

RULES AND REGULATIONS

Title 58—RECREATION

PENNSYLVANIA GAMING CONTROL BOARD

[58 PA. CODE CHS. 617b, 633b, 653b, 674b
AND 690]

Roulette Side Wagers and Variations—Temporary Regulations; Blackjack Side Wagers and Variations—Temporary Regulations; Ultimate Texas Hold 'Em Poker Side Wagers and Variations—Temporary Regulations; Criss-Cross Poker Side Wagers and Variations—Temporary Regulations; Crazy Time—Temporary Regulations

The Pennsylvania Gaming Control Board (board), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority) and § 13A03 (relating to temporary table game regulations), adopts the temporary regulations in §§ 617b.4, 617b.5, 633b.17—633b.21, 653b.2—653b.5, 674b.1 and 690.1—690.8 to read as set forth in Annex A. The board's temporary regulations will be added to Part VII (relating to Gaming Control Board) as part of Subpart K (relating to table games).

Purpose

This temporary rulemaking adds new side wagers and variations to existing games available for play in this Commonwealth.

Explanation

The additions to Chapter 617b (relating to Roulette side wagers and variations—temporary regulations) add Roulette Up, an optional side wager that pays depending upon the length of winning Roulette numbers increasing in value. Additionally, Roulette X is being added as a variation of Roulette. Roulette X is similar to already authorized Lightning Roulette in that it incorporates increased payout odds being randomly applied to the Roulette table.

The additions to Chapter 633b (relating to Blackjack side wagers and variations—temporary regulations) add multiple side wager options and increase payable options for existing side wagers. The first addition is 21+3 progressive, which will authorize the existing Three Card Poker side wager to be offered as a progressive wager. The second addition is Royal Match progressive, which will authorize the existing Royal Match 21 side wager to be offered as a progressive wager. The third addition adds an additional payable option for the existing King's Bounty side wager. The fourth addition is the Blazing 7's wager, which will allow certificate holders to offer the existing Blazing 7's progressive wager with a non-progressive payable. The fifth addition is the Blazing 7's multi-progressive wager, a variation of the authorized Blazing 7's progressive wager that utilizes multiple progressive meters.

The additions to Chapter 653b (relating to Ultimate Texas Hold 'Em Poker side wagers and variations—temporary regulations) add additional side wager options and additional payable options. The first addition adds

an additional payable option for the Trips wager. The second addition adds an additional payable option for the already authorized optional Bad Beat bonus wager. The third addition adds the optional Play the Board wager, which wins depending upon the hand formed from the five community cards. The fourth addition is the optional Ultimate Pairs wager, which wins based upon the combination that the player's individual two cards create.

The addition of Chapter 674b (relating to Criss-Cross Poker side wagers and variations—temporary regulations) authorizes the Ultimate Pairs wager to be offered as an optional side wager with the Criss-Cross Poker game. As previously noted, the Ultimate Pairs wager wins based upon the combination of the player's individual two cards.

The addition of Chapter 690 (relating to Crazy Time—temporary regulations) contains the rules governing the play of Crazy Time, a wheel-based game where players place a wager on what segment the wheel will stop on upon completion of the spin. Crazy Time, compared to other wheel-based games already authorized, contains some segments of the wheel which trigger bonus games to determine payout odds. These games are Coin Flip, Cash Hunt, Pachinko and Crazy Time World.

Fiscal Impact

Commonwealth. The board does not expect that this temporary rulemaking will have a fiscal impact on the board or other Commonwealth agencies. Updates to Rules Submission forms and internal control procedures will be reviewed by existing board staff.

Political subdivisions. This temporary rulemaking will have no fiscal impact on political subdivisions of this Commonwealth.

Private sector. This temporary rulemaking will provide certificate holders with additional table game options. If a certificate holder decides to offer any of the side wagers or variations authorized under this temporary rulemaking within the licensed facility, the certificate holder will be required to train their dealers on the rules of play and purchase new equipment—specifically table layouts corresponding to the game and wagers offered. Costs incurred to train employees or purchase/lease equipment should be offset by the proceeds of gaming.

General public. This temporary rulemaking will have no fiscal impact on the general public.

Paperwork Requirements

If a certificate holder seeks to offer any of the side wagers or variations contained in these temporary regulations, the certificate holder will be required to submit a Rules Submission form reflecting the choices for how the game will be offered, with the selected side wagers and variations identified. These forms are available on the board's public web site and are submitted to board staff electronically.

Effective Date

This temporary rulemaking will become effective upon publication in the *Pennsylvania Bulletin* and will expire 2 years from the date of publication.

Public Comments

While this rulemaking will be effective upon publication, the board is seeking comments from the public and affected parties as to how this temporary regulation might be improved. Interested persons are invited to

submit written comments, suggestions or objections regarding this temporary rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin* to Robert Wood, Assistant Chief Counsel, Attention: Regulation # 125-248 Public Comment, Pennsylvania Gaming Control Board, 303 Walnut Street, 5th Floor, Harrisburg, PA 17101, or submitted by electronic mail, subject: Regulation # 125-248 to PGCBregs@pa.gov.

Contact Person

The contact person for questions about this proposed rulemaking is Robert Wood, Assistant Chief Counsel, (717) 346-8300.

Regulatory Review

Under 4 Pa.C.S. § 13A03, the board is authorized to adopt temporary regulations which are not subject to the provisions of sections 201—205 of the act of July 31, 1968 (P.L. 769, No. 240), referred to as the Commonwealth Documents Law (CDL) (45 P.S. §§ 1201—1205); the Regulatory Review Act (RRA) (71 P.S. §§ 745.1—745.14); and sections 204(b) and 301(10) of the Commonwealth Attorneys Act (CAA) (71 P.S. §§ 732-204(b) and 732-301(10)). These temporary regulations expire 2 years after publication in the *Pennsylvania Bulletin*.

Findings

The board finds that:

(1) Under 4 Pa.C.S. § 13A03, the temporary regulations are exempt from the requirements of the RRA, sections 201—205 of the CDL and sections 204(b) and 301(10) of the CAA.

(2) The adoption of the temporary regulations is necessary and appropriate for the administration and enforcement of 4 Pa.C.S. Part II (relating to gaming).

Order

The board, acting under 4 Pa.C.S. Part II, orders that:

(1) The regulations of the board, 58 Pa. Code Chapters 617b, 633b, 653b, 674b and 690, are amended by adding §§ 617b.4, 617b.5, 633b.17—633b.21, 653b.2—653b.5, 674b.1 and 690.1—690.8 to read as set forth in Annex A.

(2) The temporary regulations are effective March 23, 2024.

(3) The temporary regulations will be posted on the board's web site and published in the *Pennsylvania Bulletin*.

(4) The temporary regulations shall be subject to amendment as deemed necessary by the board.

(5) The chairperson of the board shall certify this order and Annex A and deposit them with the Legislative Reference Bureau as required by law.

DENISE J. SMYLER,
Chairperson

Fiscal Note: 125-248. No fiscal impact; recommends adoption.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

SUBPART K. TABLE GAMES

CHAPTER 617b. ROULETTE SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§ 617b.4. Roulette Up.

(a) A certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table

games Rules Submissions), offer to each player who placed a Roulette wager in accordance with § 617a.3 (relating to placement of wagers) the option of placing a Roulette Up wager. If the certificate holder is offering the Roulette Up wager, Roulette may be played on a double zero Roulette wheel or a single zero Roulette wheel as described in § 617a.1(d) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Roulette Up wager, in addition to the requirements in § 617a.1, the layout shall contain a separate area designated for the placement of the Roulette Up wager. The layout shall also contain a Roulette Up streak tracker, which shall be used for tracking the Roulette Up streak.

(c) If the certificate holder is offering the Roulette Up wager as a progressive wager, the Roulette table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Roulette Up progressive wager. The progressive table game system must include any of the following:

(1) A wagering device that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(d) A player who has placed a Roulette wager in accordance with § 617a.3 (relating to placement of wagers) may place a Roulette Up wager prior to the starting number for the Roulette Up streak being established.

(e) After any Roulette Up wagers have been placed, the Roulette game shall proceed in accordance with § 617a.5 (relating to rotation of wheel and ball).

(f) The compartment the ball comes to rest in under § 617a.5(c) shall constitute the starting number for the Roulette Up streak. The dealer shall place a lammer or dolly in the 1 box on the Roulette Up streak tracker.

(g) Once the starting number has been established, successive rounds of Roulette shall continue. The result of each spin of the wheel and announcement of the number in accordance with § 617a.5(c) shall determine whether the Roulette Up streak continues or ends as determined by the following:

(1) The Roulette Up streak shall continue so long as the number announced is greater than the number which preceded it, as determined by the following:

(i) When the number is greater than the number preceding it in the Roulette Up streak, the dealer shall move the lammer or dolly to the next box on the Roulette Up streak tracker.

(ii) For purposes of a double zero wheel, 00 shall be deemed to be greater than 0, but less than 1.

(2) The Roulette Up streak, and therefore Roulette Up wager, shall end when any of the following occur:

- (i) The Roulette number spun is less than or equal to the preceding number spun.
- (ii) The number 36 is spun.
- (iii) The longest Roulette Up streak has been reached.

(h) Once the Roulette Up streak has ended, the Roulette Up wager shall be settled according to one of the following paytables, which shall be included in the certificate holder's Rules Submission form filed in accordance with § 601a.2:

(1) *Non-progressive paytables:*

<i>Streak Length</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>	<i>Paytable E</i>
8	400 to 1	400 to 1	275 to 1	800 to 1	250 to 1
7	150 to 1	100 to 1	150 to 1	400 to 1	125 to 1
6	100 to 1	25 to 1	25 to 1	100 to 1	50 to 1
5	30 to 1	10 to 1	15 to 1	30 to 1	15 to 1
4	10 to 1	4 to 1	10 to 1	20 to 1	5 to 1
3	2 to 1	2 to 1	3 to 1	Loss	1 to 1
2	Loss	Push	Loss	Loss	Push
1	Loss	Loss	Loss	Loss	Loss

(2) *Progressive paytables:*

<i>Progressive Paytable 1</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	100% of progressive meter	10,000× the progressive wager	20%	4%
8	3,000 for 1			
7	1,500 for 1			
6	250 for 1			
5	25 for 1			
4	Loss			
3	Loss			
2	Loss			
1	Loss			

<i>Progressive Paytable 2</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	100% of progressive meter	10,000× the progressive wager	20%	4%
8	5,000 for 1			
7	2,000 for 1			
6	200 for 1			
5	20 for 1			
4	Loss			
3	Loss			
2	Loss			
1	Loss			

<i>Progressive Paytable 3</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	100% of progressive meter	10,000× the progressive wager	18%	4%
8	1,000 for 1			
7	500 for 1			
6	100 for 1			
5	20 for 1			

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<i>Progressive Paytable 3</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
4	10 for 1			
3	Loss			
2	Loss			
1	Loss			

<i>Progressive Paytable 4</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	n/a	3,000× the progressive wager	18%	5%
8	100% of progressive meter			
7	250 for 1			
6	50 for 1			
5	20 for 1			
4	4 for 1			
3	2 for 1			
2	Loss			
1	Loss			

<i>Progressive Paytable 5</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	n/a	3,000× the progressive wager	18%	5%
8	100% of progressive meter			
7	350 for 1			
6	75 for 1			
5	15 for 1			
4	4 for 1			
3	2 for 1			
2	Loss			
1	Loss			

<i>Progressive Paytable 6</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	n/a	3,000× the progressive wager	18%	5%
8	100% of progressive meter			
7	500 for 1			
6	100 for 1			
5	20 for 1			
4	10 for 1			
3	Loss			
2	Loss			
1	Loss			

<i>Progressive Paytable 7</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
9	n/a	3,000× the progressive wager	19%	n/a

<i>Progressive Paytable 7</i>				
<i>Streak Length</i>	<i>Payout</i>	<i>Seed / Reseed</i>	<i>Incrementation</i>	<i>Reserve Rate</i>
8	100% of progressive meter			
7	450 for 1			
6	100 for 1			
5	20 for 1			
4	10 for 1			
3	Loss			
2	Loss			
1	Loss			

§ 617b.5. Roulette X.

(a) A certificate holder may offer to players a game entitled Roulette X, a variation on Lightning Roulette. Unless otherwise provided under this section, Roulette X shall follow the rules and procedures of Lightning Roulette under § 617b.3 (relating to Lightning Roulette).

(b) The layout for a Roulette X table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Roulette X table shall have in place a board-approved Roulette random number generator that determines the multiplier and also determines the specific payout that will be paid for a winning straight wager placed on a multiplier.

(c) Roulette X may be played on either a single zero or double zero roulette wheel.

(d) After all wagers have been placed, the random number generator shall be initiated and will select between 2 and 5 numbers on the layout that are the multipliers. The multipliers will be illuminated and will indicate what the increased payout will be for a winning straight wager placed on that multiplier.

(e) If the Roulette ball comes to rest in one of the numbers that has been illuminated as a multiplier and a player has placed a straight wager on that number, the player’s straight wager shall win and be paid based upon the increased payout displayed on the layout.

(f) Notwithstanding the provisions of § 617a.4 (relating to payout odds), if a player’s straight wager wins but the number the player wagered on is not selected as a multiplier by the random number generator, the player shall be paid at odds corresponding to the certificate holder’s selected paytable under subsection (g).

(g) Roulette X wagers shall be settled according to one of the following paytables, which shall be included in the certificate holder’s Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions):

	<i>Paytable A</i>	<i>Paytable B</i>
<i>Roulette wheels authorized</i>	<i>Single zero/double zero wheels</i>	<i>Double zero wheel</i>
Straight wager payout odds	28 to 1	30 to 1
Multipliers	50 to 1	50 to 1
	100 to 1	100 to 1
	250 to 1	175 to 1
	500 to 1	250 to 1

CHAPTER 633b. BLACKJACK SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§ 633b.17. 21+3 progressive.

(a) A certificate holder may offer players the option to place a 21+3 progressive wager, a progressive wager variation of the Three Card Poker side wager authorized under § 633a.6(e)(9) (relating to wagers). Unless otherwise specified under this section, the 21+3 progressive wager shall follow the rules and procedures of the Three Card Poker wager under § 633a.6(e)(9).

(b) The 21+3 progressive may be played on a Blackjack table that utilizes between three and eight decks of cards comprised of 52 cards per deck.

(c) In addition to the layout requirements under § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the Blackjack table must have a progressive table game system, in accord-

ance with § 605a.7 (relating to progressive table games), for the placement of the 21+3 progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include any of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(d) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) the option of placing a 21+3 progressive wager.

(e) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the 21+3 progressive wager, the dealer shall announce “no more bets” and, if the 21+3 progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(f) If a player has won a 21+3 progressive payout, the dealer shall do all of the following:

- (1) Verify that the hand is a winning hand.
- (2) Verify that the appropriate light on the progressive table game system has been illuminated.
- (3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.
- (4) Pay the winning 21+3 progressive wager in accordance with the payout odds in subsection (g). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.
- (g) The certificate holder shall pay out winning 21+3 progressive wagers, for the highest ranking three-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable 1</i>	<i>Paytable 4</i>	<i>Paytable 7</i>	<i>Paytable 10</i>
3 aces or 3 kings (certificate holder declared suit)	100% of progressive meter	100% of progressive meter	100% of progressive meter	100% of progressive meter
3 aces or 3 kings (suited)	100% of progressive meter	100% of progressive meter	2,000 for 1	3,000 for 1
Three-of-a-kind (suited)	125 for 1	150 for 1	150 for 1	200 for 1
Straight flush	25 for 1	40 for 1	40 for 1	30 for 1
Three-of-a-kind	20 for 1	20 for 1	20 for 1	20 for 1
Straight	7 for 1	7 for 1	5 for 1	10 for 1
Flush	3 for 1	3 for 1	3 for 1	loss

<i>Hand</i>	<i>Paytable 2</i>	<i>Paytable 5</i>	<i>Paytable 8</i>
3 aces, 3 kings or 3 queens (certificate holder declared suit)	100% of progressive meter	100% of progressive meter	100% of progressive meter
3 aces, 3 kings or 3 queens (suited)	100% of progressive meter	100% of progressive meter	2,000 for 1
Three-of-a-kind (suited)	125 for 1	150 for 1	125 for 1
Straight flush	25 for 1	40 for 1	40 for 1
Three-of-a-kind	20 for 1	20 for 1	20 for 1
Straight	6 for 1	7 for 1	6 for 1
Flush	2 for 1	2 for 1	2 for 1

<i>Hand</i>	<i>Paytable 3</i>	<i>Paytable 6</i>	<i>Paytable 9</i>	<i>Paytable 11</i>
3 aces (certificate holder declared suit)	100% of progressive meter	100% of progressive meter	100% of progressive meter	100% of progressive meter
3 aces (suited)	100% of progressive meter	100% of progressive meter	2,000 for 1	3,000 for 1
Three-of-a-kind (suited)	125 for 1	150 for 1	150 for 1	200 for 1
Straight flush	25 for 1	40 for 1	40 for 1	30 for 1
Three-of-a-kind	20 for 1	20 for 1	20 for 1	20 for 1
Straight	7 for 1	7 for 1	5 for 1	10 for 1
Flush	3 for 1	3 for 1	3 for 1	loss

(h) The initial seed and reseed amounts, increment rate and reserve rate listed in the following chart shall correspond with the paytable selected under subsection (g) and shall be included by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Paytable</i>	<i>Number of Decks</i>	<i>Seed / Reseed (represented compared to 21+3 wager)</i>	<i>Increment Rate</i>	<i>Reserve Rate</i>
Paytable 1	3	2,000×	20%	0
Paytable 1	4 or more	2,000×	17%	0
Paytable 2	3	3,000×	24%	0
Paytable 2	4 or more	2,000×	17%	0
Paytable 3	3	N/A	17%	4%
Paytable 3	4 or more	\$2000	17%	0
Paytable 4	4 or more	\$2000	17%	0
Paytable 5	4 or more	\$2000	17%	0
Paytable 6	4 or more	\$2000	17%	0
Paytable 7	4 or more	N/A	16%	4%
Paytable 8	4 or more	N/A	15%	5%
Paytable 9	4 or more	N/A	16%	4%
Paytable 10	4 or more	N/A	17%	4%
Paytable 11	4 or more	N/A	18%	4%

§ 633b.18. Royal Match progressive.

(a) A certificate holder may offer players the option to place a Royal Match progressive side wager, which is a progressive variation of the Royal Match 21 wager authorized under § 633a.6(e)(4) (relating to wagers).

(b) The Royal Match progressive side wager shall win if any of the following occur:

- (1) The player’s initial two cards are a two-card straight flush.
- (2) The player’s initial two cards are a Royal Match.
- (3) The player’s and dealer’s initial two cards are a Crown Treasure.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Royal Match progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area for each player designated for the placement of the Royal Match progressive wager.

(d) If the certificate holder is offering the Royal Match progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Royal Match progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include all of the following:

- (1) A wagering device at each betting position that acknowledges or accepts the placement of the Royal Match progressive wager.
- (2) A device that controls or monitors the placement of Royal Match progressive wagers at the gaming table,

including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Royal Match progressive wager.

(f) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers including the Royal Match progressive wager, the dealer shall announce “no more bets” and, if the Royal Match progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before a card reader device is utilized, the dealer shall, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, settle the player’s optional wagers by collecting all losing wagers and paying all winning wagers. The following apply:

- (1) If a player placed a Royal Match progressive wager and the player’s initial two cards are not a two-card straight flush or a Royal Match, the Royal Match progressive wager is lost and shall be collected.

(2) If a player placed a Royal Match progressive wager and the player's initial two cards are a two-card straight flush, the dealer shall pay the winning Royal Match progressive wager in accordance with subsection (i).

(3) If a player placed a Royal Match progressive wager and the player's initial two card cards are a Royal Match and the dealer's up card is not a king or queen, the dealer shall pay the winning Royal Match progressive wager in accordance with subsection (i).

(4) If a player placed a Royal Match progressive wager and the player's initial two cards are a Royal Match and the dealer's up card is a king or queen, the players Royal Match progressive wager shall be settled after the dealer's hole card is exposed but prior to settling the player's blackjack wager. If after exposing the hole card the dealer also has a Royal Match, the player shall be paid a Crown Treasure payout in accordance with subsection (i).

(h) If a player has won a Royal Match progressive payout, the dealer shall do all of the following:

- (1) Verify that the hand is a winning hand.
- (2) Verify that the appropriate light on the progressive table game system has been illuminated.
- (3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

(4) Pay the winning Royal Match progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(5) Pay the Envy Bonus, in accordance with subsection (k), to all players who made a Royal Match progressive wager. Players are entitled to multiple Envy Bonuses if more than one other player has a Crown Treasure. A player is not entitled to an Envy Bonus for his own hand.

(i) The certificate holder shall pay out winning Royal Match progressive wagers at the odds in following payout table:

<i>Hand</i>	<i>Paytable A</i>
Crown Treasure	100% of meter
Royal Match	60 to 1
Two-card straight flush	10 to 1
Seed amount	10,000× the minimum wager
Increment rate	15%

(j) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players.

(k) When any player wins with a Crown Treasure, an Envy Bonus shall be paid to all other players who have made a Royal Match progressive wager at a payout of 500 to 1.

(l) After settling the Royal Match progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

(m) The following terms, when used in this section, have the following meanings:

Two-card straight flush—Two cards of the same suit in consecutive order.

Royal Match—A king and queen of the same suit.

Crown Treasure—When both the player's and dealer's hands are comprised of a Royal Match combination.

§ 633b.19. King's Bounty—additional payable.

(a) A certificate holder that offers the King's Bounty wager in accordance with § 633a.6(e)(6) (relating to wagers) may offer the King's Bounty wager with the payable authorized under § 633a.13(h) (relating to payout odds; payout limitation) (to be known as payable A) or payable B authorized under subsection (d).

(b) A certificate holder shall specify the selected payable as part of the Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions).

(c) All other aspects of the King's Bounty wager shall follow the rules and procedures outlined in § 633a.6(e)(6).

(d) *Additional payable:*

<i>Hand</i>	<i>Paytable B</i>
King of spades pair and dealer Blackjack	1,000 to 1
King of spades pair	100 to 1
Suited kings pair	30 to 1
Suited queens, jacks or 10s pair	20 to 1
Suited 20	10 to 1
Pair of kings	8 to 1
Any 20	6 to 1

§ 633b.20. Blazing 7's wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Blazing 7's wager for each player.

(b) If specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Blazing 7's wager, which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the Blazing 7's wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play).

(d) As part of the dealing procedures of § 633a.7(g), the dealer shall settle the Blazing 7's wager as follows:

(1) If a player placed a Blazing 7's wager and neither of their initial two cards is a seven, the Blazing 7's wager is lost and shall be collected.

(2) If the player placed a Blazing 7's wager and at least one of their initial two cards is a seven, the Blazing 7's

wager shall win, and the dealer shall pay the winning Blazing 7's wager in accordance with subsection (e).

(3) If the player placed a Blazing 7's wager and both of their initial two cards are sevens, and the dealer's up card is a seven, the Blazing 7's wager shall win, and the dealer shall pay the winning Blazing 7's wager in accordance with subsection (e).

(e) The certificate holder shall pay out winning Blazing 7's progressive wagers at the odds in Paytable A as follows:

<i>Hand</i>	<i>Paytable A</i>
Three 7's—all diamonds	5,000 to 1
Three 7's—same suit	2,000 to 1
Three 7's—same color	1,000 to 1
Three 7's	500 to 1
Player first two cards (two 7's)	40 to 1
Either of player's first two cards (one 7)	2 to 1

(f) After settling the Blazing 7's wagers, the dealer shall continue the hand in accordance with § 633a.7(g)—(t).

§ 633b.21. Blazing 7's multi-progressive wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's multi-progressive wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Blazing 7's multi-progressive wager for each player. The Blackjack table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games) for the placement of Blazing 7's multi-progressive wagers. The progressive table game system must include all of the following:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Blazing 7's multi-progressive wager.

(2) A device that controls or monitors the placement of progressive payout wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the placement of any Blazing 7's multi-progressive wagers that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Blazing 7's multi-progressive wager, which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack wager as required in § 633a.6(d) and any optional wagers, including the Blazing 7's multi-progressive wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(d) The dealer shall settle any optional wagers, including the Blazing 7's multi-progressive wager, in accordance with § 633a.7(g). The following apply:

(1) If a player placed a Blazing 7's multi-progressive wager and neither of their initial two cards is a seven, the Blazing 7's multi-progressive wager is lost and shall be collected.

(2) If the player placed a Blazing 7's multi-progressive wager and at least one of their initial two cards is a seven, the Blazing 7's multi-progressive wager shall win, and the dealer shall pay the winning Blazing 7's wager in accordance with subsection (f).

(3) If the player placed a Blazing 7's wager and both of their initial two cards are sevens and the dealer's up card is a seven, the Blazing 7's multi-progressive wager shall win, and the dealer shall pay the winning Blazing 7's multi-progressive wager in accordance with subsection (f).

(e) If a player has won the Blazing 7's multi-progressive wager, the dealer shall do all of the following:

(1) Verify that the hand is a winning hand.

(2) Have a floorperson or above verify any Blazing 7's multi-progressive payout with odds greater than 200 for 1 in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Pay the player the winning Blazing 7's multi-progressive wager in accordance with subsection (f). If a player has won a progressive payout that is 10% or more of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of the player must remain on the table until the necessary documentation has been completed. If more than one player at the table has won a progressive payout that is 100% of the jackpot amount on the progressive meter, each player shall share the maximum amount equally.

(f) The certificate holder shall pay out winning Blazing 7's multi-progressive wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Three 7's—diamonds	100% of mega	100% mega
Three 7's—same suit	100% of major	100% major
Three 7's—same color	100% minor	100% minor
Three 7's	400 to 1	200 to 1
Player's first two cards (two 7's)	30 to 1	25 to 1
Either of player's first two cards (one 7)	2 to 1	3 to 1

(g) The rate of progression for the meters and the initial seed used for the Blazing 7's multi-progressive shall be as follows:

<i>Hand</i>	<i>Seed</i>	<i>Incrementation</i>
Mega	2,000× the minimum wager	14%
Major	1,000× the minimum wager	6%
Minor	500× the minimum wager	4%

(h) After settling the Blazing 7's multi-progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(g)—(t).

**CHAPTER 653b. ULTIMATE TEXAS HOLD 'EM
POKER SIDE WAGERS AND
VARIATIONS—TEMPORARY REGULATIONS**

§ 653b.2. Trips additional payable options.

(a) The certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer players an alternate Trips wager payable to the paytables outlined in § 653a.12(c) (relating to payout odds; Envy Bonus; rate of progression; payout limitation).

(b) The additional Trips wager payable option is as follows:

<i>Hand</i>	<i>Paytable E</i>
Royal flush	50 to 1
Straight flush	40 to 1
Four-of-a-kind	30 to 1
Full house	7 to 1
Flush	6 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1

(c) Notwithstanding the provisions in this section, the rules and procedures governing the Trips wager under §§ 653a.2, 653a.7, 653a.11, 653a.12(h) and 653a.13 shall remain in effect.

§ 653b.3. Bad Beat bonus wager additional payable options.

(a) If the certificate holder offers the Bad Beat bonus wager as authorized under § 653a.7(d)(6) (relating to wagers), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer players an alternate payable to the paytables outlined in § 653a.12(g) (relating to payout odds; Envy Bonus; rate of progression; payout limitation).

(b) The additional Bad Beat bonus wager payable option is as follows:

<i>Hand</i>	<i>Paytable C</i>
Straight flush	2,500 to 1
Four-of-a-kind	500 to 1
Full house	50 to 1
Flush	30 to 1

<i>Hand</i>	<i>Paytable C</i>
Straight	20 to 1
Three-of-a-kind	9 to 1

(c) Notwithstanding the provisions in this section, the rules and procedures governing the Bad Beat bonus wager under §§ 653a.2, 653a.7, 653a.11, 653a.12(h) and 653a.13 shall remain in effect.

§ 653b.4. Play the Board wager.

(a) If the certificate holder offers Ultimate Texas Hold 'Em Poker as described in Chapter 653a (relating to Ultimate Texas Hold 'Em Poker), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Ultimate Texas Hold 'Em wagers in accordance with § 653a.7(d)(1) (relating to wagers) the optional Play the Board wager.

(b) The layout and signage for the Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 653a.2(b) (relating to Ultimate Texas Hold 'Em Poker table physical characteristics), the layout shall include a designated area for the placement of the Play the Board wager.

(c) After placing the Ultimate Texas Hold 'Em wagers as required in § 653a.7(d), and any optional wagers including the Play the Board wager, the dealer shall deal the cards in accordance with § 653a.11(a)—(f) (relating to procedures for completion of each round of play). If a player having made a Play the Board wager chooses to fold, the Play the Board wager shall be treated in the same manner as the Trips wager or Six Card bonus wager under § 653a.11(f)(2)(i) and remain on the table until settled.

(d) The dealer shall continue to deal the round to completion consistent with § 653a.11(g)—(n). Play the Board wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 653a.11(n).

(e) The Play the Board wager shall win and be paid according to subsection (f) if the five community cards form a hand comprised of a pair of tens or better.

(f) The certificate holder shall pay out winning Play the Board wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	100 to 1	100 to 1	100 to 1
Full house	50 to 1	50 to 1	50 to 1
Flush	40 to 1	40 to 1	40 to 1
Straight	25 to 1	25 to 1	20 to 1
Three-of-a-kind	7 to 1	6 to 1	6 to 1
Two pair	3 to 1	3 to 1	3 to 1
Pair—10s or better	1 to 1	1 to 1	1 to 1

§ 653b.5. Ultimate Pairs wager.

(a) If the certificate holder offers Ultimate Texas Hold 'Em Poker as described in Chapter 653a (relating to Ultimate Texas Hold 'Em Poker), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Ultimate Texas Hold 'Em wagers in accordance with § 653a.7(d)(1) (relating to wagers) the optional Ultimate Pairs wager.

(b) The layout and signage for the Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 653a.2(b) (relating to Ultimate Texas Hold 'Em Poker table physical characteristics), the layout shall include a designated area for the placement of the Ultimate Pairs wager.

(c) After placing the Ultimate Texas Hold 'Em wagers as required in § 653a.7(d) and any optional wagers including the Ultimate Pairs wager, the dealer shall deal the cards in accordance with § 653a.11(a)–(f) (relating to

procedures for completion of each round of play). If a player having made an Ultimate Pairs wager chooses to fold, the Play the Board wager shall be treated in the same manner as the Trips wager or Six Card bonus wager under § 653a.11(f)(2)(i) and remain on the table until settled.

(d) The dealer shall continue to deal the round to completion consistent with § 653a.11(g)–(n). Ultimate Pairs wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 653a.11(n).

(e) The Ultimate Pairs wager shall win and be paid in accordance with subsection (f) if the player's two individual cards, or if Paytable F is selected the player's two individual cards combined with the dealer's two cards, form a hand comprised of a designated winning combination under the certificate holder selected payable.

(f) The certificate holder shall pay out winning Ultimate Pairs wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Player's Individual Two Cards</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Ace/ace and dealer ace/ace	n/a	n/a	n/a
Ace of hearts and ace of diamonds	n/a	n/a	100 to 1
Ace/ace	30 to 1	30 to 1	30 to 1
Ace/king (suited)	25 to 1	20 to 1	20 to 1
Ace/queen (suited) or player ace/jack (suited)	20 to 1	20 to 1	20 to 1
Ace/king	15 to 1	10 to 1	10 to 1
King/king, queen/queen or jack/jack	10 to 1	5 to 1	4 to 1
Ace/queen or ace/jack	5 to 1	10 to 1	10 to 1
Pair—10s or less	3 to 1	5 to 1	4 to 1

<i>Player's Individual Two Cards</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
Ace/ace and dealer ace/ace	n/a	n/a	1,000 to 1
Ace of hearts and ace of diamonds	50 to 1	n/a	n/a
Ace/ace	25 to 1	25 to 1	30 to 1
Ace/king (suited)	20 to 1	20 to 1	25 to 1
Ace/queen (suited) or player ace/jack (suited)	20 to 1	20 to 1	20 to 1
Ace/king	10 to 1	10 to 1	15 to 1
King/king, queen/queen or jack/jack	5 to 1	5 to 1	10 to 1
Ace/queen or ace/jack	10 to 1	10 to 1	5 to 1
Pair—10s or less	5 to 1	5 to 1	3 to 1

CHAPTER 674b. CRISS-CROSS POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§ 674b.1. Ultimate Pairs wager.

(a) If the certificate holder offers Criss-Cross Poker as described in Chapter 674a (relating to Criss-Cross Poker), the certificate holder may, if specified in its Rules Submission form filed under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed Criss-Cross Poker wagers in accordance with

§ 674a.7(d) (relating to wagers) the optional Ultimate Pairs wager.

(b) The layout and signage for the Criss-Cross Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). In addition to the betting areas designated under § 674a.2(b) (relating to Criss-Cross Poker table physical characteristics), the layout shall include a designated area for the placement of the Ultimate Pairs wager.

(c) After placing the Criss-Cross Poker wagers as required in § 674a.7(d) and any optional wagers, including the Ultimate Pairs wager, the dealer shall deal the cards in accordance with § 674a.11(a) and (b) (relating to procedures for completion of each round of play). If a player having made an Ultimate Pairs wager chooses not to place an Across Bet, thereby folding, the Ultimate Pairs wager shall be treated in the same manner as the Five Card bonus wager under § 674a.11(b) and remain on the table until settled.

(d) The dealer shall continue to deal the round to completion consistent with § 674a.11(c)—(i). Ultimate

Pairs wagers shall be settled as part of the settlement of optional wagers prior to the removal of cards under § 674a.11(i).

(e) The Ultimate Pairs wager shall win and be paid according to subsection (f) if the player’s two individual cards form a hand comprised of a designated winning combination under the certificate holder selected payable.

(f) The certificate holder shall pay out winning Ultimate Pairs wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Player’s Initial Two Cards</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Ace of hearts and ace of diamonds	n/a	n/a	100 to 1
Ace/ace	30 to 1	30 to 1	30 to 1
Ace/king (suited)	25 to 1	20 to 1	20 to 1
Ace/queen (suited) or player ace/jack (suited)	20 to 1	20 to 1	20 to 1
Ace/king	15 to 1	10 to 1	10 to 1
King/king, queen/queen or jack/jack	10 to 1	5 to 1	4 to 1
Ace/queen or ace/jack	5 to 1	10 to 1	10 to 1
Pair—10s or less	3 to 1	5 to 1	4 to 1

<i>Player’s Initial Two Cards</i>	<i>Paytable D</i>	<i>Paytable E</i>
Ace of hearts and ace of diamonds	50 to 1	n/a
Ace/ace	25 to 1	25 to 1
Ace/king (suited)	20 to 1	20 to 1
Ace/queen (suited) or player ace/jack (suited)	20 to 1	20 to 1
Ace/king	10 to 1	10 to 1
King/king, queen/queen or jack/jack	5 to 1	5 to 1
Ace/queen or ace/jack	10 to 1	10 to 1
Pair—10s or less	5 to 1	5 to 1

CHAPTER 690. CRAZY TIME—TEMPORARY REGULATIONS

- Sec. 690.1. Crazy Time layout; physical characteristics.
- 690.2. Wagers and rotation of the wheel.
- 690.3. Top Slot multiplier.
- 690.4. Payout odds.
- 690.5. Coin Flip bonus game.
- 690.6. Cash Hunt bonus game.
- 690.7. Pachinko bonus game.
- 690.8. Crazy Time World bonus game.

§ 690.1. Crazy Time layout; physical characteristics.

(a) Crazy Time gaming shall be conducted at a circular wheel at least 5 feet in diameter. The rim of the wheel must be divided into 54 equally spaced sections with 21 sections containing the number 1, 13 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 4 sections containing the Coin Flip bonus game symbol, 2 sections containing the Cash Hunt bonus game symbol, 2 sections containing the Pachinko bonus game symbol and 1 section containing the Crazy Time World bonus game symbol.

(b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: 1, 2, 5, 1, 2, Pachinko bonus game, 1, 5,

1, 2, 1, Coin Flip bonus game, 1, 2, 1, 10, 2, Cash Hunt bonus game, 1, 2, 1, 5, 1, Coin Flip bonus game, 1, 5, 2, 10, 1, Pachinko bonus game, 1, 2, 5, 1, 2, Coin Flip bonus game, 1, 10, 1, 5, 1, Cash Hunt bonus game, 1, 2, 5, 1, 2, Coin Flip bonus game, 2, 1, 10, 2, 1, Crazy Time World bonus game.

(c) Each section of the wheel must also display the base payout odds in § 690.4 (relating to payout odds) for the wager, except when the following occur:

(1) The final payout odds for each wager may be increased based upon the results of the Top Slot multiplier as outlined under § 690.3 (relating to Top Slot multiplier).

(2) The final payout odds for any bonus game shall be established during the play of the bonus game as outlined in §§ 690.5—690.8.

(d) The sections containing bonus game symbols trigger a subsequent bonus game.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Crazy Time table must have a drop box and tip box attached on the same side of the gaming table as,

but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for a Crazy Time table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain the following, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Specific betting areas for the placement of wagers, including spaces for 1, 2, 5, 10, Coin Flip bonus game, Cash Hunt bonus game, Pachinko bonus game and Crazy Time World bonus game.
- (3) The payout odds for each of the permissible wagers.
- (4) The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

§ 690.2. Wagers and rotation of the wheel.

(a) Prior to the spinning of the Crazy Time wheel, the dealer shall announce “no more bets.”

(b) The Crazy Time wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) If upon completion of the spin the wheel comes to rest on a section of the wheel with 1, 2, 5 or 10, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 690.4 (relating to payout odds).

(f) If upon completion of the spin the wheel comes to rest on a section of the wheel with a Coin Flip bonus game symbol, a Cash Hunt bonus game symbol, a Pachinko bonus game symbol or the Crazy Time World bonus game symbol, the dealer shall first collect all losing wagers. The dealer shall then proceed to play the winning bonus game to determine the payout odds and pay off all winning wagers.

§ 690.3. Top Slot multiplier.

(a) The Top Slot multiplier shall be a slot machine-style game to determine what, if any, multiplier shall be applied to the Crazy Time game.

(b) The Top Slot multiplier shall consist of the following two reels:

(1) The first reel shall contain each of the betting options available to players: 1, 2, 5, 10, Coin Flip bonus game, Cash Hunt bonus game, Pachinko bonus game and Crazy Time World bonus game.

(2) The second reel shall contain potential multipliers consisting of 1, 2, 3, 4, 5, 7, 10, 15 and 20.

(c) The Top Slot multiplier shall be spun during each round of Crazy Time. The Top Slot multiplier spin shall commence concurrently with the spinning of the Crazy Time wheel under § 690.2(b) (relating to wagers and rotation of the wheel). The following apply:

(1) If the first reel (betting option) and second reel (multiplier) align, then the multiplier shown shall be applied to the betting option shown.

(2) If the first reel (betting option) and the second reel (multiplier) do not align on both a betting option and a multiplier, then no Top Slot multiplier shall be applied to the Crazy Time game.

§ 690.4. Payout odds.

(a) A certificate holder shall pay out winning Crazy Time wagers at no less than the odds in the following payable:

<i>Result</i>	<i>Payout Odds</i>
1	1 to 1
2	2 to 1
5	5 to 1
10	10 to 1
Coin Flip	2 to 1
Cash Hunt	5 to 1
Pachinko	2 to 1
Crazy Time World	15 to 1

(b) If upon completion of the spin the wheel came to rest on a bonus game section of the wheel, the bonus game shall be played to determine the winning wager payout odds in accordance with §§ 690.5—690.8.

(c) Notwithstanding subsections (a) and (b), if a Top Slot multiplier was triggered in accordance with § 690.3 (relating to Top Slot multiplier), then the winning payout odds shall be applied. For example, if a Top Slot multiplier results in 7× on the 5 betting position, winning bets on the 5 would be paid at odds of 35 to 1. Similarly, if a Coin Flip bonus game results in a winning payout of 10× (10 to 1) and the Top Slot multiplier during the base game resulted in 7× on the Coin Flip betting position, then the winning Coin Flip wager would be settled as odds of 70 to 1.

§ 690.5. Coin Flip bonus game.

(a) Coin Flip is a bonus game in which the result of a coin flip determines the payout odds.

(b) The Coin Flip game shall be comprised of a coin with two distinct sides, such as red and blue.

(c) Before the coin is flipped, multiplier values shall be randomly generated and assigned to either side of the coin. The following apply to multipliers:

(1) The multipliers may range from 2× to 100×.

(2) If a Top Slot multiplier is applied in accordance with subsection (e), the final payout odds may exceed the 100× stated in paragraph (1).

(d) Once multiplier values have been assigned, the coin shall be flipped and the side of the coin that comes to rest face up shall constitute the winning payout odds.

(e) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by the payout odds determined in accordance with subsection (c) prior to the coin being flipped. For example, if the Coin Flip results in 5× (5 to 1 odds) and the Top Slot multiplier was 7× on the Coin Flip bonus game, then the winning payout odds for the round would be 35 to 1.

(f) Notwithstanding subsection (d), a Rescue Flip may randomly be activated after an initial flip where all of the following occur:

(1) The small multiplier was 2× or 3×.

- (2) The big multiplier was greater than 15×.
- (3) The coin landed with the small multiplier facing up.

(g) If the conditions of subsection (f)(1)—(3) have been met, a Rescue Flip may commence, with the coin being flipped and the face up side of the coin constituting the winning payout odds. The result of the Rescue Flip is the final outcome.

§ 690.6. Cash Hunt bonus game.

(a) Cash Hunt is a shooting gallery-style bonus game in which the payout odds are revealed by shooting a symbol to reveal the payout odds hidden beneath.

(b) Cash Hunt shall be comprised of a board containing 108 multipliers. The following apply:

- (1) The multipliers may range from 5× to 500×.
- (2) If a Top Slot multiplier is applied in accordance with subsection (g), the final payout odds may exceed the 500× stated in paragraph (1).

(c) At the beginning of the Cash Hunt game, the multipliers shall start by being visible to players. The multipliers shall then be covered by symbols and shuffled.

(d) Following the shuffling of the multipliers, a countdown timer shall commence, indicating the time a player has left to select one of the 108 symbols. If the player does not make a selection before the time elapses, one of the 108 symbols will be automatically selected at random.

(e) After a symbol has been selected, the multiplier beneath shall be revealed and shall constitute the winning payout odds.

(f) Each eligible player's payout shall be based upon their individual selection made in accordance with subsection (d) and not on the outcome of any other player's selection.

(g) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by all 108 payout odds prior to the multipliers being covered and shuffled under subsection (c). For example, if the initial Cash Hunt multiplier is 5× (5 to 1 odds) and the Top Slot multiplier was 7×, the Cash Hunt multiplier would become 35× (35 to 1) prior to the multiplier being covered and shuffled.

§ 690.7. Pachinko bonus game.

(a) Pachinko is a bonus game in which a puck is dropped down a wall to determine the winning multiplier.

(b) Pachinko shall be conducted on a Pachinko board which shall be a wall consisting of a multitude of pegs above 16 landing spots which display potential multipliers.

(c) The Pachinko game shall begin with potential multiplier being generated and displayed at the bottom of the Pachinko board. The following apply to multipliers:

- (1) The multipliers may range from 2× to 400×.
- (2) In addition to the multiplier range stated in paragraph (1), "Double" may be displayed in one slot.

(3) If a Top Slot multiplier is applied in accordance with subsection (f), the final payout odds may exceed the 400× stated in paragraph (1).

(d) The game presenter shall drop the puck from the randomly selected location at the top of the Pachinko board in the area directly above and between landing spots 4 through 13—the center half of the Pachinko board. The puck will proceed to travel through the pegs

on the board and come to rest in one of the landing spots indicating the winning payout odds.

(e) In the event that the puck comes to rest in slot marked "Double," all of the following apply:

- (1) All other multipliers in the other landing spots shall be doubled.
- (2) The "Double" shall be replaced with 50×.

(3) The puck drop zone shall be randomly selected and the game presenter shall drop the puck from the randomly selected drop zone.

(4) The puck shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds.

(f) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by all 16 payout odds prior to the puck being dropped in accordance with subsection (d). For example, if the initial Pachinko multiplier is 5× (5 to 1 odds) and the Top Slot multiplier was 7× on Pachinko, the multiplier would become 35× (35 to 1).

(g) Notwithstanding subsections (d) and (e), a Rescue Drop may randomly be activated when the puck comes to rest on a 2×, 3× or 4× multiplier. When a Rescue Drop is activated, all of the following apply:

(1) A multiplier lower than the triggering multiplier shall be updated to be equal to the triggering multiplier. For example, if the puck came to rest in a 4× multiplier slot, all 2× or 3× shall be replaced with 4×.

(2) A multiplier equal to or greater than the triggering multiplier shall remain the same. For example, if the puck came to rest in a 4× multiplier slot, the 4× and any multipliers greater than 4× will remain unchanged.

(3) The puck drop zone shall be randomly selected and the game presenter shall drop the puck from the randomly selected drop zone.

(4) The puck shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds. No additional Rescue Drops shall follow.

§ 690.8. Crazy Time World bonus game.

(a) Crazy Time World is a virtual wheel-based bonus game.

(b) Crazy Time World shall be played on a wheel comprised of 64 sections and three clappers. The following apply:

(1) Each of the 64 sections of the wheel shall contain multipliers ranging from 15× to 400×.

(2) In addition to the multiplier range stated in paragraph (1), "Double" may be displayed in one section of the wheel.

(3) The multipliers shall be randomly assigned to the 64 wheel sections.

(4) The three clappers shall be spaced so that there are at least two sections of the wheel between clappers. For example, if the first clapper is on section 1, then the second clapper will be on section 4, and the third clapper shall be on section 7.

(5) If a Top Slot multiplier is applied in accordance with subsection (f), or the doubling outlined under subsection (e), the final payout odds may exceed the 400× stated in paragraph (1).

(c) At the beginning of the Crazy Time World game, a countdown timer shall commence, indicating the time a player has left to select one of the three clappers. If the player does not make a selection before the time elapses, one of the clappers will be automatically selected at random.

(d) After the time for players to select a clapper has elapsed, the game presenter shall start the wheel rotation by pressing the button. When the wheel stops spinning, the multiplier indicated by the player's selected clapper shall constitute the winning payout odds.

(e) In the event that the player's selected clapper comes to rest on wheel section marked "Double," all of the following apply:

(1) All multipliers on the wheel shall be doubled and the wheel spun again.

(2) Only those players who selected the clapper which landed on double shall continue to take part. The result of the spin shall constitute the winning payout odds.

(3) If the clapper lands on a section marked with "Double" a second time, all multipliers on the wheel shall be doubled a second time. The "Double" shall be replaced by a 50× multiplier and the wheel spun again. The result of the spin shall constitute the winning payout odds and may exceed the 400× stated in subsection (b)(1).

(f) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by all 64 payout odds prior to the timer for players to select a clapper commencing under subsection (c). For example, if the initial Crazy Time World multiplier is 15× (15 to 1 odds) and the Top Slot multiplier was 7× on Crazy Time World, the multiplier would become 105× (105 to 1).

[Pa.B. Doc. No. 24-398. Filed for public inspection March 22, 2024, 9:00 a.m.]
