

BASIS AND PURPOSE FOR RULE 21

The purpose of Rule 21 is to establish playing rules for authorized types of games which combine the play of blackjack with the play of poker, and management procedures for conducting blackjack-poker combination games in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 21 is found in sections 44-30-201, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., and 44-30-818, C.R.S. *Amended 8/14/16*

RULE 21 RULES FOR BLACKJACK-POKER COMBINATION GAMES

30-2118 THE PLAY – DEUCES WILD XTREME

- (1) DEUCES WILD XTREME IS A POKER VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY GALAXY GAMING OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. DEUCES WILD XTREME MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES. DEUCES WILD XTREME USES A 53-CARD DECK (STANDARD 52-CARD DECK PLUS A JOKER), WHERE ALL DEUCES AND THE JOKER ARE FULLY *WILD*. THE OBJECT OF THE GAME IS FOR PLAYERS TO BEAT THE DEALER WITH A HIGHER-RANKING 5-CARD HAND.
- (2) DEUCES WILD XTREME INCLUDES OPTIONAL BONUS WAGERS. AVAILABLE ARE BAD BEAT XTREME, TRIPS PLUS WILD, GOIN' WILD, GOIN' WILD PROGRESSIVE, TOO WILD PROGRESSIVE, AND FIVE-CARD LINKED PROGRESSIVE OPTIONAL BONUS WAGERS. THE RETAIL LICENSEE MAY CHOOSE TO OFFER ANY COMBINATION OF THE OPTIONAL BONUS WAGERS LISTED IN THESE RULES OF PLAY.
- (3) DEUCES WILD XTREME MAY ONLY BE PLAYED ON APPROVED TABLE EQUIPMENT WITH THE NECESSARY SIGNAGE AND WHICH DISPLAYS THE DEUCES WILD XTREME TABLE LAYOUT. AT THE DISCRETION OF THE RETAIL LICENSEE, PLAYERS MAY BE REQUIRED TO MAKE A STANDARD POKER WAGER IN ORDER TO MAKE ANY OF THE CONFIGURED OPTIONAL BONUS WAGERS.
- (4) THE RETAIL LICENSEE WILL DETERMINE AND POST ALL MINIMUM AND MAXIMUM WAGERING LIMITS FOR BOTH STANDARD AND OPTIONAL BONUS WAGER, ALONG WITH ANY APPLICABLE AGGREGATE PAY OUT LIMITS.
- (5) **DEALING AND RECONCILING THE GAME.**
- (6) TO BEGIN EACH ROUND, EACH PLAYER MUST PLACE EQUAL *ANTE* AND *ODDS* WAGERS (IF APPLICABLE) AND MAY PLACE ANY OF THE AVAILABLE OPTIONAL BONUS AND/OR PROGRESSIVE WAGERS ON THEIR DESIGNATED SPOTS ON THE LAYOUT.
- (7) PLAYERS MAY OPTIONALLY PLACE A WAGER FOR THE BENEFIT OF THE DEALER. THAT WAGER IS PLACED IMMEDIATELY IN FRONT OF (THE DEALER'S SIDE) THE STANDARD WAGER(S), ANY OPTIONAL BONUS WAGER(S), OR BOTH. PLAYERS MAY NOT PLACE A WAGER FOR THE BENEFIT OF THE DEALER ON THE GOIN' WILD PROGRESSIVE, TOO WILD PROGRESSIVE, OR FIVE-CARD LINKED PROGRESSIVE OPTIONAL BONUS WAGERS.
- (8) AFTER ALL WAGERS ARE PLACED, EACH PLAYER AND THE DEALER RECEIVE FIVE CARDS FACE-DOWN. AFTER EXAMINING THEIR HAND, EACH PLAYER MUST DECIDE TO DO ONE OF THE FOLLOWING:
 - (A) **PLAY** BY MAKING A *PLAY* WAGER EQUAL TO 2X THEIR *ANTE* WAGER.
 - (B) **FOLD** AND LOSE THEIR *ANTE* AND *ODDS* WAGERS.
 - (I) THE PLAYER'S OPTIONAL BONUS WAGERS REMAIN ACTIVE EVEN IF THEY DECIDE TO FOLD.
- (9) THE DEALER REVEALS THEIR HAND AND COMPARES IT TO EACH PLAYER'S HAND IN THE FOLLOWING MANNER:
 - (A) IF THE PLAYER **BEATS** THE DEALER:
 - (I) THE *ANTE* AND *PLAY* WAGERS ARE PAID 1 TO 1.
 - (II) THE *ODDS* WAGER IS PAID ACCORDING TO THE CORRESPONDING PAY TABLE BELOW.
 - (B) IF THE PLAYER **TIES** THE DEALER:
 - (I) THE *ANTE*, *ODDS*, AND *PLAY* WAGERS ARE PUSHED.
 - (II) TIED HANDS ARE NOT BROKEN BASED ON WHETHER THEY ARE *WILD* OR *NATURAL*.
 - (C) IF THE PLAYER **LOSES** TO THE DEALER:
 - (I) THE *ANTE*, *ODDS*, AND *PLAY* WAGERS ARE LOST.
- (10) BONUS WAGERS ARE PAID OUT BASED ON THEIR RESPECTIVE PAY TABLES.
- (11) **OPTIONAL BONUS WAGERS.**

- (A) **BAD BEAT XTREME:** PLAYERS WIN IF BOTH THEIR HAND AND THE DEALER'S HAND ARE A THREE-OF-A-KIND OR BETTER AND ARE NOT TIED. THE WAGER IS PAID BASED ON THE LOSING HAND'S RANKING, ACCORDING TO THE CORRESPONDING PAY TABLE BELOW.
- (B) **TRIPS PLUS WILD:** PLAYERS WIN IF THEIR 5-CARD HAND ACHIEVES A WINNING EVENT AND ARE PAID BASED ON WHETHER THEIR HAND IS *NATURAL* OR *WILD*, ACCORDING TO THE CORRESPONDING PAY TABLE BELOW.
- (C) **GOIN' WILD:** PLAYERS WIN IF THEIR 5-CARD HAND ACHIEVES A WINNING EVENT BASED ON THE CORRESPONDING PAY TABLE BELOW.
- (D) **GOIN' WILD PROGRESSIVE:** PLAYERS WIN IF THEIR 5-CARD HAND ACHIEVES A WINNING EVENT BASED ON THE CORRESPONDING PAY TABLE BELOW.
- (E) **TOO WILD PROGRESSIVE:** PLAYERS WIN IF THEIR 5-CARD HAND ACHIEVES A WINNING EVENT BASED ON THE CORRESPONDING PAY TABLE IN APPENDIX F.
- (F) **FIVE-CARD LINKED PROGRESSIVE:** PLAYERS WIN IF THEIR 5-CARD HAND ACHIEVES A WINNING EVENT AS DISPLAYED ON THE CORRESPONDING PAY TABLE BELOW. THIS PROGRESSIVE CAN BE USED: AS A STANDALONE JACKPOT, TO LINK JACKPOTS BETWEEN MULTIPLE *DEUCES WILD XTREME* TABLES, AND TO LINK JACKPOTS BETWEEN *DEUCES WILD XTREME* AND OTHER APPROVED GAMES THAT CONTAIN THE *FIVE CARD LINKED PROGRESSIVE*.
- (I) AN ADDITIONAL "JOKER REPLACEMENT CARD" IS DRAWN EVERY ROUND AS A REPLACEMENT FOR A POTENTIAL JOKER IN THE PLAYER'S HAND.

(12) **ODDS PAY TABLE.**

| HAND | PT-FLT-DWHF-ODS-01 |
|----------------|--------------------|
| FIVE WILDS | 1000 |
| ROYAL FLUSH | 50 |
| FIVE-OF-A-KIND | 10 |
| STRAIGHT FLUSH | 9 |
| FOUR-OF-A-KIND | 4 |
| FULL HOUSE | 3 |
| FLUSH | 2 |
| STRAIGHT | 1 |
| OTHER | PUSH |

(A) **NOTES:**

- (I) ALL PAYS ARE "TO 1."
- (II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.
- (III) MUST BEAT THE DEALER TO QUALIFY.
- (IV) OPERATORS MAY POST A MAXIMUM AGGREGATE AMOUNT PER ROUND OR PER HAND.

(13) **OPTIONAL BONUS WAGER PAY TABLES.**

(14) **BAD BEAT XTREME.**

| LOSING HAND | PT-FLT-DWHF-BBX-01 | PT-FLT-DWHF-BBX-02 | PT-FLT-DWHF-BBX-03 |
|----------------|--------------------|--------------------|--------------------|
| ROYAL FLUSH | 10000 | 500 | 500 |
| FIVE-OF-A-KIND | 10000 | 500 | 500 |
| STRAIGHT FLUSH | 5000 | 500 | 500 |
| FOUR-OF-A-KIND | 500 | 500 | 300 |
| FULL HOUSE | 400 | 400 | 200 |

| | | | |
|-----------------|-----|-----|-----|
| FLUSH | 300 | 300 | 100 |
| STRAIGHT | 100 | 100 | 50 |
| THREE-OF-A-KIND | 9 | 9 | 15 |

(A) NOTES:

(I) ALL PAYS ARE "TO 1."

(II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.

(III) THE PLAYER AND DEALER HANDS MUST BE A THREE-OF-A-KIND OR BETTER AND THE HANDS DO NOT TIE.

(IV) OPERATORS MAY POST A MAXIMUM AGGREGATE AMOUNT PER ROUND OR PER HAND.

(15) TRIPS PLUS WILD.

| HAND | PT-FLT- DWHF-TPW- 01 | | PT-FLT- DWHF-TPW- 02 | | PT-FLT- DWHF-TPW- 03 | |
|-----------------|-------------------------|------|-------------------------|------|-------------------------|------|
| | NATURAL | WILD | NATURAL | WILD | NATURAL | WILD |
| FIVE WILDS | - | 2000 | - | 2000 | - | 2000 |
| ROYAL FLUSH | 1000 | 100 | 1000 | 100 | 1000 | 90 |
| STRAIGHT FLUSH | 200 | 30 | 200 | 30 | 200 | 25 |
| FIVE-OF-A-KIND | - | 100 | - | 100 | - | 70 |
| FOUR-OF-A-KIND | 90 | 6 | 90 | 6 | 60 | 6 |
| FULL HOUSE | 40 | 5 | 30 | 5 | 30 | 5 |
| FLUSH | 30 | 4 | 25 | 4 | 25 | 4 |
| STRAIGHT | 20 | 3 | 20 | 3 | 20 | 3 |
| THREE-OF-A-KIND | 6 | 1 | 6 | 1 | 6 | 1 |

| HAND | PT-FLT-DWHF-TPW- 04 | | PT-FLT- DWHF-TPW- 05 | | PT-FLT- DWHF-TPW- 06 | |
|-----------------|------------------------|------|-------------------------|------|-------------------------|------|
| | NATURAL | WILD | NATURAL | WILD | NATURAL | WILD |
| FIVE WILDS | - | 2000 | - | 500 | - | 2000 |
| ROYAL FLUSH | 1000 | 70 | 400 | 70 | 1000 | 60 |
| STRAIGHT FLUSH | 200 | 25 | 200 | 25 | 200 | 25 |
| FIVE-OF-A-KIND | - | 60 | - | 60 | - | 50 |
| FOUR-OF-A-KIND | 50 | 6 | 50 | 6 | 40 | 6 |
| FULL HOUSE | 30 | 5 | 30 | 5 | 30 | 5 |
| FLUSH | 25 | 4 | 25 | 4 | 25 | 4 |
| STRAIGHT | 20 | 3 | 20 | 3 | 20 | 3 |
| THREE-OF-A-KIND | 6 | 1 | 6 | 1 | 6 | 1 |

(A) NOTES:

(I) ALL PAYS ARE "TO 1."

(II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.

(III) ALL HANDS WITH A JOKER ARE CONSIDERED WILD.

(IV) A HAND WITH A SINGLE DEUCE IS CONSIDERED *NATURAL* IF THE DEUCE IS USED AS ITS NORMAL FACE VALUE (2) AS PART OF AN A-5 OR 2-6 STRAIGHT/STRAIGHT FLUSH. IN ALL OTHER CASES, A DEUCE IS CONSIDERED *WILD*.

(V) OPERATORS MAY POST A MAXIMUM AGGREGATE AMOUNT PER ROUND OR PER HAND.

(16) GOIN' WILD.

| HAND | PT-FLT-TW-GW-01 | PT-FLT-TW-GW-02 |
|---------|-----------------|-----------------|
| 4 WILDS | 1000 | 500 |
| 3 WILDS | 40 | 50 |
| 2 WILDS | 5 | 6 |
| JOKER | 4 | 3 |

(A) NOTES:

(I) ALL PAYS ARE "TO 1."

(II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.

(III) WILD HAND CAN CONTAIN ONLY DEUCES OR IN COMBINATION WITH A JOKER.

(IV) OPERATORS MAY POST A MAXIMUM AGGREGATE AMOUNT PER ROUND OR PER HAND.

(17) GOIN' WILD PROGRESSIVE.

| HAND | PT-PRG-TW-GW-01 | PT-PRG-TW-GW-02 |
|----------|-----------------|-----------------|
| 4 DEUCES | 100% | 100% |
| 4 WILDS | \$1000 | \$500 |
| 3 DEUCES | \$100 | \$100 |
| 3 WILDS | \$50 | \$50 |
| 2 DEUCES | \$5 | \$5 |
| 2 WILDS | \$3 | \$4 |

(A) NOTES:

(I) ALL PAYS ARE "FOR 1." THE JACKPOT WAGER IS NOT RETURNED.

(II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.

(III) THE ABOVE PAY TABLES ARE BASED OFF A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PLAYER PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

(18) TOO WILD PROGRESSIVE.

| HAND | PT-PRG-DWHF-DWP-01 |
|---------------------|--------------------|
| FIVE WILDS | 100% |
| NATURAL ROYAL FLUSH | 10% |
| WILD ROYAL FLUSH | \$200 |

| | |
|----------------|-------|
| FIVE-OF-A-KIND | \$150 |
| STRAIGHT FLUSH | \$50 |
| FOUR-OF-A-KIND | \$10 |
| FULL HOUSE | \$9 |
| FLUSH | \$8 |
| STRAIGHT | \$5 |

(A) NOTES:

(I) ALL PAYS ARE "FOR 1." THE JACKPOT WAGER IS NOT RETURNED.

(II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.

(III) THE ABOVE PAY TABLES ARE BASED OFF A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED AND PLAYER PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

(19) FIVE-CARD LINKED PROGRESSIVE.

| HAND | PT-BJS-5CL-01 | PT-BJS-5CL-02 | PT-BJS-5CL-03 | PT-BJS-5CL-04 | PT-BJS-5CL-05 | PT-BJS-5CL-09 | PT-BJS-5CL-10 |
|-----------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|
| ROYAL FLUSH | 100% | 100% | 100% | 100% | 100% | 100% | 100% |
| STRAIGHT FLUSH | \$1,500 | \$2,500 | \$1,000 | \$2,000 | 100% | \$1,500 | 100% |
| FOUR-OF-A-KIND | \$250 | \$250 | \$200 | \$250 | \$250 | \$250 | \$200 |
| FULL HOUSE | \$100 | \$100 | \$100 | \$75 | \$75 | \$75 | \$75 |
| FLUSH | \$50 | \$50 | \$75 | \$50 | \$50 | \$50 | \$50 |
| STRAIGHT | \$25 | \$25 | \$20 | \$20 | \$20 | \$20 | \$30 |
| THREE-OF-A-KIND | \$5 | \$5 | \$5 | \$5 | \$5 | \$10 | \$5 |
| TWO PAIR | N/A | N/A | N/A | N/A | \$3 | N/A | \$3 |

| HAND | PT-BJS-5CL-06 | PT-BJS-5CL-07 | PT-BJS-5CL-08 | PT-BJS-5CL-11 |
|-----------------------|---------------|---------------|---------------|---------------|
| 5-CARD ROYAL FLUSH | 100% | 100% | 100% | 100% |
| 5-CARD STRAIGHT FLUSH | \$500 | \$1,000 | \$2,500 | \$500 |
| 4-CARD STRAIGHT FLUSH | \$200 | \$200 | \$150 | \$200 |
| 5-CARD FLUSH | \$50 | \$50 | \$75 | \$75 |
| 4-CARD FLUSH | \$5 | \$5 | \$5 | \$5 |

| HAND | PT-BJS-5CL-E01 | | PT-BJS-5CL-E02 | | PT-BJS-5CL-E03 | |
|----------------|----------------|---------|----------------|---------|----------------|---------|
| | PAYS | ENVY | PAYS | ENVY | PAYS | ENVY |
| ROYAL FLUSH | 100% | \$1,000 | 100% | \$5,000 | 100% | \$1,000 |
| STRAIGHT FLUSH | 10% | \$300 | 10% | \$1,500 | 10% | \$250 |
| FOUR-OF-A-KIND | \$300 | - | \$300 | - | \$250 | - |
| FULL HOUSE | \$50 | - | \$50 | - | \$75 | - |
| FLUSH | \$40 | - | \$40 | - | \$50 | - |

| | | | | | | |
|-----------------|------|---|------|---|------|---|
| STRAIGHT | \$30 | : | \$30 | : | \$25 | : |
| THREE-OF-A-KIND | \$9 | : | \$9 | : | \$10 | : |

(A) NOTES:

(I) ALL PAYS ARE "FOR 1." THE JACKPOT WAGER IS NOT RETURNED.

(II) ONLY THE HIGHEST QUALIFYING HAND IS PAID.

(III) TO QUALIFY FOR AN ENVY PAY, AT LEAST ONE PLAYER MUST WIN A QUALIFYING PROGRESSIVE AWARD (ROYAL FLUSH OR STRAIGHT FLUSH). ALL OTHER PLAYERS WHO HAVE PLACED THE PROGRESSIVE WAGER, BUT HAVE NOT RECEIVED THE PROGRESSIVE AWARD, WILL RECEIVE THE LISTED ENVY PAY.

(IV) THE ABOVE PAY TABLES ARE BASED OFF A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PLAYER PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

(V) ALL DEUCES CANNOT BE WILD AND ARE CONSIDERED A NATURAL 2.

(VI) AN ADDITIONAL "JOKER REPLACEMENT CARD" IS DRAWN EVERY ROUND AS A REPLACEMENT FOR A POTENTIAL JOKER IN THE PLAYER'S HAND.