



## **RULES AND DEALING PROCEDURES**

Flushes Gone Wild features head-to-head play against the dealer and an optional Flush Rush bonus bet. Players and the dealer are dealt 5 cards and combine them with the community hand (2 cards) to make their longest flush hand possible. Deuces (two-valued cards) are always wild and can be used to complete the Flush hand.

If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h.

Copied hands push.

Ace will be the highest card in the flush.

### **Rules and Dealing Procedures**

1. Set the i-Deal shuffler to “Flushes Gone Wild,” or any game that deals packets of five cards.
2. To begin the game, players make equal wagers on the Ante and Blind. Players may also make the optional Flush Rush Bonus. See payable for odds.
3. The dealer presses the green button to dispense the first packet of cards. This packet will be used for the community hand.
4. The dealer, working clockwise from his left to his right, gives each player and himself a packet of five cards.
5. The dealer then presses the green button on the i-Deal to dispense all the remaining cards and begin shuffling the next deck.
6. The dealer will then burn the first card from the community hand, and spread two cards. The dealer will burn the bottom two cards from the hand at this time.
7. Players look at their hands and have a choice:
  - a. Fold or stay in the game by making a Play bet of 2x their Ante.
  - b. The Flush Rush bonus wager (if played) is always in action. If the player folds, the dealer will pick up the players Ante and Blind wagers and tuck the cards face down under the Flush Rush bonus bet.

8. The dealer then reveals his hand and the two community cards.
9. The dealer, working counter-clockwise from right to left, compares his hand with the hand of each player that stayed in the game.
10. If players win, their Ante and Play bets pay 1 to 1, and their Blind bet is resolved based on their margin of victory over the dealer. See below:

Win By	Pays
5 Cards or more	200 to 1
4 Cards	25 to 1
3 Cards	5 to 1
2 Cards	3 to 1
0 or 1	Push

11. If players lose, their Ante, Play and Blind bets lose.
12. If players tie, their Ante, Play and Blind bets push.
13. Players win the Flush Rush bonus bet if they can make a four-card flush or better, even if they lose to the dealer. Sample payable below:

Length of Flush	Pays
7-Card Natural Flush	250 to 1
7-Card Wild Flush	100 to 1
6-Card Natural Flush	50 to 1
6-Card Wild Flush	10 to 1
5-Card Natural Flush	6 to 1
5-Card Wild Flush	3 to 1
4-Card Natural Flush	1 to 1

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

## Flushes Gone Wild

Blind*	
Win By	Pays
5	200 to 1
4	25 to 1
3	5 to 1
2	3 to 1
1 or 0	Push

\*Blind payouts are based on the players margin of victory

Flush Rush Bonus Wager	1
Hand	Pays
7- Card Natural Flush	250 to 1
7- Card Wild Flush	100 to 1
6- Card Natural Flush	50 to 1
6- Card Wild Flush	10 to 1
5- Card Natural Flush	6 to 1
5- Card Wild Flush	3 to 1
4- Card Natural Flush	1 to 1



Shuffle  
MASTER



**FLUSH RUSH**

Hand  
1. 1000  
2. 1000  
3. 1000  
4. 1000  
5. 1000  
6. 1000  
7. 1000  
8. 1000  
9. 1000  
10. 1000

**BLIND**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000

**COPIED HANDS PUSH**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000

**FLUSH RUSH**

Hand  
1. 1000  
2. 1000  
3. 1000  
4. 1000  
5. 1000  
6. 1000  
7. 1000  
8. 1000  
9. 1000  
10. 1000

**BLIND**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000

**COPIED HANDS PUSH**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000



**FLUSH RUSH**

Hand  
1. 1000  
2. 1000  
3. 1000  
4. 1000  
5. 1000  
6. 1000  
7. 1000  
8. 1000  
9. 1000  
10. 1000

**BLIND**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000

**COPIED HANDS PUSH**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000



**FLUSH RUSH**

Hand  
1. 1000  
2. 1000  
3. 1000  
4. 1000  
5. 1000  
6. 1000  
7. 1000  
8. 1000  
9. 1000  
10. 1000

**BLIND**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000

**COPIED HANDS PUSH**

1000  
2000  
3000  
4000  
5000  
6000  
7000  
8000  
9000  
10000





- *These game rules and payable are for use with the approved Bally Technology owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by Bally or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by Bally or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*

## **NEXUS COMMAND**

### **RULES OF PLAY:**

1. Flushes Gone Wild offers an optional progressive wager.
2. The bet considers the best hand possible 5-card hand among the 5 cards dealt to the player and the 2 community cards.

Note: Deuces (two-valued cards) are wild in the regular game of Flushes Gone Wild, but ARE NOT considered wild cards when determining the progressive payouts.

3. Sample paytables are listed separately
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 "START GAME" 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. All hands are resolved at the same time. The dealer reconciles the standard wager, and bonus wager using the player's 5 card hand and 2 community cards. To reconcile the progressive wager, only the player's 5 cards will be considered. Deuces will not be considered wild for the progressive. Folded hands do NOT qualify for payouts on the progressive wager. 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, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
  - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
  - e. The dealer shall then contact a supervisor.
  - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. 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. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
  - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped 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.

10. Envy Bonus:

- a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive wager win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**
- b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

# Flushes Gone Wild

## Nexus Command Progressive Paytables

Paytable for use as a standalone progressive table game or when connecting same table games

Hand	Pays	Envy*
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
Three of a Kind	9 for 1	

\* Envy Payouts Are Multiplied by Wager Amount





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- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by Bally or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*

### **NEXUS COMMAND MULTI GAME LINK**

## **RULES OF PLAY:**

1. Flushes Gone Wild offers an optional progressive wager.
2. The bet considers the best hand possible among the 5 cards dealt to the player. NOT the 2 community cards.

Note: Deuces (two-valued cards) are wild in the regular game of Flushes Gone Wild, but ARE NOT considered wild cards when determining the progressive payouts.

3. Sample paytables are listed separately
4. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685(5) and WAC 230-15-685(6).

5. 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.
6. 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.
7. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
8. The dealer then follows house procedures for dealing the regular game.
9. All hands are resolved at the same time. The dealer reconciles the standard wager, and bonus wager using the player's 5 card hand and 2 community cards. To reconcile the progressive wager, only the player's 5 cards will be considered. Deuces will not be considered wild for the progressive. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
10. 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, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
  - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
  - e. The dealer shall then contact a supervisor.
  - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. 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. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
  - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped 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.

## 11. Envy Bonus:

- a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive wager win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**
- b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

# Flushes Gone Wild

## Nexus Command Multi-Game Link Progressive Paytables

**Multi-Game Progressive Paytable - For use when connecting multiple 5-card poker games**

<b>Paytable 01</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

<b>Paytable ML01</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

<b>Paytable ML03</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		



## PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
  - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
    - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter “running dry” increases.
  - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.
  
- Reserve contribution
  - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
  - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.
  
- Seed amount
  - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table’s math.
  - If any changes are made, we recommend the seed amount to be at least as large as the largest “fixed” award on the pay table.
  - We do not recommend configuring a \$0 seed amount.



Shuffle  
MASTER

Flush Rush  
 Ante  
 Blind  
 Play  
 Flush Rush  
 Ante  
 Blind  
 Play

**FLUSH RUSH**  
 Ante  
 Blind  
 Play

**COPED HANDS PUSH**  
 Ante  
 Blind  
 Play

Flush Rush  
 Ante  
 Blind  
 Play

Flush Rush  
 Ante  
 Blind  
 Play

**FLUSH RUSH**  
 Ante  
 Blind  
 Play

**COPED HANDS PUSH**  
 Ante  
 Blind  
 Play

**FLUSH RUSH**  
 Ante  
 Blind  
 Play

Flush Rush  
 Ante  
 Blind  
 Play

**FLUSH RUSH**  
 Ante  
 Blind  
 Play

**COPED HANDS PUSH**  
 Ante  
 Blind  
 Play

**FLUSH RUSH**  
 Ante  
 Blind  
 Play