# Faur carid paker 

## HDW TI PLAY

To compete against the dealer, players make the ante wager and may also make the Aces Up ${ }^{\text {SM }}$ wager to compete against the paytable. To be eligible for all or part of the progressive jackpot, players must make the progressive bet before any cards are dealt. Players receive five cards to make their best four-card hand and the dealer receives six cards to make his or her best four-card hand. In this game, the dealer always qualifies.

After reviewing their cards, players may fold or make the play wager, which can be one to three times their ante. If a player's hand beats or ties the dealer, his or her play and ante wagers win even money. If the dealer's hand beats a player's hand, the player loses both wagers.

The Aces Up bonus bet wins when players have a pair of aces or better and wins regardless of whether players win or lose to the dealer. If players have a premium hand of a three-of-akind or higher, they also win an automatic bonus on their ante wager. Automatic bonuses always win, even when players lose to the dealer.

The progressive bet wins when a player's final hand contains a three-of-a-kind or better. The higher the player's hand, the more he or she wins. The top hand in the game, four aces, pays 100 percent of the progressive jackpot.

Players making the progressive wager also qualify for an Envy Bonus. If other players at the table get a straight flush or better, they win an Envy Bonus.

## ACES IP

4 OF A KIND - 50 TO 1 STRAIGHT FLUSH - 40 TO 1 3 OF A KIND - 8 TO 1
FLUSH - 5 TO 1
STRAIGHT • 4 TO 1 TWO PAIR • 3 TO 1
PAIR OF ACES • 1 TO 1

## AUTDMATIC EDNUS

4 OF A KIND • 25 TO 1
STRAIGHT FLUSH • 20 TO 1 3 OF A KIND • 2 TO 1


