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Gof Wild Stud Woker

GAMING GUIDE

The object of DJ Wild is to get a higher five card poker hand than the dealer. The game is played with five wild cards—the four deuces and one joker.

GETTING STARTED

You must make equal wagers on the Ante and Blind to play the game. You may also wager on the Trips and/or Two Way Bad Beat side bet. You will then get five cards and make a decision: Fold or make a Play wager of 2X your Ante.

HOW TO PLAY

After all cards have been dealt and the decision has been made to either Fold or make a Play wager of 2X your Ante, the dealer will then reveal their five cards and announce their hand. If the dealer beats your hand, your Ante, Play and Blind bets lose. If the dealer ties your hand, your Ante, Play and Blind bets push. If your hand beats the dealer's, your Ante and Play bets pay 1-1 and your Blind pays according to the following payout table:

HAND	PAYOUT
FIVE WILDS	1,000 to 1
ROYAL FLUSH	50 to 1
FIVE OF A KIND	10 to 1
STRAIGHT FLUSH	9 to 1
FOUR OF A KIND	4 to 1
FULL HOUSE	3 to 1
FLUSH	2 to 1
STRAIGHT	1 to 1
OTHERS	Push



TRIPS WAGER

The Trips wager wins if you have Three of a Kind or better. Natural hands pay more than ones that use wild cards. All hands with a deuce are not considered "wild". If the deuce is not used as a wild card to make a winning Trips hand, it will be considered "natural".

TRIPS BONUS WAGER

If the Raise wager is not made, but the Ante and Blind are, the player will forfeit the Ante and Blind wager but does not forfeit the Trips Bonus wager.

Trips Bonus wager is paid according to the following payout table:

	PAYOUT	PAYOUT
HAND	(NATURAL)	(WITH WILD)
FIVE WILDS		2,000 to 1
ROYAL FLUSH	1,000 to 1	90 to 1
FIVE OF A KIND		70 to 1
STRAIGHT FLUSH	200 to 1	25 to 1
FOUR OF A KIND	60 to 1	6 to 1
FULL HOUSE	30 to 1	5 to 1
FLUSH	25 to 1	4 to 1
STRAIGHT	20 to 1	3 to 1
THREE OF A KIND	6 to 1	1 to 1

TWO WAY BAD BEAT

This is an optional wager which can be made in addition to the Ante and/or Trips wagers. The Ante, Blind and Raise wagers must be made to be able to place a Two Way Bad Beat wager. The Two Way Bad Beat wager pertains to the player's five card hand versus the dealer's five card hand. The Two Way Bad Beat wager wins if the player beats the dealer or the dealer beats the player with both hands qualifying. A hand with three of a kind or better qualifies and is paid according to the following payout table:

HAND	PAYO	UT
ROYAL FLUSH	299	to 1
FIVE OF A KIND	299	to 1
STRAIGHT FLUSH	299	to 1
FOUR OF A KIND	299	to 1
FULL HOUSE	200	to 1
FLUSH	100	to 1
STRAIGHT	50	to 1
THREE OF A KIND OR LESS	15	to 1

PROGRESSIVE WAGERS

DJ Wild features an optional side bet called a Five Card Progressive wager*. This optional \$5 Progressive wager wins if the five cards dealt to the player contain three of a kind or better. If you form a Royal Flush, you win 100% of the progressive jackpot. If the player has been dealt the Joker Wild card, it will be replaced with the face down card in front of the dealer. Folded hands do not qualify for payouts in the progressive wagers.

*Wild Cards are not considered for any progressive payout.

FIVE CARD PROGRESSIVE PAYOUT WAGER

HAND	PAYTABLE*
Royal Flush	100% of meter
Straight Flush	10% of meter
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. Progressive jackpot is available across differing games.

ENVY BONUS

The Envy Bonus is an addition to the Progressive wager. The \$5 progressive bet qualifies the player for an Envy Bonus payout. Players are entitled to multiple Envy Bonuses if more than one other player has a qualifying hand. A player is not entitled to an Envy Bonus for their own hand.

\$5 PROGRESSIVE PAYOUT WAGER

HAND	ENVY BONUS
Royal Flush	\$5,000
Straight Flush	\$1,500



