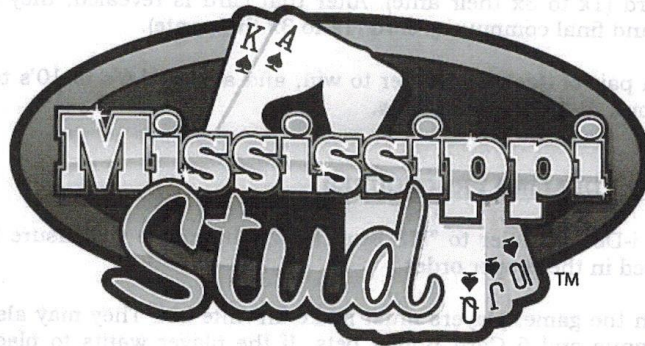


OVERVIEW

Mississippi Stud is a five-card poker game. Players compete against a payable, not against the dealer or other players.

Players make an ante wager. They may also bet the optional 3 Card and 6 Card Bonus side bets. After all bets are made, the dealer will place four cards in the 6 Card Bonus card box. Next, the dealer places the three community cards in the marked area, and then working left to right the dealer will give each participating player two cards. After reviewing the two cards they can either fold or buy the first community card (betting 1x to 3x their ante). When that card is revealed, they either fold or buy the second community card (1x to 3x their ante). After that card is revealed, they either fold or buy the third and final community card (1x to 3x their ante).

Players need a payable to play Mississippi Stud. The payable is printed on the game table.



RECOMMENDATIONS

1. Set the 6 Card Bonus side bet area to the left of the 3 Card Bonus side bet area.
2. To begin the game, the dealer will place four cards in the 6 Card Bonus card box. If the player wants to place the 6 Card Bonus side bet, the 3 Card Bonus bet is mandatory.
3. The dealer will place the first four cards dealt from the shuffle in the 6 Card Bonus card box.

6 CARD BONUS

TRAINING MANUAL

Working from left to right, the dealer then gives each player two starting cards, face-down.

6. After looking at their two cards, players have a choice:
 - a. Fold (and surrender their ante) or
 - b. Make a 3rd street bet of 1x to 3x their ante.
7. The dealer then reveals the first community card.
8. Players have a choice:
 - a. Fold (and surrender their ante and 3rd street bet); or
 - b. Make a 4th street bet of 1x to 3x their ante.


OVERVIEW

Mississippi Stud is a five-card poker game. Players compete against a payable, not against the dealer or other players.

Players make an ante wager. They may also bet the optional 3 Card and 6 Card Bonus side bets. After all bets are made, the dealer will place four cards in the 6 Card Bonus card box. Next the dealer places the three community cards in the marked area, and then working left to right the dealer will give each participating player two cards. After reviewing the two cards they can either fold or buy the first community card (betting 1x to 3x their ante). When that card is revealed, they either fold or buy the second community card (1x to 3x their ante). After that card is revealed, they either fold or buy the third and final community card (1x to 3x their ante).

Players need a pair of Jack's or better to win, and a pair of 6's to 10's to push. Odds printed on layout. All bets receive odds.

RECOMMENDED DEALING PROCEDURES

- 
2. To begin the game, players must make an Ante bet. They may also make the 3 Card Bonus and 6 Card Bonus bets. If the player wants to place the 6 Card Bonus side bet The 3 Card Bonus bet is mandatory.
 3. The dealer will place the first four cards dealt from the shuffler in the 6 Card Bonus card box.
 4. The shuffler will then dispense the three community cards that are placed in the marked area in front of the dealer.
 5. Working from left to right, the dealer then gives each player two starting cards, face-down.

Note: At any stage in the game if a player has a 6 Card Bonus and/or 3 Card Bonus wager and they fold, the dealer will place their two starting cards under the 6 Card Bonus wager face down.

6. After looking at their two cards, players have a choice:
 - a. Fold (and surrender their ante); or
 - b. Make a 3rd street bet of 1x to 3x their ante.
7. The dealer then reveals the first community card.
8. Players have a choice:
 - a. Fold (and surrender their ante and 3rd street bets); or
 - b. Make a 4th street bet of 1x to 3x their ante.

9. The dealer then reveals the second community card.
10. Players have a choice:
 - a. Fold (and surrender their ante, 3rd street and 4th street bets); or
 - b. Make a 5th street bet of 1x to 3x their ante.
11. The dealer then reveals the third community card.
12. Once the third community card is revealed, the dealer will immediately resolve all 3 Card Bonus wagers by locking up losing bets and/or paying, stacking and passing off to the player any winning bets. This is done prior to opening any of the player hands.
13. The 3 Card Bonus side bet is based on the three community cards **ONLY**. Players win with at least a pair or better. See paytable for odds.
14. Working from right to left, the dealer resolves each player's two-card starting hand and combines it with the three community cards.
15. The dealer pays according to the posted paytable and will reconcile players bets from the back moving forward. Before moving to the next hand the dealer will stack and push any winning payouts to the player.
16. If the player has a 6 Card Bonus bet, the players cards remain face up. If the player does not have a 6 Card bonus bet and once all wagers have been resolved, the dealer will discard the players cards.
17. After the 3 Card Bonus side bets and the original wagers have been resolved (by either locking up losing bets and/or paying, stacking and passing off to the player all winning bets), the dealer will discard the three community cards.
18. The dealer will then reveal the four cards in the 6 Card Bonus card box and working from right to left the dealer will combine them with the players two starting cards making the best 5 card poker hand. The only exception is the top 4 hands which are based on all 6 cards. See paytable for odds.

Paytables

Payouts

Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
Jacks or better	1 to 1
Pair of 6s to 10s	Push

3 Card Bonus

Straight Flush.....	40 to 1
Three-of-a-Kind.....	30 to 1
Straight.....	6 to 1
Flush.....	3 to 1
Pair.....	1 to 1

6 Card Bonus

6 - Card Royal - All Suits.....	\$100,000
5 - Card Royal Flush.....	1000 to 1
5 - Card Straight Flush.....	200 to 1
Four - of - a - Kind.....	50 to 1
Full House.....	20 to 1
5 - Card Flush.....	15 to 1
5 - Card Straight.....	10 to 1
Three - of - a - Kind.....	5 to 1

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

§ 107 . Limitations on exclusive rights: Fair use⁴⁰

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- (1) the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.