



CHASE THE FLUSH
w/STAX PROGRESSIVE w/MUST HIT

RULES & PROCEDURES

INTRODUCTION

CHASE THE FLUSH is an exciting new card game where players and the dealer compete head-to-head using three-hole card and four community cards to make their longest possible seven-card flush. Players win by having more cards in their flush than the dealer. Card rankings Ace (High) – 2 (Low) are used to break ties if a player and the dealer have the same number of cards in their flush. Mandatory X-TRA BONUS pays when player wins with four or more cards of the same suit. Optional SAME SUIT BONUS wager wins if the player has a four-card flush or higher.

STAX PROGRESSIVE is the newest addition to our table game PROGRESSIVE offerings, STAX brings unprecedented player excitement to nearly any table game with dynamic links to multi-level jackpots. This unique multi-level PROGRESSIVE system gives you the ability to offer up to FIVE different prize pools – giving players quick-hitting action at life-changing, night-changing jackpots!

OPTIONAL MUST HIT

MUST HIT PROGRESSIVE for Stax is a Mystery Progressive intended to be used in conjunction with progressive wagers that utilize the AGS Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the MUST HIT PROGRESSIVE. The MUST HIT PROGRESSIVE is an add-on to the existing PROGRESSIVE wager, no additional wagering is required to qualify for it.

1. The “Must Hit By” progressive award is a mystery award not tied to a winning hand. Only one player can be awarded by this progressive per round.
2. The Mystery progressive is triggered at random after paid games.
3. Player is responsible for checking with Dealer to ensure mystery progressive has been registered prior to commencing game play.

RULES OF PLAY

1. To begin, players must make equal wagers on the ANTE and the X-TRA BONUS. The players can make an optional SAME SUIT BONUS wager for any amount within table limits and make another optional STAX PROGRESSIVE BONUS wager. See Rules & Guide below!
2. Working from left to right, the dealer gives each player and himself three starting cards, face-down.
3. Players then make a choice:
 - a. Check (do nothing); or
 - b. Make an ALL-IN wager equal to 3x their ANTE.
 - i. Once players wager, they cannot wager again, and they cannot change their wager.
4. The dealer then places the first two community cards (the Flop) face up on the layout.



CHASE THE FLUSH
w/STAX PROGRESSIVE w/MUST HIT

RULES & PROCEDURES

RULES OF PLAY (CONT.)

5. Players that have not yet made an **ALL-IN** wager have a choice:
 - a. Check (do nothing); or
 - b. Make an **ALL-IN** wager equal to 2x their **ANTE**.
6. The dealer then places the final two community cards (the Turn and the River) face up on the layout.
7. Players that have not yet made an **ALL-IN** wager have a choice:
 - a. Fold; or
 - b. Make an **ALL-IN** wager equal to 1x their **ANTE**.
8. The dealer then reveals their three hole cards and announces their seven-card flush.
9. **The dealer needs a 9 High Three-Card Flush to qualify.**
 - a. *When the dealer doesn't qualify, the ANTE is returned to the player. The player must beat the dealer to win the ALL-IN wager and X-TRA BONUS wager.*

WHEN THE DEALER QUALIFIES

10. Working from right to left, the dealer combines each player's three-hole cards with the community cards to make the best seven-card flush. If the dealer and the player both have the same number of cards in their flush, the winning hand is determined by the highest-ranking card Ace (high) – 2 (low) of the flush in each hand. If the highest-ranking card is the same in both hands, the second highest card is the determining factor. If the highest and second highest ranking cards are the same in both hands, the third highest card is the determining factor and so on. This same rule follows until a winner or a tie is determined. Straight flushes have no significance in the card ranking, they only have value in the **SAME SUIT BONUS** wager.
 - a. If the player's flush beats the dealers, the **ALL-IN** and **ANTE** wagers win even money.
 - b. If the player's hand loses to the dealer, the **ALL-IN**, **ANTE** and **X-TRA BONUS** wagers lose.
 - c. When the hands tie, the **ALL-IN**, **ANTE** and **X-TRA BONUS** wagers push.
 - d. The **X-TRA BONUS** wager wins when the player beats the dealer with four or more cards of the same suit. *See posted payable.*
 - e. If the player wins with less than a four-card flush, then the **X-TRA BONUS** wager pushes.
 - f. The **SAME SUIT BONUS** wager wins if the player has a four-card flush or higher. Player does not have to beat the dealer to win **SAME SUIT BONUS** wager. *See posted payable.*
 - g. The **STAX PROGRESSIVE BONUS** wager wins if the player has a **Three-Card Straight Flush or Higher**. Player does not have to beat the dealer to win the **STAX PROGRESSIVE BONUS** wager. *See posted payable.*



CHASE THE FLUSH
w/STAX PROGRESSIVE w/MUST HIT

RULES & PROCEDURES

WHEN THE DEALER DOESN'T QUALIFY

11. The dealer, working from right to left, refunds each player's **ANTE** wager. Dealer does this prior to looking at any of the player's hands.
12. Then, also working right to left, dealer resolves the action normally:
 - a. The player's hand must beat the dealer's hand for the **ALL-IN** wager to win even money regardless of how many cards are in the player's and dealer's hands.
Examples:
 - i. 2 cards vs. 2 cards – Highest flush wins
 - ii. 3 cards vs. 2 cards – 3 Card flush wins
 - iii. 3 cards vs 3 cards (non-qualifying) – Highest flush wins
 - b. If the player's hand loses to the dealer, the **ALL-IN** and **X-TRA BONUS** wagers lose. Even if the dealer and player both have non-qualifying hands, the player still must have a higher flush to beat the dealer.
 - c. When the hands tie, the **ALL-IN** and **X-TRA BONUS** wagers push.
 - d. The **X-TRA BONUS** wager wins when the player beats the dealer with four or more cards of the same suit. *See posted payable.*
 - e. If the player wins with less than a four-card flush, then the **X-TRA BONUS** wager pushes.
 - f. The **SAME SUIT BONUS** wager wins if the player has a four-card flush or higher. Player does not have to beat the dealer to win the **SAME SUIT BONUS** wager. *See posted payable.*
 - g. The **STAX PROGRESSIVE BONUS** wager wins if the player has a **Three-Card Straight Flush or Higher**. Player does not have to beat the dealer to win the **STAX PROGRESSIVE BONUS** wager. *See posted payable.*

STAX PROGRESSIVE (RULES)

1. Players must place their regular wagers for the game and an optional **STAX PROGRESSIVE BONUS** wager.
2. The dealer will deal the base game as per the dealing procedures.
3. During the initial game, the dealer will determine if any player has a triggering **STAX PROGRESSIVE BONUS** hand.
 - a. If a player has a triggering hand, the Dealer will resolve and pay the Player the denomination/prize won. *See posted payable.*
 - b. If there are no triggering hand for **STAX**, then the game continues according the house rules of the game.



CHASE THE FLUSH
w/STAX PROGRESSIVE w/MUST HIT

RULES & PROCEDURES

STAX PROGRESSIVE (RULES) CONT.

4. In order to win on the **STAX PROGRESSIVE BONUS** wager
 - a. Player must use their three hold cards along with community cards to create the best seven-card hand.
 - b. The dealer will determine if player has a triggering hand according to the posted payable.
5. If no **STAX** side wagers are made, then the game plays as normal and the dealer does not have to use the interface.

STAX (KEYPAD GUIDE)

1. Select **START ROUND** and collect **STAX PROGRESSIVE BONUS** wagers.
 - a. If start round was touched to soon, **CANCEL ROUND** to reset lights.
 - i. **CANCEL ROUND:** (Doesn't add to the **PROGRESSIVE** meter)
 - ii. **END ROUND:** (Adds to the **PROGRESSIVE** meter)
2. Deal the game normally until a **STAX PROGRESSIVE BONUS** triggering hand.
 - a. Select the seat number on the **DEALER TERMINAL**, scroll up or down and select the type of winning hand.
3. Select **PENDING JACKPOT**.
4. Select **PAY JACKPOT**.
5. Verify amount on **DEALER TERMINAL** and select **PAY THE AGREED SUM**.
6. Once paid then select **OK**.
7. If another player gets a triggering hand, repeat steps starting with Step 2a.
8. If no other player has a triggering hand, select **END ROUND**.
 - a. **Important Note:** **MUST HIT PROGRESSIVE** meter randomly generates when selecting **END ROUND**.