



Overview

Fortune San Lo Poker features head-to-head play against the dealer and two optional bonus bets. The game is played with a 53-card deck that includes a semi-wild joker. The joker can be used as an ace, or to complete a royal flush, straight flush, straight or flush.

Players receive six cards to make three poker hands:

1. A high hand comprising three cards
2. A mid hand comprising two cards.
3. A low hand comprising one card.

The dealer also receives six cards and arranges them into three hands, according to a house way. The dealer will compare his high hand against the player's high hand, his mid hand against the player's mid hand and his low hand against the player's low hand.

The house wins ties.

Players win their main bet if they win two or three of the matchups against the dealer. If they lose two or more of the matchups, their main bet loses.

Ranking of Hands

Three card (high) hand:

Straight flush (AKQ is highest, A23 is second-highest)
Three of a kind
Straight (AKQ is highest, A23 is second-highest)
Flush
Pair
High card

Two card (mid) hand:

Pair

High card

One card (low) hand: High card

Optional Bonus Bets

Fortune Bonus: This optional bet wins if the player's best five-card poker hand is two pair or higher. Sample payable below:

Hand	Pays
5 Aces	1,000 to 1
Royal Flush	200 to 1
Straight Flush	50 to 1
4 of a Kind	30 to 1
Full House	10 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
2 Pair	2 to 1

Hat Trick: This optional bet pays 5 to 1 if the player wins all three matchups against the dealer. Players may not bet more on the Hat Trick than they bet on the main bet.

Rules and Dealing Procedures

1. Set the i-Deal shuffler to "Fortune San Lo Poker."
2. Players must make the standard bet against the dealer. They may also make the optional Fortune Bonus and Hat Trick bet.
 - a. Note: Players may not bet more on the Hat Trick than on their main bet.
3. To begin the game, the dealer presses the green button on the i-Deal. The LCD in the table will display a number, chosen randomly, between 1 and 7. This indicates which player position gets the first hand out of the shuffler. [Note: As in pai gow poker, positioning can change from casino to casino. Contact your Shuffle Master service technical for assistance.] The dealer will work counter-clockwise and deliver cards to each position, whether occupied or not.
4. The shuffler will then dispense packs of six cards. The dealer, starting with the spot indicated by the LCD, works counter-clockwise to dispense hands to each player position and himself. As in pai gow poker, each player spot—occupied or not—will get a hand.

5. When the last hand is dealt, the dealer will pick up the unused hands. The LCD will now read, "DEALER HOUSE WAY."
6. Players now set their hands. The only rule for players is they must rank their hands in order. The high hand must be higher than the mid hand, and the mid hand must be higher than the low hand. If a player does not follow that rule, his hand fouls and he automatically loses to the dealer. His Fortune Bonus, however, would still receive action.
7. If players want their hand set according to the house way, the dealer may assist them electronically by pressing on the i-Verify LCD:
PLAYER HOUSE WAY
SEAT NUMBER
This will display the players cards set according to the house way. The dealer then presses EXIT to return to the "DEALER HOUSE WAY" screen.
Licensees, who use the i-Deal with the i-Verify Display, must ensure all other players at the table have set their hands before using the i-Verify Display to set a player's hand the "house way".
8. Once players finish, the dealer reveals his cards and sets them according to the house way by pressing "DEALER HOUSE WAY." The LCD will show which card belongs in the low hand and which cards belong in the mid hand. The dealer can then infer his high hand.
Dealers must not access the i-Verify Display to reveal the dealer "house way" until all players at the table have set their hands or had their hand set the "house way".
9. The dealer then compares each of his hands against the corresponding player hand. See ranking of hands in the above section.
10. If the player and dealer have identical hands, the house wins that matchup.
11. If the player wins two or more matchups, his main bet pays 1 to 1.
12. If the dealer wins two or more of the matchups, the player's main bet loses.
13. Fortune Bonus: This bet wins if the player's best five-card hand (of his six total cards) is two pair or better.
14. Hat Trick: This bet pays 5 to 1 if the player wins all three matchups against the dealer.

** The LCD referred to in the game rules utilizes i-Verify v1.0.0.17 (or higher) and i-Deal v3.8.024 (or higher) or i-Deal Plus NXP v1.011.4 (or higher).*



FORTUNE PAYTABLES

Hand	FSLP-01	FSLP-02	FSLP-03	FSLP-04
	Pays	Pays	Pays	Pays
Five Aces	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Royal Flush	200 to 1	200 to 1	200 to 1	200 to 1
Straight Flush	50 to 1	50 to 1	50 to 1	50 to 1
Four of a Kind	30 to 1	30 to 1	30 to 1	30 to 1
Full House	10 to 1	10 to 1	10 to 1	9 to 1
Flush	8 to 1	7 to 1	6 to 1	6 to 1
Straight	5 to 1	5 to 1	5 to 1	5 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Hit frequency	21.62%	21.62%	21.62%	21.62%
House edge	2.00%	3.37%	4.74%	5.58%
Est hold	21%	24%	27%	29%

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Two Pair	2 to 1

100 TO 1
100 TO 1

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Straight Flush	30 to 1
Four-of-a-Kind	10 to 1
Full House	8 to 1
Flush	5 to 1
Straight	3 to 1
Three-of-a-Kind	2 to 1
Two Pair	2 to 1

3 CARD RANKINGS

Straight Flush*
Three-of-a-Kind
Straight
Flush
Pair
High Card

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*A 2 to 3 means highest straight.

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RULES OF PLAY:

1. Fortune San Lo Poker Progressive is an optional progressive wager.
2. The bet considers the best hand possible among all the player's cards.
3. Sample Paytables below:

Hand	FSLPP-01	
	Pays	ENVY
Five Aces	100%	\$100
Royal Flush	10%	\$50
Straight Flush	300 for 1	\$10
Four of a Kind	150 for 1	\$5
Full House	15 for 1	
Flush	6 for 1	
Straight	3 for 1	
Original Wager Not Returned		
Seed Amount**	\$5,000	
House Advantage	19.00%	
Hit Frequency	5.38%	
Probability of Top Payout	478,281 to 1	
Top Payout Average**	\$31,396	

Hand	FSLPP-03	
	Pays	ENVY
Five Aces	100%	\$500
Royal Flush	10%	\$100
Straight Flush	100 for 1	
Four of a Kind	75 for 1	
Full House	10 for 1	
Flush	8 for 1	
Straight	4 for 1	
Original Wager Not Returned		
Seed Amount**	\$10,000	
House Advantage	23.00%	
Hit Frequency	5.38%	
Probability of Top Pay	478,281 to 1	
Top Payout Average**	\$46,174	

Note: The Semi Wild Joker completes a Straight Flush, Straight, and Flush; or substitutes for an Ace.

4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

6. Once all players place their bets, the dealer will press “COIN IN” on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, bonus wagers, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, see Appendix A attached for resolution of the progressive hands.
 - d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to “JPH” and then press “J-pot” button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
 - g. Returning the supervisor key to the “Run” position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
 - h. When the dealer reconciles all action, he presses “Game Over.” This resets the system to begin the next hand.
 - i. Once the “J-pot” button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

**This game will use the approved Shuffle Master owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive displays can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.

Appendix A

Reconciling Multiple Progressive Meter Wins

In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players.

As regulatory procedures permit, this policy can be replaced by casino internal controls



PROGRESSIVE

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Straight	3 for 1	
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