player indicates their decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision.

(l) A player may elect to draw additional cards whenever their point count total is less than 21, except in the following circumstances:

(1) A player having a hard or soft total of 21 may not draw additional cards.

(2) A player whose initial card was an ace may only hit or double down in accordance with § 692a.9 to receive their second/final card.

(m) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn the hole card facing up.

(n) Except as provided in subsection (o), the dealer shall draw additional cards until the dealer's hand has a hard total of 17 or more. The dealer hits on soft 17. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall announce the dealer's total point count after each additional card is dealt.

(o) If there are no Push 22 wagers on the table, a dealer may not draw additional cards to their hand, regardless of the point count, if the decisions have been made on all players' hands and the point count of the dealer's hand will not have an effect on the outcome of the round of play. If there are Push 22 wagers still on the table and all players' hands are in excess of 21 or have Blackjack, the dealer shall draw additional cards to settle the Push 22 wager.

(p) After all additional cards have been drawn, if the total point count of the dealer's hand:

(1) Is a 22, the dealer shall return all remaining players' Double Down Madness Blackjack wagers, including any Double Down wagers as provided in § 692a.9, and pay out any Push 22 wagers in accordance with § 692a.10(d).

(2) Is not a 22, the dealer shall collect any Push 22 wagers and settle the players' Double Down Madness Blackjack wagers in accordance with subsections (q)—(s).

(q) A player shall win and be paid in accordance with § 692a.10(a) for a Double Down Madness Blackjack wager and an equivalent amount for each Double Down wager, if applicable, if the following occur:

(1) The total point count of the player's hand is 21 or less and the total point count of the dealer's hand is in excess of 21 provided that if the total point count of the dealer's hand is 22, the Double Down Madness wager and any Double Down wagers, if applicable, shall be returned to the player.

(2) The total point count of the player's hand exceeds the total point count of the dealer's hand without exceeding 21.

(r) A Double Down Madness Blackjack wager shall tie and be returned, along with any Double Down wagers, if applicable, to the player if the total point count of the player's hand is the same as the total point count of the dealer's hand.

(s) A player's Double Down Madness Blackjack wager shall lose if:

(1) The total point count of the dealer's hand is 21 or less and the total point count of the player's hand is in excess of 21.

(2) The total point count of the dealer's hand exceeds the total point count of the player's hand without exceeding 21.

(t) The dealer shall collect all losing wagers and pay off all winning wagers in accordance with one of the following procedures designated in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions):

(1) Collect all losing wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction and then pay off all winning wagers.

(2) Collect each player's losing wagers and pay off each player's winning wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall place losing wagers directly into the table inventory and may not pay off winning wagers by using value chips collected from a losing wager.

(u) After all wagers have been settled, the dealer shall remove the 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.

(v) Players and spectators may not handle, remove or alter any cards used to play Double Down Madness.

§ 692a.8. Insurance wager.

(a) If the card dealt face up to the dealer is an ace, each player may make an Insurance wager which shall win if the dealer's hole card is a king, queen, jack or ten.

(b) An Insurance wager may be made by placing a value chip on the insurance line on the layout in an amount not more than 1/2 of the player's initial Double Down Madness Blackjack wager. A player may wager an amount in excess of the 1/2 of the initial Double Down Madness Blackjack wager to the next unit that can be wagered in chips, when, because of the limitation of the value of chip demonetizations, 1/2 of the initial Double Down Madness Blackjack wager cannot be bet. Insurance wagers shall be placed prior to the dealer inserting their hole card into the card reader device.

(c) Winning Insurance wagers shall be paid in accordance with the payout odds in § 692a.10(c) (relating to payout odds).

(d) Losing Insurance wagers shall be collected by the dealer immediately after the dealer inserts their hole card into the card reader device and determines that the dealer does not have Blackjack and before the dealer draws any additional cards.

§ 692a.9. Double down.

(a) Except when the dealer has blackjack, a player may elect to double down on the first card dealt to the player, or on the initial or previous wagers, regardless of the total point count.

(b) Upon a player's election to double down, the player places an additional wager which may not exceed the player's current wager amount, and the dealer shall deal an additional card face up and place it sideways on the layout.

(c) A player has the option to elect to double down on the previous card until the player decides to stand, achieves a point count of 21 or goes over a point count of 21 and loses.

(d) If a player's first card is an ace, the player may only double down once, in accordance with § 692a.7(1)(2) (relating to procedure for dealing the cards; completion of each round of play).

(e) The dealer shall then complete the procedures in § 692a.7(h)—(u).

§ 692a.10. Payout odds.

(a) The certificate holder shall pay each winning Double Down Madness Blackjack wager and any Double Down wagers at the odds of 1 to 1.

(b) Notwithstanding subsection (a), the certificate holder shall pay a player Blackjack at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>
<u>Suited Blackjack</u>	<u>2 to 1</u>	<u>3 to 2</u>
<u>Non-suited Blackjack</u>	<u>3 to 2</u>	<u>3 to 2</u>

(c) The certificate holder shall pay out winning Insurance wagers at the odds of 2 to 1.

(d) The certificate holder shall pay out a winning Push 22 wager based on the dealer's hand at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<u>Hand</u>	<u>Paytable 1</u>	<u>Paytable 2</u>
<u>Suited 22</u>	<u>50 to 1</u>	<u>50 to 1</u>
<u>Same color 22</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>All other 22</u>	<u>8 to 1</u>	<u>7 to 1</u>

§ 692a.11. Irregularities.

(a) A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack or in a segregated area of the double shoe.

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c) After the initial card has been dealt to each player, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card may not have any additional cards dealt to the player during the round. If the card is refused by the players and the dealer cannot use the card, the card shall be placed in the discard rack.

(d) If the dealer has 18 and accidentally draws a card for himself, the card shall be placed in the discard rack.

(e) If the dealer misses dealing the dealer's first or second card to himself, the dealer shall continue dealing the first card to each player and then deal the appropriate number of cards to the dealer.

(f) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in § 692a.5 (relating to shuffle and cut of the cards). The first card shall be drawn face down and placed in the discard rack and the dealer shall complete the round of play.

(g) If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal.

(h) If the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer revealing the hole card or call the

player's hand dead and return the player's original Double Down Madness Blackjack wager and any Double Down wagers, if applicable.

(i) If the dealer inserts the hole card into a card reader device when the value of the dealer's first card is not an ace, king, queen, jack or ten, the dealer, after notification to a floorperson or above, shall continue play.

(j) If a card reader device malfunctions, the dealer may not continue dealing the game of Double Down Madness at that table until the card reader device is repaired or replaced.

(k) 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.

(l) If an automated shuffling device malfunctions and cannot be used, the device must be covered or have a sign indicating that it is out of order placed on the device before any other method of shuffling may be utilized at that table.

CHAPTER 693a. ADVENTURES BEYOND WONDERLAND

Sec.

693a.1. Adventures Beyond Wonderland layout; physical characteristics.

693a.2. Wagers and rotation of the wheel.

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693a.8. Mystery.

§ 693a.1. Adventures Beyond Wonderland layout; physical characteristics.

(a) Adventures Beyond Wonderland gaming shall be conducted at a circular wheel at least 5 feet in diameter. The rim of the wheel must be divided into 54 equally spaced sections with 21 sections containing the number 1, 15 sections containing the number 2, 5 sections containing the number 5, 4 sections containing the number 10, 2 sections containing the Magic Dice bonus game symbol, 3 sections containing the 2 Wonderspins bonus game symbol, 1 section containing the 5 Wonderspins bonus game symbol, 1 section containing the 2 Walterspins bonus game symbol and 2 sections containing the Mystery bonus game symbol.

(b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: Magic Dice, 1, 5, 2, 1, 2 Wonderspins, 1, 2, 1, 5, 1, 10, 5 Wonderspins, 2, 5, 1, 2, 1, 2, 5, 1, Magic Dice, 1, 2, 10, 2 Walterspins, 2, 1, 2, 1, 2 Wonderspins, 1, 2, 10, 1, 2, 1, Mystery, 1, 5, 1, 2, 1, 2, 2 Wonderspins, 1, 2, 1, 2, Mystery, 1, 2, 10, 1.

(c) Each section of the wheel must also display the base payout odds in § 693a.4 (relating to payout odds) for the wager, except when the following occur:

(1) The final payout odds for each wager may be increased based upon the results of the Boost multiplier as outlined under § 693a.3 (relating to Boost multiplier).

(2) The final payout odds for any bonus game shall be established during the play of the bonus game as outlined in § § 693a.5—693a.8.

(d) The sections containing bonus game symbols trigger a subsequent bonus game.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Adventures Beyond Wonderland table must have a drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for an Adventures Beyond Wonderland table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain the following, at a minimum:

(1) The name or logo of the certificate holder.

(2) Specific betting areas for the placement of wagers, including spaces for 1, 2, 5, 10, Magic Dice bonus game, 2 Wonderspins bonus game, 5 Wonderspins bonus game and 2 Walterspins bonus game.

(3) The payout odds for each of the permissible wagers.

(4) The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

§ 693a.2. Wagers and rotation of the wheel.

(a) Prior to the spinning of the Adventures Beyond Wonderland wheel, the dealer shall announce “no more bets.”

(b) The Adventures Beyond Wonderland wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager's position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) If, upon completion of the spin, the wheel comes to rest on a section of the wheel with 1, 2, 5 or 10, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 693a.4 (relating to payout odds).

(f) If, upon completion of the spin, the wheel comes to rest on a section of the wheel with a Magic Dice bonus game symbol, a 2 Wonderspins bonus game symbol, a 5 Wonderspins bonus game symbol, a 2 Walterspins bonus game symbol or the Mystery bonus game symbol, the dealer shall first collect all losing wagers. The dealer shall then proceed to play the winning bonus game to determine the payout odds and pay off all winning wagers.

§ 693a.3. Boost multiplier.

(a) The Boost multiplier shall be a random number generator that shall determine what, if any, multiplier shall be applied to one of the numbered wager options—1, 2, 5 or 10.

(b) The Boost multiplier shall be run during each round of Adventures Beyond Wonderland. The Boost multiplier shall begin concurrently with the spinning of the Adventures Beyond Wonderland wheel under § 693a.2(b) (relating to wagers and rotation of the wheel).

(c) If the random number generator selects a numbered wager to boost, the following apply:

- _____ (1) The 1 wager may be multiplied by 2x, 4x or 5x.
- _____ (2) The 2 wager may be multiplied by 2x, 3x, 4x, 5x or 8x.
- _____ (3) The 5 wager may be multiplied by 5x, 6x, 8x or 10x.
- _____ (4) The 10 wager may be multiplied by 2x, 3x, 4x, 5x or 8x.
- _____ (d) The Boost multiplier shall not apply to bonus games.]

§ 693a.4. Payout odds.

_____ (a) A certificate holder shall pay out winning Adventures Beyond Wonderland wagers at
no less than the odds in the following payable:

<u>Result</u>	<u>Payout Odds</u>
<u>1</u>	<u>1 to 1</u>
<u>2</u>	<u>2 to 1</u>
<u>5</u>	<u>5 to 1</u>
<u>10</u>	<u>10 to 1</u>
<u>Magic Dice</u>	<u>1 to 1</u>
<u>2 Wonderspins</u>	<u>1 to 1</u>
<u>5 Wonderspins</u>	<u>4 to 1</u>
<u>2 Walterspins</u>	<u>3 to 1</u>
<u>Mystery</u>	<u>1 to 1</u>

_____ (b) If, upon completion of the spin, the wheel comes to rest on a bonus game section of
the wheel, the bonus game shall be played to determine the winning wager payout odds in
accordance with § § 693a.5—693a.8.

_____ (c) Adventures Beyond Wonderland's potential maximum payout odds shall be capped
at 5,000 to 1.

§ 693a.5. Magic Dice.

_____ (a) Magic Dice is a bonus game in which the results of dice along with a random number generation determine the payout odds.

_____ (b) Magic Dice shall be comprised of two dice of different colors, a mechanical dice shaker and a random number generator.

_____ (c) At the beginning of the Magic Dice bonus game, a countdown timer shall begin, indicating the time a player has left to select one of the two dice colors. If the player does not make a selection before the time elapses, one of the dice will be automatically selected at random. The color selected shall be the player's die for the entire Magic Dice bonus game.

_____ (d) After player dice selection has completed, the random number generator shall run to determine potential outcomes.

_____ (1) The resulting potential outcomes shall be displayed in a grid consisting of four rows and six columns.

_____ (i) The four rows represent the four potential rounds of dice shakes.

_____ (ii) The six columns represent each of the six potential dice outcomes.

_____ (iii) Each cell in the grid represents the potential bonus game outcome for a single side of the dice in each of the four potential rounds of dice shaking.

_____ (2) The potential outcomes are as follows:

_____ (i) 2x multiplier and Move Up.

_____ (ii) Move Up.

_____ (iii) Multiplier.

_____ (e) The dealer shall activate the automatic dice shaker to cause a random mixture of the dice. If both dice do not land flat on the bottom of the shaker after being tossed, the dealer shall call "no roll" and reactivate the shaker and reroll the dice.

_____ (f) When the dice comes to rest, the upward face of the player's selected die shall determine the outcome for the dice roll round by comparing the die to the grid outlined in subsection (d).

_____ (g) The 2x multiplier and Move Up shall:

_____ (1) Only appear in the first round of dice rolls.

_____ (2) Apply a 2x multiplier to all multipliers shown in the grid, regardless of which dice triggers the multiplier.

_____ (3) Move the player to the second round of dice rolls.

_____ (h) The Move Up shall move the player whose die resulted in the Move Up to participate in the next round of dice roll.

_____ (i) A multiplier outcome shall be the player's Magic Dice payout. For example, if the player's die selection results in a 10x multiplier, then the player's Magic Dice wager shall be paid at 9 to 1.

_____ (j) Once a player's die results in a multiplier outcome, that player's participation in the Magic Dice game has ended. If the other die has not yet resulted in a multiplier outcome, then it shall continue with subsequent rolls.

_____ (k) If a player's die results in a Move Up outcome in the fourth round of dice rolls, a random number generator shall determine a winning multiplier for that player.

§ 693a.6. Wonderspins.

_____ (a) Wonderspins is a wheel-based bonus game composed of a random number generator-controlled inner wheel and a physical outer wheel.

_____ (b) The inner wheel shall be divided into 12 equal sections as follows:

- (1) Ten sections shall consist of multipliers 2, 5, 8 and 10.
- (2) Two sections shall consist of sections which award one additional spin of the outer wheel.
- (3) The inner wheel sections shall be arranged clockwise in the following order: 10, 8, 2, additional spin, 2, 5, 2, 8, 5, additional spin, 2, 5.
- (c) The outer wheel shall be divided into 54 sections.
- (1) Forty-six sections of the wheel shall display a character icon:
- (i) Rabbit.
- (ii) Cat.
- (iii) Crown.
- (iv) Bird.
- (v) Mouse.
- (vi) Hat.
- (2) Three sections of the wheel shall display “No Win.”
- (3) Three sections of the wheel shall display “Drink Me.”
- (4) Two sections of the wheel shall display “Eat Me.”
- (5) The outer wheel sections shall be arranged clockwise in the following order:
- “No Win,” Crown, Crown, Crown, Hat, Hat, “Drink Me,” Cat, Cat, Mouse, Mouse, Mouse,
- “No Win,” Hat, Hat, Bird, Bird, Bird, “Eat Me,” Hat, Hat, Hat, Crown, Crown, “Drink Me,”
- Hat, Hat, Mouse, Mouse, Mouse, Rabbit, Bird, Bird, Bird, Cat, Cat, “No Win,” Mouse, Mouse,
- Hat, Hat, Hat, “Eat Me,” Mouse, Mouse, Mouse, Hat, Hat, “Drink Me,” Hat, Hat, Bird, Bird,
- Bird.

(6) The outer wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(d) The initial number of Wonderspins rounds and participating players is determined by the Adventures Beyond Wonderland main wheel outcome.

(1) When the Adventures Beyond Wonderland winning outcome is 2 Wonderspins, players who placed a wager on 2 Wonderspins shall be eligible to receive winnings based on the Wonderspins bonus game, which shall consist of no less than two spins of both the Wonderspins inner and outer wheel.

(2) When the Adventures Beyond Wonderland winning outcome is 5 Wonderspins, players who placed a wager on 5 Wonderspins shall be eligible to receive winnings based on the Wonderspins bonus game, which shall consist of no less than five spins of both the Wonderspins inner and outer wheel.

(e) The Wonderspins bonus game shall begin with starting multipliers being randomly assigned to the character icons of the outer wheel.

(f) A complete round of spins shall proceed as follows:

(1) A counter shall display the number of rounds of spin remaining.

(2) The random number generator controlling the inner wheel is initiated and the results are displayed.

(i) If the result of the inner wheel is a multiplier, a character is simultaneously selected. The multiplier is added to the multiplier assigned to the character under subsection (e).

(ii) If the result of the inner wheel is an additional spin, it is added to the counter of the number of rounds of spins remaining under subsection (f)(1).

(3) Following the results of the inner wheel, the dealer shall spin the outer wheel.

(i) The outer wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(ii) If, upon the completion of the spin, the outer wheel comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(4) Upon completion of the spin of the outer wheel, the clapper will indicate the winning wheel segment.

(i) If the winning wheel segment is a character, the associated character multiplier shall be added to the overall Wonderspins outcome multiplier meter, and the spins remaining counter shall be reduced by one.

(ii) If the winning wheel segment is “No Win,” the spins remaining counter shall be reduced by one. No changes will be made to either the character-associated multipliers or the overall Wonderspins outcome multiplier meter.

(iii) If the winning wheel segment is “Eat Me,” the spins remaining counter shall add one additional spin, and all character-associated multipliers shall increase by one.

(iv) If the winning wheel segment is “Drink Me,” the spins remaining counter shall add one additional spin, and all character-associated multipliers shall decrease by one. No character-associated multiplier shall be less than one.

(5) The procedures of subsection (f)(1)—(4) shall repeat until zero spins remain on the counter.

(g) Once the procedures of subsection (f) have completed, players shall be awarded a payout equal to the final Wonderspins outcome multiplier meter. For example, if the overall Wonderspins outcome multiplier meter finishes at 500, then the player's wager on the qualifying 2 Wonderspins or 5 Wonderspins segment shall be paid at odds of 500 to 1.

§ 693a.7. Walterspins.

(a) The Walterspins bonus game shall be a variation of the Wonderspins bonus game under § 693a.6 (relating to Wonderspins). Unless otherwise provided in this section, the Walterspins bonus game shall follow the rules and procedures of the Wonderspins bonus game.

(b) The Walterspins bonus game shall begin with four bubbles being shown on the screen. Each of these bubbles represents a random selection of 1x, 2x, 3x, 4x, 5x and 10x multipliers.

(c) The player shall select one of the bubbles. If the player does not make a selection before time for selection has elapsed, then a random bubble shall be selected. The bubble shall reveal the hidden multiplier, which shall be applied to the starting multipliers of the characters on the Wonderspins wheel.

(d) Once the multiplier has been applied under subsection (c), the Walterspins bonus game shall follow the rules and procedures of the Wonderspins bonus game under § 693a.6 for no less than two spins.

§ 693a.8. Mystery.

(a) When the Adventures Beyond Wonderland wheel spin comes to rest on the Mystery wedge, a Mystery bonus game for all players shall be triggered.

(b) The Mystery bonus game round shall begin by randomly selecting between Card Soldiers Mystery Bet multiplier game and Caterpillar Mystery Free Spin multiplier game.

(c) Card Soldiers Mystery Bet multiplier game.

(1) Card Soldiers Mystery Bet multiplier game is a bonus game in which players make a selection of one of four hidden multipliers, represented by the four card suits.

(2) If a player does not make a suit selection before the time has elapsed, then a selection will be made on the player's behalf.

(3) Prior to a player making a selection, a random number generator shall determine which of the following potential multiplier sets to apply, and which multiplier to hide behind each suit:

(i) 1x, 2x, 3x, 4x.

(ii) 1x, 3x, 4x, 7x.

(iii) 1x, 3x, 4x, 9x.

(4) Once the time period to make a suit selection has passed, the suits shall reveal the multiplier hidden beneath.

(5) The multiplier shall then be applied to all wagers the player made in the Adventures Beyond Wonderland game to determine the payout. For example, a 4x multiplier would result in all wagers the player placed being paid out at 4 to 1 odds.

(d) Caterpillar Mystery Free Spin multiplier game.

(1) Caterpillar Mystery Free Spin multiplier game is a bonus game in which a bonus spin of the Adventures Beyond Wonderland wheel determines the payout odds for wagers placed during the Adventures Beyond Wonderland bet.

(2) Prior to the Caterpillar Mystery Free Spin multiplier wheel spin, a random number generator shall determine the bonus multiplier to be applied to all Adventures Beyond Wonderland wheel segments.

(i) Each Adventures Beyond Wonderland wager option may be given a different bonus multiplier.

(ii) Each Adventures Beyond Wonderland wager option shall display the applicable payout with the bonus multiplier before the bonus spin of the wheel.

(3) The Adventures Beyond Wonderland wheel shall be spun, and the resulting winning outcome shall be paid at the enhanced mystery multiplier odds.

(4) Notwithstanding § 693a.3(d) (relating to Boost multiplier), in the event that a bonus game is triggered, the bonus multiplier for the game under subparagraph (2) shall apply to all portions of the game. For example, under the Wonderspins bonus game, a Caterpillar Mystery Bonus multiplier of 3x would result in the “Eat Me” and “Drink Me” adding or subtracting 3x from all characters’ multipliers.

(5) In the event that the Caterpillar Mystery Free Spin multiplier game’s bonus spin results in a Caterpillar Mystery Free Spin multiplier game, the Mystery multipliers for each bet option shall compound. For example, if in the first round of the Caterpillar Mystery Free Spin multiplier game, the 1 wedge is awarded 5x and in the second round is awarded 10x, should 1 be the winning outcome, it would pay 50 to 1.

CHAPTER 694a. ADVENTURES BEYOND WONDERLAND

Sec.

694a.1. Mega Money Mountain layout; physical characteristics.

694a.2. Wagers and rotation of the wheel.

694a.3. Mystery multiplier.

694a.4. Payout odds.

694a.5. Cash Flip bonus game.

694a.6. Cash Cloud bonus game.

694a.7. Cash Castle bonus game.

694a.8. Money Mountain bonus game.

§ 694a.1. Mega Money Mountain layout; physical characteristics.

(a) Mega Money Mountain gaming shall be conducted at a circular wheel at least 5 feet in diameter. The rim of the wheel must be divided into 54 equally spaced sections with 21 sections containing the number 1, 13 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 3 sections containing the Cash Flip bonus game symbol, 2 sections containing the Cash Cloud bonus game symbol, 3 sections containing the Cash Castle bonus game symbol and 1 section containing the Money Mountain bonus game symbol.

(b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: Cash Cloud, 2, 1, 5, 1, 2, Cash Flip, 2, 1, 10, 1, 2, Cash Castle, 1, 10, 1, 2, 1, Cash Flip, 2, 1, 5, 1, 2, Cash Cloud, 1, 5, 2, 5, 1, Cash Castle, 1, 10, 1, 2, 1, Cash Flip, 5, 1, 2, 1, 5, Cash Castle, 2, 1, 5, 1, 2, Money Mountain, 1, 2, 1, 10, 1.

(c) Each section of the wheel must also display the base payout odds in § 694a.4 (relating to payout odds) for the wager, except when the following occur:

(1) The final payout odds for each wager may be increased based upon the results of the Mystery multiplier as outlined under § 694a.3 (relating to Mystery multiplier).

(2) The final payout odds for any bonus game shall be established during the play of the bonus game as outlined in § § 694a.5—694a.8.

(d) The sections containing bonus game symbols trigger a subsequent bonus game.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Mega Money Mountain table must have a drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for a Mega Money Mountain table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain the following, at a minimum:

(1) The name or logo of the certificate holder.

(2) Specific betting areas for the placement of wagers, including spaces for 1, 2, 5, 10, Cash Flip bonus game, Cash Cloud bonus game, Cash Castle bonus game and Money Mountain bonus game.

(3) The payout odds for each of the permissible wagers.

(4) The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

§ 694a.2. Wagers and rotation of the wheel.

(a) Prior to the spinning of the Mega Money Mountain wheel, all players wishing to participate shall place their bets.

(1) If Mega Money Mountain is being offered as a single player interactive game:

(i) The player shall place their wagers.

(ii) The player shall press a button to begin the wheel spin.

(iii) The player may press a button to stop the wheel spin, or if the player does not press the stop button within the time allotted by the certificate holder, the wheel shall slow and stop on its own initiative.

(2) If Mega Money Mountain is being offered with multiple players betting on the same wheel spin, the dealer shall announce “no more bets” prior to the spinning of the Mega Money Mountain wheel.

(b) The Mega Money Mountain wheel shall be spun in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) If, upon completion of the spin, the wheel comes to rest on a section of the wheel with 1, 2, 5 or 10, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 694a.4 (relating to payout odds).

(f) If, upon completion of the spin, the wheel comes to rest on a section of the wheel with a Cash Flip bonus game symbol, a Cash Cloud bonus game symbol, a Cash Castle bonus game symbol or the Money Mountain bonus game symbol, the dealer shall first collect all losing wagers. The dealer shall then proceed to play the winning bonus game to determine the payout odds and pay off all winning wagers.

§ 694a.3. Mystery multiplier.

(a) The Mystery multiplier shall be a random number generator-based determination of what, if any, multiplier shall be applied to the Mega Money Mountain game.

(b) The Mystery multiplier shall be activated during each round of Mega Money Mountain. The Mystery multiplier random number generator shall be activated concurrently with the spinning of the Mega Money wheel under § 694a.2(b) (relating to wagers and rotation of the wheel).

(c) The Mystery multiplier shall consist of multipliers ranging between 1x and 10x.

(d) The Mystery multiplier shall display the applicable multiplier and to which betting position it applies.

§ 694a.4. Payout odds.

(a) A certificate holder shall pay out winning Mega Money Mountain wagers at no less than the odds in the following paytable:

<u>Result</u>	<u>Payout Odds</u>
<u>1</u>	<u>1 to 1</u>
<u>2</u>	<u>2 to 1</u>
<u>5</u>	<u>5 to 1</u>
<u>10</u>	<u>10 to 1</u>
<u>Cash Flip</u>	<u>3 to 1</u>
<u>Cash Cloud</u>	<u>5 to 1</u>
<u>Cash Castle</u>	<u>3 to 1</u>
<u>Money Mountain</u>	<u>2 to 1</u>

(b) If, upon completion of the spin, the wheel came to rest on a bonus game section of the wheel, the bonus game shall be played to determine the winning wager payout odds in accordance with § § 694a.5—694a.8.

(c) Notwithstanding subsections (a) and (b), if a Mystery multiplier was triggered in accordance with § 694a.3 (relating to Mystery multiplier), then the multiplier shall be applied in calculating the winning payout odds. For example, if a Mystery multiplier results in 7x on the 5 betting position, winning bets on the 5 would be paid at odds of 35 to 1. Similarly, if a Cash Flip bonus game results in a winning payout of 10x (10 to 1) and the Mystery multiplier during the base game resulted in 7x on the Cash Flip betting position, then the winning Cash Flip wager would be settled as odds of 70 to 1.

(d) The final payout odds resulting from any bonus game for Mega Money Mountain shall not exceed 5,000 to 1.

§ 694a.5. Cash Flip bonus game.

(a) Cash Flip is a bonus game in which the player's selection of face-down cards will determine the payout odds.

(b) The Cash Flip bonus game consists of:

(1) Twelve face-down cards, each representing one of the four card suits.

(2) Four potential winning multipliers, each representing one of the four card suits.

(c) The Cash Flip bonus game begins with multiplier values being randomly assigned to each suit.

(d) The player shall select three face-down cards to be revealed. If the three cards are the same suit, the player wins the multiplier assigned to that suit.

(e) If the player's initial three cards are not the same suit, the player shall select an additional card to be revealed. This single card selection shall continue until the player has

revealed three cards with the same suit, which shall be the winning Cash Flip bonus game multiplier.

(f) The Cash Flip bonus game multipliers may range from 3x to 100x.

(g) If applicable, the Mystery multiplier authorized under § 694a.3 (relating to Mystery multiplier) shall be multiplied by the payout odds determined in accordance with subsection (c) prior to the any cards being flipped. For example, if the Cash Flip results in 5x (5 to 1 odds) and the Mystery multiplier was 7x on the Cash Flip bonus game, then the winning payout odds for the round would be 35 to 1.

(h) If a Mystery multiplier is applied in accordance with subsection (g), the final payout odds may exceed the 100x stated in subsection (f).

§ 694a.6. Cash Cloud bonus game.

(a) Cash Cloud is a pachinko-style bonus game in which a puck is dropped down a wall to determine the winning multiplier.

(b) Cash Cloud shall be conducted on a pachinko-style board, which shall be a wall consisting of multiple pegs above 11 landing spots which display potential multipliers.

(c) The Cash Cloud bonus game shall begin with the potential multipliers being generated and displayed at the bottom of the board.

(d) The multipliers generated under subsection (c) may range from 5x to 400x.

(e) Before a puck may be released, a random number generator shall be activated to determine which bonuses may be added.

(1) *Monetary bonuses:*

(i) Monetary bonuses are random monetary values that are added to the final payout calculation.

(ii) Up to three monetary bonus icons may be added to the Cash Cloud board.

(iii) The value of the monetary bonus shall be shown to the player at the time it is added to the Cash Cloud board.

(iv) A player may win multiple monetary bonuses in any round of Cash Cloud, so long as the puck passes through multiple monetary bonus icons before coming to rest in a landing spot.

(v) The awarding of a monetary bonus prize may result in the total winnings to a player being in excess of the 400x multiplier under subsection (d).

(2) Additional play:

(i) Additional plays are the awarding of additional rounds of the Cash Cloud bonus game.

(ii) Up to three additional rounds of play icons may be added.

(iii) Additional play bonuses are awarded prior to the player dropping the initial puck.

(iv) If a player has been awarded an additional play bonus, the additional round of Cash Cloud shall begin immediately following the resolution of the present Cash Cloud bonus game round. Successive Cash Cloud bonus game rounds shall follow until the total number of additional play rounds has been played.

(v) The total prize awarded to a player from multiple Cash Cloud rounds resulting from one or more additional play bonuses may result in the total winnings to a player being in excess of the 400x multiplier under subsection (d).

(3) Prize doubler:

(i) A Prize doubler bonus is a random bonus which shall double the final payout calculation for the Cash Cloud bonus game.

(ii) Up to three Prize doubler bonus icons may be added to the Cash Cloud board.

(iii) A player may win multiple Prize doubler bonuses in any round of Cash Cloud, so long as the puck passes through multiple Prize doubler bonus icons before coming to rest in a landing spot.

(iv) Prize doubler bonuses shall be awarded by doubling (2x) the multiplier the Cash Cloud puck landed on for each Prize doubler won by the player.

(v) The awarding of one or more Prize doubler bonus prizes may result in the total winnings to a player being in excess of the 400x multiplier under subsection (d).

(f) If applicable, the Mystery multiplier authorized under § 694a.3 (relating to Mystery multiplier) shall be multiplied by the payout odds determined in accordance with subsection (c) prior to the puck being released. For example, if the Cash Cloud results in 5x (5 to 1 odds) and the Mystery multiplier was 7x on the Cash Cloud bonus game, then the winning payout odds for the round would be 35 to 1.

(g) To begin the Cash Cloud bonus game, a player must press a puck release button. The puck will then be released from a random location at the top of the Cash Cloud board. The puck

shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds.

(h) If a Mystery multiplier is applied in accordance with subsection (f), the final payout odds may exceed the 400x stated in subsection (d).

§ 694a.7. Cash Castle bonus game.

(a) Cash Castle is a bonus game in which the player's selection of coins, which reveal hidden tokens, determines the payout odds.

(b) The Cash Castle bonus game consists of:

(1) Twenty coins, which each hide an action token.

(2) A prize ladder, composed of 12 rungs of increasing multipliers, with the top rung representing the multiplier jackpot.

(c) Action tokens reveal an action to be taken in determining the Cash Castle bonus game outcome.

(1) *Reset picks token*: Resets the number of coins the player has remaining to three coin picks and the progress up the prize ladder is unaffected.

(2) *Jackpot token*: Automatically awards the player the jackpot and ends the game, regardless of which rung of the prize ladder the player is currently on.

(3) *Climb the prize ladder token*: Reveals the number of rungs of the prize ladder that the player is to climb.

(4) *Do not climb token*: Neither causes the player to climb or descend the prize ladder. The player's position on the prize ladder is unchanged.

(d) The Cash Castle bonus game begins with action tokens being randomly assigned to the 20 coins and multipliers being randomly assigned to the prize ladder rungs.

(e) The player shall select three coins to reveal the action tokens beneath.

(f) The player shall continue to select coins to reveal action tokens until the player has no coin reveals remaining.

(g) The Cash Castle bonus game multipliers may range from 3x to 50x.

(h) If applicable, the Mystery multiplier authorized under § 694a.3 (relating to Mystery multiplier) shall be multiplied by the payout odds represented in the prize ladder in subsection (d) prior to the any coins being flipped. For example, if the Cash Castle results in 5x (5 to 1 odds) and the mystery multiplier was 7x on the Cash Castle bonus game, then the winning payout odds for the round would be 35 to 1.

(i) If a Mystery multiplier is applied in accordance with subsection (h), the final payout odds may exceed the 50x stated in subsection (g).

§ 694a.8. Money Mountain bonus game.

(a) Money Mountain is a bonus game that uses an outer wheel, an inner set of reels, a counter indicating number of spins remaining and a jackpot progress meter.

(b) The outer wheel shall:

(1) Consist of 54 segments.

(2) Consist of multipliers ranging from 2x to 500x.

(3) Randomly assign multipliers to the 54 segments.

(c) The inner set of reels shall be arranged in a three-by-three arrangement and shall display which, if any, of the multipliers from the outer wheel are being added to the final payout.

(d) The Money Mountain bonus game shall begin with the jackpot for the round being randomly set, the multipliers on the outer wheel being randomly assigned, and three spins on the remaining spin counter.

(e) The player shall begin play by pressing the button to spin the outer wheel. The outer wheel shall come to stop on a random multiplier. If applicable, the Mystery multiplier authorized under § 694a.3 (relating to Mystery multiplier) shall be multiplied by the outer wheel multiplier.

(f) Upon the outer wheel coming to rest on a random multiplier, the inner set of reels shall spin, with each reel representing an independent outcome to award or not award the outer wheel multiplier.

(1) If a reel does not award the outer wheel multiplier, it is eligible to be spun with the next spin of the outer wheel, if any spins remain.

(2) If the reel does award the outer wheel multiplier:

(i) The wheel locks in the outer wheel multiplier and shall not spin for any additional outer wheel spins.

(ii) The outer wheel multiplier is added to the overall Money Mountain Jackpot award progress meter.

(iii) The number of spins remaining for the outer wheel resets to three.

(g) The player shall repeat the steps outlined under subsections (e) and (f) until there are no additional spins on the spin counter.

(h) The payout odds shall be determined by adding together the multipliers that were locked in under subsection (f)(2).

(i) If all nine reels have locked in a multiplier under subsection (f)(2), the player shall be awarded the jackpot, regardless of the total of the nine locked in multipliers.

_____ (j) The collective payout for Money Mountain may exceed the 500x multiplier stated in subsection (b)(2) but shall not exceed 5,000 to 1 provided under § 694a.4(d) (relating to payout odds).

CHAPTER 695a. SIMPLE SQUARES

Sec.

695a.1. Simple Squares layout; physical characteristics.

695a.2. Simple Squares dice; number dice.

695a.3. Wagers.

695a.4. Simple Squares procedures and rules.

695a.5. Payout odds.

§ 695a.1. Simple Squares layout; physical characteristics.

(a) Simple Squares may be offered as an interactive gaming option.

(b) The Simple Squares table shall contain, at a minimum, the following:

(1) The name or logo of the certificate holder.

(2) Specific areas designated for the placement of wagers authorized under

§ 695a.3 (relating to wagers).

(3) The payout odds, in accordance with § 695a.5 (relating to payout odds), for all permissible wagers offered by the certificate holder.

(4) A Board-approved random number generator, which visualizes outcomes with dice, as outlined in § 695a.2 (relating to Simple Squares dice; number of dice).

§ 695a.2. Simple Squares dice; number of dice.

(a) Simple Squares shall be played with two dice.

(b) The dice utilized in Simple Squares shall conform with dice for use with the games of Sic Bo under § 603a.12 (relating to dice; physical characteristics), except for the following:

(1) The dice shall only contain faces with three spots and faces containing four spots.

(2) The spots shall be arranged so that a face containing three spots is directly opposite a face containing four spots.]

§ 695a.3. Wagers.

(a) Wagers at Simple Squares shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the Simple Squares layout.

(b) A player may place the following wagers in the game of Simple Squares:

(1) Simple Squares wager.

(i) If the initial roll of the dice has a total of 7, the Simple Square wager wins and will be paid in accordance with § 695a.5(a)(1) (relating to payout odds).

(ii) If the initial roll of the dice was not a 7, the resulting total of 6 or 8 shall become the point.

(A) The Simple Square wager shall win if the point is rolled within the next three rolls of the dice and shall be paid in accordance with § 695a.5(a)(2).

(B) The Simple Squares wager shall lose if a 7 is rolled, or if the point has not been rolled within the three rolls following the establishment of the point.

(2) The High Climber wager, which shall win based upon the running dice total before a 7 is rolled. Winning High Climber wagers shall be paid in accordance with the payable in § 695a.5(b).

(3) The Lucky Devil wager, which shall win if the three rolls of the dice following the placement of the wager result in a 6,6,6 or 8,8,8 string of rolls outcomes. Winning Lucky Devil wagers shall be paid in accordance with § 695a.5(c).

§ 695a.4. Simple Squares procedures and rules.

(a) A round of Simple Squares shall begin with a player placing a Simple Squares or High Climber or Lucky Devil wager.

(b) After the initial wager is placed the random number generator will engage (the dice will roll), and the outcome will be displayed.

(c) The round will continue until all wagers have been determined to win or lose, as provided under § 695a.3(b) (relating to wagers).

(d) A player may make a Simple Squares or High Climber or Lucky Devil wager that was not made during betting under subsection (a) while the player's subsection (a) wager results remain undetermined.

(e) Following the placement of additional wagers under subsection (d), the subsequent random number generator outcome (roll of the dice) shall become the starting point from which subsection (d) wagers win/lose outcome determination shall be determined.

(f) The process for additional wagers under subsections (d) and (e) may continue at any time that a wager remains undetermined, even if the only remaining wagers undetermined are those under subsection (d).

§ 695a.5. Payout odds.

(a) A certificate holder shall pay winning Simple Squares wagers as follows:

(1) An initial roll of a 7 shall be paid at odds of 1 to 2.

(2) A winning Simple Squares wager under § 695a.3(b)(1)(ii) (relating to wagers) shall be paid at odds of 1 to 2.

(b) A certificate holder shall pay winning High Climber wagers as follows:

<i>Cumulative High Climber total</i>	<i>Payout</i>
50+	12 to 1
36—49	6 to 1
24—35	4 to 1
12—23	2 to 1
0—11	Loss

(c) A certificate holder shall pay winning Lucky Devil wagers at the following odds:

<i>Lucky Devil combination</i>	<i>Payout</i>
6,6,6 consecutive rolls	30 to 1
8,8,8 consecutive rolls	6 to 1

CHAPTER 696a. INSPIRED WHEELSPIN

Sec.

696a.1. Inspired Wheelspin layout; physical characteristics.

696a.2. Wagers and rotation of the wheel.

696a.3. Multiplier.

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696a.6. Caesars Palace Wheel of Wins bonus games configuration.

696a.7. Tailgate Takeover bonus games configuration.

§ 696a.1. Inspired Wheelspin layout; physical characteristics.

(a) Inspired Wheelspin gaming shall be conducted at a circular wheel at least 5 feet in diameter. The rim of the wheel must be divided into 54 equally spaced sections with 21 sections containing the number 1, 13 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 4 sections containing a symbol for Bonus Game A, 2 sections containing a symbol for Bonus Game B, 2 sections containing a symbol for Bonus Game C and 1 section containing a symbol for Bonus Game D.

(b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: 1, 5, 1, 2, 1, Bonus Game A, 2, 10, 1, 2, 1, Bonus Game C, 2, 1, 5, 2, 1, Bonus Game A, 1, 10, 2, 5, 1, Bonus Game B, 1, 5, 1, 2, 1, Bonus Game A, 2, 1, 10, 1, 2, Bonus Game C, 1, 2, 5, 1, 2, Bonus Game A, 1, 5, 1, 10, 1, Bonus Game B, 1, 2, 5, 1, 2, Bonus Game D.

(c) Each section of the wheel must also display the base payout odds in § 696.4 (relating to payout odds) for the wager, except when the following occur:

(1) The final payout odds for each wager may be increased based upon the results of the multiplier as outlined under § 696a.3 (relating to multiplier).

(2) The final payout odds for any bonus game shall be established during the play of the bonus game.

(d) The sections containing bonus game symbols trigger a subsequent bonus game.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Inspired Wheelspin table must have a drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for an Inspired Wheelspin table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain the following, at a minimum:

(1) The name or logo of the certificate holder.

(2) Specific betting areas for the placement of wagers, including spaces for 1, 2, 5, 10, Bonus Game A, Bonus Game B, Bonus Game C and Bonus Game D.

(3) The payout odds for each of the permissible wagers.

(4) The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

(h) Bonus Game A, Bonus Game B, Bonus Game C and Bonus Game D shall correspond with the designated bonus games under the certificate holder selected configurations available under §§ 696a.5—696a.7 (relating to MGM Bonus City bonus games configuration; Caesars Palace bonus games configuration; and Tailgate Takeover bonus games configuration).

§ 696a.2. Wagers and rotation of the wheel.

(a) Prior to the spinning of the Inspired Wheelspin wheel, all players wishing to participate shall place their bets.

(1) If Inspired Wheelspin is being offered as a single-player interactive game, the following apply:

(i) The player shall place their wagers.

(ii) The player shall press a button to begin the wheel spin.

(iii) The player may press a button to stop the wheel spin, or if the player does not press the stop button within the time allotted by the certificate holder, the wheel shall slow and stop on its own initiative.

(2) If Inspired Wheelspin is being offered with multiple players betting on the same wheel spin, the dealer shall announce “no more bets” prior to the spinning of the wheel.

(b) The wheel shall be spun in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) If, upon completion of the spin, the wheel comes to rest on a section of the wheel with 1, 2, 5 or 10, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 696a.4 (relating to payout odds).

(f) If, upon completion of the spin, the wheel comes to rest on a section of the wheel with a Bonus Game symbol, the dealer shall first collect all losing wagers. The dealer shall then

proceed to play the winning bonus game to determine the payout odds and pay off all winning wagers.

§ 696a.3. Multiplier.

(a) The multiplier shall be a random number generator-based determination of what, if any, multiplier shall be applied to the Inspired Wheelspin game.

(b) The multiplier shall be activated during each round of Inspired Wheelspin. The multiplier random number generator shall be activated concurrently with the spinning of the Inspired Wheelspin wheel under § 696a.2(b) (relating to wagers and rotation of the wheel).

(c) The multiplier shall consist of multipliers ranging between 2x and 10x.

(d) The multiplier shall display the applicable multiplier and applicable betting position.

§ 696a.4. Payout odds.

(a) A certificate holder shall pay out winning Inspired Wheelspin wagers at no less than the odds in the following payable:

<u>Outcome</u>	<u>Payout Odds</u>
<u>1</u>	<u>1 to 1</u>
<u>2</u>	<u>2 to 1</u>
<u>5</u>	<u>5 to 1</u>
<u>10</u>	<u>10 to 1</u>
<u>Bonus Game A</u>	<u>Based upon game configuration</u>
<u>Bonus Game B</u>	<u>Based upon game configuration</u>
<u>Bonus Game C</u>	<u>Based upon game configuration</u>
<u>Bonus Game D</u>	<u>Based upon game configuration</u>

(b) If, upon completion of the spin, the wheel comes to rest on a bonus game section of the wheel, the bonus game shall be played to determine the winning wager payout odds in accordance with the configuration selected in accordance with § § 696a.5—696a.7 (relating to

MGM Bonus City bonus games configuration; Caesars Palace bonus games configuration; and Tailgate Takeover bonus games configuration).

§ 696a.5. MGM Bonus City bonus games configuration.

(a) MGM Bonus City shall be an Inspired Wheelspin configuration in which Bonus Game A shall be the New York, New York bonus game; Bonus Game B shall be the Luxor bonus game; Bonus Game C shall be the MGM Grand bonus game; and Bonus Game D shall be the Bellagio bonus game.

(b) *New York, New York bonus game.*

(1) The New York, New York bonus game is a random number generator-based bonus game which uses imagery of the Las Vegas skyline to visualize the bonus game outcome.

(i) The skyline shall consist of buildings.

(ii) The Statue of Liberty shall be used to indicate if a 2x multiplier shall be applied.

(2) The New York, New York bonus game shall begin with random multipliers being assigned to each of the skyscrapers and displayed above the assigned skyscraper.

(3) In the event that a multiplier under § 696a.3 (relating to multiplier) selects the New York, New York bonus game, the multiplier shall be applied to all multiplier awards assigned in paragraph (2).

(4) The New York, New York bonus game shall commence with a light show sweeping across the buildings. The light will stop on one of the buildings, indicating that building and associated multiplier is the winning outcome.

(5) Following the selection of the winning outcome under paragraph (4), the game focus shall turn to the Statue of Liberty. A random number generator shall determine if the Statue of Liberty's torch shall illuminate. If the torch illuminates, this shall indicate a 2x multiplier shall be applied to the outcome under paragraph (4).

(6) The payout odds of the New York, New York bonus game shall be based upon the outcome of the random number generator.

(i) The minimum payout odds shall be 2 to 1.

(ii) The maximum payout odds shall be 500 to 1.

(c) *Luxor bonus game.*

(1) The Luxor bonus game is a random number generator-based bonus game which uses a grid of 21 hidden multiplier awards to determine payout odds.

(2) The Luxor bonus game begins with the random number generator randomly selecting 21 multipliers and displaying them in the grid.

(3) The random number generator shall then determine if there shall be any lightning strike increases to the 21 multipliers under paragraph (2).

(i) There may be one, two or three lightning strikes selected by the random number generator.

(ii) When a lightning strike has been selected, the first lightning strike shall be applied and 3 multipliers increased on the screen before the subsequent lightning strikes are applied.

(4) In the event that a multiplier under § 696a.3 selects the Luxor bonus game, the multiplier shall be applied to all multiplier awards assigned in paragraph (2) and shall increase the multipliers after the lightning strikes in paragraph (3).

(5) The multipliers shall then be shuffled and hidden behind 21 identical symbols.

(6) The player shall select 1 of the 21 symbols to reveal their payout odds.

(i) A timer shall indicate how long a player has to make a selection.

(ii) If the player has not made a selection when time has run out, a random selection shall be made on the player's behalf.

(7) The payout odds for the Luxor bonus game shall be based upon the outcome of the random number generator and a blind selection of an outcome.

(i) The minimum payout odds shall be 5 to 1.

(ii) The maximum payout odds shall be 1,000 to 1.

(d) *MGM Grand bonus game.*

(1) MGM Grand is a bonus game in which balls are dropped down a wall to determine winning outcomes.

(2) The MGM Grand bonus game shall be conducted on a board which shall be a wall consisting of a multitude of pegs, two void holes in the field of pegs and four landing spots.

(3) The MGM Grand bonus game shall drop 12 balls with 4 blue balls, 4 green balls, 2 red balls, 1 gold ball and 1 special disco ball.

(i) The blue ball shall represent a 2x multiplier.

(ii) The green ball shall represent a 5x multiplier.

(iii) The red ball shall represent a 10x multiplier.

(iv) The gold ball shall represent a 25x multiplier.

(v) The special disco ball shall double the total of whichever landing spot it lands in.

(4) In the event that a multiplier under § 696a.3 selects the MGM Grand bonus game, the multiplier shall be applied to all ball multiplier values assigned in paragraph (3).

(5) The MGM Grand bonus game begins with players making a selection of one of the four landing spots. If a player does not make a selection before time runs out, a landing spot will be randomly selected for the player.

(6) The MGM Grand bonus game shall proceed to release the balls in successive drops.

(i) The blue 2x multiplier balls shall drop first.

(ii) After the blue multiplier balls have settled, the green 5x multiplier balls shall drop.

(iii) After the green multiplier balls have settled, the red 10x multiplier balls shall drop.

(iv) After the red multiplier balls have settled, the gold 25x multiplier ball shall drop.

(v) Finally, after the gold multiplier ball has dropped, the special disco ball shall drop.

(7) At the conclusion of the rounds of ball drops, the payout odds for each landing spot shall be calculated.

(i) A ball that landed in the void spot on the board, and therefore did not land in a landing spot, shall not be counted towards a payout.

(ii) Each landing spot shall total the multipliers of all balls in that spot to determine the payout odds.

(iii) In calculating the payout odds in subparagraph (ii), the special disco ball shall be counted last and shall double the total payout. In the event that a multiplier is applied under paragraph (4), the special disco ball shall increase the total payout based upon whatever amount the special multiplier was increased. For example, if the multiplier under § 696a.4 (relating to payout odds) had been 10, then the special disco ball would increase the landing spot by 20x (10x multiplier x 2x special disco ball multiplier).

(8) The payout odds for the MGM Grand bonus game shall be based upon the outcome of the random number generator and a blind selection of an outcome.

(i) The minimum payout odds shall be 7 to 1.

(ii) The maximum payout odds shall be 1,000 to 1.

(e) *Bellagio bonus game.*

(1) Bellagio is a bonus game in which slot machines are used to visualize winning outcomes.

(2) The Bellagio bonus game consists of three, three-reel slot machines and a Bellagio bonus tracker.

(3) The Bellagio bonus game begins with the random number generator randomly assigning multiplier values to slot reel combinations.

(4) In the event that a multiplier under § 696a.3 selects the Bellagio bonus game, the multiplier shall be applied to all multiplier awards assigned in paragraph (3).

(5) A timer shall commence and indicate the amount of time remaining for an eligible player to select one of the three slot machines. If a player does not make a selection before time has elapsed, one of the slot machines shall be selected at random for the player.

(6) The slot machines shall begin to spin. The result of each of the three slot machines shall be independent of the other two.

(7) Winning reel combinations shall be added to the cumulative meter below the slot machine.

(8) Each slot machine shall spin eight times, with the cumulative results being the payout odds to be paid.

(9) If during any spin, any slot machine reveals a Bellagio icon on the reel, it shall be added to the Bellagio bonus tracker.

(i) If eight Bellagio icons are revealed during the Bellagio bonus game, the Bellagio bonus shall be triggered.

(ii) If the Bellagio bonus is triggered, at the conclusion of all eight spins of the slot reels a 2x multiplier shall be applied to all cumulative result meters under paragraph (8).

(10) The payout odds for Bellagio bonus game shall be based upon the cumulative outcome of the random number generator slot reel selected by the player.

(i) The minimum payout odds shall be 10 to 1.

(ii) The maximum payout odds shall be 2,000 to 1.]

§ 696a.6. Caesars Palace Wheel of Wins bonus games configuration.

(a) Caesars Palace Wheel of Wins bonus games shall be an Inspired Wheelspin configuration in which Bonus Game A shall be the Caesars Choice bonus game; Bonus Game B shall be the Trevi Fortunes bonus game; Bonus Game C shall be the Colosseum Cash bonus game; and Bonus Game D shall be the Palace Spins bonus game.

(b) *Caesars Choice bonus game.*

(1) The Caesars Choice bonus game is a random number generator-based bonus game which uses the image of statues of Caesar to visualize the bonus game outcome.

(2) The Caesars Choice bonus game shall begin with eight random multipliers being assigned and displayed above the assigned spots above the Caesar statue.

(3) The Caesars Choice bonus game shall commence with the eight multipliers beginning to spin above the Caesar statue. When the multipliers stop spinning, the multiplier which is being pointed to by the Caesar statue shall be the winning outcome.

(4) In the event that a multiplier under § 696a.3 (relating to multiplier) selects the Caesars Choice bonus game, the multiplier shall be applied to the winning multiplier award assigned in paragraph (2).

(5) The payout odds of the Caesars Choice bonus game shall be based upon the outcome of the random number generator.

(i) The minimum payout odds shall be 5 to 1.

(ii) The maximum payout odds shall be 500 to 1.

(c) *Trevi Fortunes bonus game.*

(1) The Trevi Fortunes bonus game is a random number generator-based bonus game which uses a grid of 36 hidden multiplier awards to determine payout odds.

(2) The Trevi Fortunes bonus game begins with the random number generator randomly selecting 36 multipliers and displaying them in the grid.

(3) In the event that a multiplier under § 696a.3 selects the Trevi Fortunes bonus game, the multiplier shall be applied to all multiplier awards assigned in paragraph (2).

(4) The multipliers shall then be shuffled and hidden behind 36 identical symbols.

(5) The player shall select 1 of the 36 symbols to reveal their payout odds.

(i) A timer shall indicate how long a player has to make a selection.

(ii) If the player has not made a selection when time has run out, a random selection shall be made on the player's behalf.

(6) The payout odds for the Trevi Fortunes bonus game shall be based upon the outcome of the random number generator and a blind selection of an outcome.

(i) The minimum payout odds shall be 5 to 1.

(ii) The maximum payout odds shall be 1,000 to 1.

(d) *Colosseum Cash bonus game.*

(1) Colosseum Cash is a random number generator-based bonus game which uses three rows of five hidden multiplier awards to determine payout odds.

(2) The Colosseum Cash bonus game begins with the random number generator randomly assigning multipliers or a Caesar symbol. The multipliers and Caesars symbols shall remain hidden to the player.

(3) The random number generator shall also determine the potential jackpot, which may range from 50x to 200x.

(4) The player shall make a selection of one of the hidden multipliers on each of the three rows.

(i) A timer shall indicate how long the player has to make their selections.

(ii) If the player has not made their selections before time has run out, a random selection shall be made on the player's behalf.

(5) The player's selected multipliers shall be revealed, and the combined multipliers shall represent the payout odds.

(6) If the multiplier reveal under paragraph (5) reveals three Caesar icons, the player has won the jackpot established under paragraph (3).

(7) In the event that a multiplier under § 696a.3 selects the Colosseum Cash bonus game, the multiplier shall be applied to the multiplier awards assigned in paragraph (5) or (6).

(8) The payout odds for the Colosseum Cash bonus game shall be based upon the outcome of the random number generator and the player's blind selection of an outcome.

(i) The minimum payout odds shall be 8 to 1.

(ii) The maximum payout odds shall be 2,000 to 1.

(e) *Palace Spins bonus game.*

(1) Palace Spins is a random number generator-based bonus game in which coins are randomly awarded into a grid to visualize winning outcomes.

(2) The Palace Spins bonus game consists of two 3x4 grids, into which coins appear to denote multipliers awarded in successive rounds of spins, and a meter showing the number of spins remaining.

(3) The Palace Spins bonus game begins with the player selecting one of the two grids. If the player does not make a selection before time runs out, one will be selected at random for them.

(4) The Palace Spins bonus game will assign a random multiplier value above each of the three columns of the grid before each spin.

(5) The game will now proceed to spin to determine an outcome, with coins landing in any of the 12 grid spaces. A coin that lands in a grid space shall reflect the multiplier value which was assigned to that column in paragraph (4).

(6) The meter reflecting the number of spins remaining shall update under the following circumstances:

(i) If no coins were awarded, the meter shall be reduced by one spin.

(ii) If one or more coins were awarded, the meter shall be reset to full.

(7) The Palace Spins bonus game shall continue to play successive rounds consistent with paragraphs (4)—(6) until either every grid sections has been filled with a coin or no more spins remain on the meter.

(8) If all 12 grid sections have been filled with coins, the value of every coin shall be increased to 25x.

(9) At the conclusion of spins, all the multiplier values on the coins in the grid shall be totaled to determine the payout odds.

(10) In the event that a multiplier under § 696a.3 selects the Palace Spins bonus game, the multiplier shall be applied to the multiplier payout calculated in paragraph (9).

(11) The payout odds for the Palace Spins bonus game shall be based upon the outcome of the random number generator.

(i) The minimum payout odds shall be 10 to 1.

(ii) The maximum payout odds shall be 3,000 to 1.

§ 696a.7. Tailgate Takeover bonus games configuration.

(a) Tailgate Takeover shall be an Inspired Wheelspin configuration in which Bonus Game A shall be the Touchdown Toss bonus game; Bonus Game B shall be the Cornhole Cash bonus game; Bonus Game C shall be the Merch Madness bonus game; and Bonus Game D shall be the Field Goal Fortunes bonus game.

(b) Touchdown Toss bonus game.

(1) The Touchdown Toss bonus game is a random number generator-based bonus game which uses imagery of a ball tossed into 1 of 15 cups to display the game's outcome.

(2) The Touchdown Toss bonus game shall begin with random multipliers being assigned to each of the cups.

(3) A ball is tossed and will come to rest in one of the cups, with that cup's assigned multiplier being the game's outcome.

(4) In the event that a multiplier under § 696.3 (relating to multiplier) selects the Touchdown Toss bonus game, the multiplier shall be applied to the outcome under paragraph (3).

(5) The payout odds of the Touchdown Toss bonus game shall be the result of the random number generator.

(i) The minimum payout odds shall be 2 to 1.

(ii) The maximum payout odds shall be 500 to 1.

(c) Cornhole Cash bonus game.

(1) The Cornhole Cash bonus game is a random number generator-based bonus game which the visualization of beanbags being tossed is used to display outcomes.

(2) The Cornhole Cash bonus game shall consist of 2 cornhole boards, 10 beanbags and 1 gold beanbag.

(3) The Cornhole Cash bonus game begins with the player selecting between two cornhole boards. If the player does not make a selection before time runs out, a board is randomly selected for them.

(4) The Cornhole Cash bonus game will launch each of the 11 beanbags at the board, one at a time, with each bag either missing the board, landing on the board or going through the hole in the board. The gold beanbag shall be launched last.

(5) The beanbags shall have the following multiplier values:

(i) *Regular beanbags:*

(A) Beanbags which miss the board shall be worth zero.

(B) Beanbags which are on the board shall be worth 1x.

(C) Beanbags which have gone through the hole in the board shall be worth 5x.

(ii) *Gold beanbags:*

(A) Gold beanbags which miss the board shall be worth zero.

(B) Gold beanbags which are on the board shall be worth 25x.

(C) Gold beanbags which have gone through the hole in the board shall be worth 100x.

(6) The payout odds shall be calculated by totaling the beanbags using the multiplier values as outlined in paragraph (5).

(7) In the event that both cornhole boards are equal following the calculation under paragraph (6), players shall be awarded the combined total. For example, if both boards total a 50x, then the players would be awarded 100x as the payout odds.

(8) In the event that a multiplier under § 696a.3 selects the Cornhole Cash bonus game, the multiplier shall be applied to the outcome under paragraph (6) or paragraph (7).

(9) The payout odds of the Cornhole Cash bonus game shall be the result of the random number generator.

(i) The minimum payout odds shall be 4 to 1.

(ii) The maximum payout odds shall be 1,000 to 1.

(d) *Merch Madness bonus game.*

(1) Merch Madness is a random number generator-based bonus game which uses a souvenir booth imagery and three rounds of item selection to reveal hidden multiplier awards to determine payout odds.

(2) The Merch Madness bonus game begins with the random number generator randomly assigning multipliers values, ranging from 2x to 100x, to each of the six souvenirs. The multipliers shall remain hidden to the player.

(3) The player shall make a selection of one of the six items.

(i) A timer shall indicate how long the player has to make their selections.

(ii) If the player has not made their selections before time has run out, a random selection shall be made on the player's behalf.

(4) The player's selected item shall then reveal the hidden multiplier.

(5) The Merch Madness bonus game shall then move on to the second round, with players again being presented with six items to choose between. Round 2 shall follow the process outlined under paragraphs (2)—(5).

(6) The Merch Madness bonus game shall then move on to the third and final round, with players again being presented with six items to choose between. Round 3 shall follow the process outlined under paragraphs (2)—(5).

(7) Following the third round, the multipliers for all of the player's selected items shall be totaled to determine the payout odds.

(8) In the event that a multiplier under § 696a.3 selects the Merch Madness bonus game, the multiplier shall be applied to the outcome under paragraph (7).

(9) The payout odds of the Merch Madness bonus game shall be the result of the random number generator combined with player selections.

(i) The minimum payout odds shall be 6 to 1.

(ii) The maximum payout odds shall be 2,000 to 1.

(e) *Field Goal Fortunes bonus game.*

(1) Field Goal Fortunes is a bonus game in which a football being kicked at a grid of multipliers assigned by a random number generator is used to visualize winning outcomes.

(2) The Field Goal Fortunes bonus game consists of three different colored footballs and a grid of 45 multipliers values and double symbols.

(3) The Field Goal Fortunes bonus game begins with the random number generator randomly assigning multiplier values or a double symbol to each of the 45 grid sections.

- (4) The player must make a selection of one of the three footballs.
- (i) A timer shall indicate how long the player has to make their selection.
- (ii) If the player has not made their selection before time has run out, a random football selection shall be made on the player's behalf.
- (5) The footballs shall be kicked, and whichever grid section the football strikes shall represent the payout odds for that football.
- (6) If the football strikes a double grid section, all multipliers on the grid shall be doubled and the ball which struck the double shall be kicked again.
- (i) If the football strikes a multiplier, that multiplier shall be the payout odds.
- (ii) If the football strikes a double symbol, all grid sections shall be doubled. A double symbol shall be replaced with a multiplier and the football kicked a third time. The grid segment struck by the football shall be the payout odds.
- (iii) Doubling under this paragraph shall only apply for the ball which triggered the initial doubling.
- (7) In the event that a multiplier under § 696a.3 selects the Field Goal Fortunes bonus game, the multiplier shall be applied to all multiplier awards assigned in paragraph (5) or (6).
- (8) The payout odds for Field Goal Fortunes bonus game shall be based upon the outcome of the random number generator.
- (i) The minimum payout odds shall be 10 to 1.
- (ii) The maximum payout odds shall be 3,000 to 1.



PENNSYLVANIA GAMING CONTROL BOARD

303 Walnut Street
Commonwealth Tower, 5th Floor
Harrisburg, PA 17101
www.gamingcontrolboard.pa.gov

ROBERT WOOD
Senior Counsel
303 Walnut Street
Commonwealth Tower, 5th Floor
Harrisburg, PA 17101
Phone: (717) 346-8300
Fax: (717) 346-8350
Email: rmwood@pa.gov

October 6, 2026

Delivered via e-mail

David Sumner, Executive Director
Independent Regulatory Review Commission
555 Walnut Street, Suite 804
Harrisburg, PA 17101

RE: PGCB Final Omitted Rulemaking #125-262: Table Games Rules and Procedures

Dear Mr. Sumner:

Enclosed with this letter please find a copy of a final omitted rulemaking for review by the Independent Regulatory Review Commission ("Commission") from the Pennsylvania Gaming Control Board ("Board"). This final omitted rulemaking moves rules and procedures governing table games, variations, and side wagers from temporary regulations into final regulation status. This final omitted rulemaking process follows the procedure utilized previously by PGCB to move table games rules and procedures into final form status. This final omitted rulemaking was adopted by the Board on September 23, 2026.

This final omitted rulemaking was e-Delivered to the Office of the Attorney General, and the Majority Chair and Minority Chair of the House Gaming Oversight Committee, and the Majority Chair and Minority Chair of the Senate Community, Economic and Recreational Development Committee. Confirmation of these deliveries is contained in the final omitted rulemaking package accompanying this letter.

Sincerely,

Robert Wood
Senior Counsel

Enclosure

Chair

DENISE J. SMYLER

Commissioners

SHAWN DILLON

GEORGE DUNBAR

EDWARD C. GAINEY

CHRISTOPHER W. HUFFMAN

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Independent Regulatory
Review Commission

October 6, 2026

On behalf of Senator Rosemary Brown, Chair of PA Senate Community, Economic, & Recreational Development Committee, I have received delivery of **PGCB Final Omitted Rulemaking 125-262**.

Thank you,
Derek

DEREK CLEPPER, Esq., Counsel/Executive Director
PA SENATE COMMUNITY, ECONOMIC & RECREATIONAL DEVELOPMENT COMMITTEE
SENATOR ROSEMARY M. BROWN (PA 40)
Monroe: 2398 Route 611, Scotrun | 570.620.4326
Lackawanna: 487 Cortez Road, Jefferson Township | 570.213.5705
Harrisburg: 172 Main Capitol, Harrisburg | 717.787.6123



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Robert Wood, Esq.
Senior Counsel

Pennsylvania Gaming Control Board

October 6, 2026

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From: Wood, Robert (PGCB)**Sent:** Tuesday, October 6, 2026 7:35 AM**To:** Bowman, Sally <Sally.Bowman@pasenate.com>; Derek Clepper (PA Sen Maj (R)) <dclepper@pasen.gov>; Jim Moser (PA House Maj. (D)) <jmoser@pahouse.net>; Jweeter <jweeter@pahousegop.com>**Subject:** E-Delivery of PGCB Final Omitted Rulemaking 125-262**Importance:** High

Good Morning,

This email serves as electronic delivery of PGCB Final Omitted Rulemaking #125-262. This Final Omitted Rulemaking moves table games rules from temporary to final form status. PGCB has previously followed this final omitted process for this table games rules transfer. Basically Annex A reserves out the temps (633b for example) and Annex B moves them into finals (633c).

Attached to this email are the following documents:

1. Regulatory Analysis Form (PDF Format)
2. Face Sheet (PDF Format)
3. Preamble (PDF Format)
4. Annex A text removing temporary regulation sections (PDF)
5. Annex B text adding final form regulation sections (PDF)

Please reply to this email confirming receipt of the materials on behalf of the Committee Chairs. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

RECEIVED

Independent Regulatory
Review Commission

October 6, 2026

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

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From: Moser, Jim
To: Wood, Robert (PGCB)
Subject: RE: E-Delivery of PGCB Final Omitted Rulemaking 125-262
Date: Tuesday, October 6, 2026 9:02:26 AM

Independent Regulatory
Review Commission

October 6, 2026

Received

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Tuesday, October 6, 2026 7:35 AM
To: Bowman, Sally <Sally.Bowman@pasenate.com>; Derek Clepper (PA Sen Maj (R)) <dclepper@pasen.gov>; Moser, Jim <JMoser@pahouse.net>; Jweeter <jweeter@pahousegop.com>
Subject: E-Delivery of PGCB Final Omitted Rulemaking 125-262
Importance: High

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Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

CONFIDENTIALITY NOTICE:

From: [Jennifer Weeter](#)
To: [Wood, Robert \(PGCB\)](#)
Subject: RE: [EXTERNAL]: E-Delivery of PGCB Final Omitted Rulemaking 125-262
Date: Tuesday, October 6, 2026 9:19:41 AM

Independent Regulatory
Review Commission

October 6, 2026

Received. House Republican Caucus.

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Tuesday, October 6, 2026 7:35 AM
To: Bowman, Sally <Sally.Bowman@pasenate.com>; Derek Clepper (PA Sen Maj (R)) <dclepper@pasen.gov>; Jim Moser (PA House Maj. (D)) <jmoser@pahouse.net>; Jennifer Weeter <jweeter@pahousegop.com>
Subject: [EXTERNAL]: E-Delivery of PGCB Final Omitted Rulemaking 125-262
Importance: High

Good Morning,

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Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

RECEIVED

From: [Bowman, Sally](#)
To: [Wood, Robert \(PGCB\)](#)
Subject: Re: E-Delivery of PGCB Final Omitted Rulemaking 125-262
Date: Tuesday, October 6, 2026 7:57:49 AM

Independent Regulatory
Review Commission

October 6, 2026

Received. Thanks.

Sally M. Bowman (she/her)
PA Senate Dems
Director of Caucus Operations
55 EW
717-772-1737 (direct line)
717-982-3188 (cell)

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Tuesday, 06 October 2026 07:34:34
To: Bowman, Sally <Sally.Bowman@pasenate.com>; Derek Clepper (PA Sen Maj (R)) <dclepper@pasen.gov>; Jim Moser (PA House Maj. (D)) <jmoser@pahouse.net>; Jweeter <jweeter@pahousegop.com>
Subject: E-Delivery of PGCB Final Omitted Rulemaking 125-262

■ EXTERNAL EMAIL ■

Good Morning,

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Please reply to this email confirming receipt of the materials on behalf of

the Committee Chairs. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

RECEIVED

Independent Regulatory
Review Commission

October 6, 2026

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From: [Elliott, Amy M.](#)
To: [Wood, Robert \(PGCB\)](#)
Cc: [Trotter, Carolyn](#); [Posavec, Cheryl \(PGCB\)](#)
Subject: Re: E-Delivery of PGCB Final Omitted Rulemaking 125-262
Date: Tuesday, October 6, 2026 7:36:44 AM

October 6, 2026

Receipt acknowledged. Thanks, Amy

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Tuesday, October 6, 2026 7:34 AM
To: Elliott, Amy M. <aelliott@attorneygeneral.gov>
Cc: Trotter, Carolyn <trotter@attorneygeneral.gov>; Posavec, Cheryl (PGCB) <cposavec@pa.gov>
Subject: E-Delivery of PGCB Final Omitted Rulemaking 125-262

Good Morning Amy,

This email serves as electronic delivery of PGCB Final Omitted Rulemaking #125-262. This Final Omitted Rulemaking moves table games rules from temporary to final form status. PGCB has previously followed this final omitted process for this table games rules transfer. Basically Annex A reserves out the temps (633b for example) and Annex B moves them into finals (633c).

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3. Preamble (Word)
4. Annex A text removing temporary regulation sections (Word)
5. Annex B text adding final form regulation sections (Word)

Please reply to this email confirming receipt of the materials on behalf of The Office of the Attorney General.

Thanks,
Robert

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board
(717) 317-5744
rmwood@pa.gov

**TRANSMITTAL SHEET FOR REGULATIONS SUBJECT TO THE
REGULATORY REVIEW ACT**

I.D. NUMBER: 125-262

SUBJECT: Table Games Rules and Procedures

AGENCY: Pennsylvania Gaming Control Board

TYPE OF REGULATION

RECEIVED

☐ **Proposed Regulation**

Independent Regulatory
Review Commission

☐ **Final Regulation**

October 6, 2026

☒ **Final Regulation with Notice of Proposed Rulemaking Omitted**

☐ **120-day Emergency Certification of the Attorney General**

☐ **120-day Emergency Certification of the Governor**

☐ **Delivery of Tolled Regulation**

☐ **With Revisions** ☐ **Without Revisions**

FILING OF REGULATION

DATE

SIGNATURE

DESIGNATION

10/6/26



HOUSE COMMITTEE -

MAJORITY CHAIR Rep. Patrick J. Harkins, via e-delivery

10/6/26



MINORITY CHAIR Rep. Russ Diamond, via e-delivery

SENATE COMMITTEE -

10/6/26



MAJORITY CHAIR Sen. Rosemary M. Brown, via e-delivery

10/6/26



MINORITY CHAIR Sen. Anthony H. Williams, via e-delivery

10/6/26



INDEPENDENT REGULATORY REVIEW COMMISSION

David Sumner, via e-delivery

10/6/26



ATTORNEY GENERAL (for Final Omitted only)

via e-delivery

LEGISLATIVE REFERENCE BUREAU (for Proposed only)