



BLACKJACK MATCH PROGRESSIVE BLACKJACK w/MUST HIT

RULES & PROCEDURES

INTRODUCTION

BLACKJACK MATCH PROGRESSIVE is an optional side wager for Blackjack games with one, two, four, six or eight decks with up to seven seats. All house rules still apply to the standard game of Blackjack. The Progressive side wager is an exciting progressive bonus wager that allows players the opportunity to win cash and/or prizes with player/dealer Blackjack(s) or other qualifying hands.

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.

RULES OF PLAY

1. To begin, player must place the base Blackjack wager and optional **BLACKJACK MATCH PROGRESSIVE BONUS** wager. See Rules & Guide below!
2. Once all wagers have been placed, working from left to right, each player is dealt two cards while the dealer receives cards according to the underlying Blackjack rules.
3. If a player does **NOT** have “**BLACKJACK**” and does **NOT** have “**ACE**”, the **BLACKJACK MATCH PROGRESSIVE** wager loses.
4. If the player has an “**ACE**” and does **NOT** have a “**BLACKJACK**”, player qualifies for a listed pay. *See posted payable.*
5. If the player hand is a “**BLACKJACK**” and the dealer does **NOT** have a “**BLACKJACK**”, player qualifies for a listed pay. *See posted payable.*
6. If the player hand is a “**BLACKJACK**” and the dealer hand is a “**BLACKJACK**”, this hand is then evaluated based on the configured pay tables posted at the table. *See posted payable.*
7. If the player hand has “**Two Ace’s or Two King’s**” and the dealer up-card is an “**Ace or King**” creating a “**Three of a Kind**” Poker hand. This hand is then evaluated based on the configured pay tables posted at the table. *See posted payable.*



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RULES OF PLAY (CONT.)

8. Once all **BLACKJACK MATCH PROGRESSIVE** wager has been reconciled, the dealer will select **“END ROUND”** before normal Blackjack game can continue.
 - a. **“MUST HIT” PROGRESSIVE** will be determined once the dealer selects **“END ROUND”**. If there is a random winner from those that participated in the **BLACKJACK MATCH PROGRESSIVE BONUS** wager, this will be indicated with the sensor flashing at that player spot as well as being indicated on the Dealer Terminal and **BLACKJACK MATCH PROGRESSIVE** signage.

WHEN THE PLAYER/DEALER QUALIFYING HANDS

- 1) If the player has an Ace in their hand and does not have Blackjack, they are paid according to the **“Player Any Ace”** payout.
- 2) If the player has a Blackjack, and the dealer does NOT have Blackjack they are paid according to the **“Player Any Blackjack”** payout.
- 3) If the player has a Blackjack (Suited), and the dealer does NOT have Blackjack they are paid according to the **“Player Suited Blackjack”** payout.
- 4) If the player has a Blackjack (Unsuited), and the dealer DOES have an Blackjack (Unsuited), they are paid according to the **“Player/Dealer Unsuited Blackjack”** payout.
- 5) If the player has two face-up **“Kings”** along with dealer one face up **“King”** they are paid according to the **“Three Kings”** payout.
- 6) If the player has two face-up **“Aces”** along with dealer one face up **“Ace”** they are paid according to the **“Three Aces”** payout.
- 7) If the player has a Blackjack (Suited), and the dealer DOES have an Blackjack (Suited), they are paid according to the **“Player/Dealer Suited Blackjack”** payout.
- 8) If the player has a Blackjack (Matching Suit), and the dealer DOES have an Blackjack (matching Suite), they are paid according to the **“Player/Dealer Matching Suite Blackjack”** payout.
- 9) If the player has a Blackjack (Ace-King Matching Suit), and the dealer DOES have an Blackjack (Ace-King Matching Suit), they are paid according to the **“Player/Dealer Ace-King Matching Suite Blackjack”** payout.

HAND DEFINITIONS

1. Ace-King Blackjack(s)
 - a. *Player/Dealer (Matching Suit): the player’s two cards containing an ace and king of the same suit and the dealer’s two card containing an ace and king of the exact same suit as the players.*



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HAND DEFINITIONS (CONT.)

2. Blackjack(s)
 - a. Player/Dealer (*Matching Suit*): the player's two cards containing a blackjack in the same suit and the dealer's two card containing a blackjack of the exact same suit and rank as the players.
3. Blackjack(s)
 - a. Player/Dealer (*Suited*): the player's two cards containing a blackjack in the same suit and the dealer's two card containing a blackjack in the same suit (the suits of the dealer and player blackjacks do not need to be the same).
4. Three Ace(s)
 - a. Player/Dealer (*Three Aces*): the player's two up cards (Ace's) and the dealer's first up card (Ace) create a three Ace's hand
5. Three King(s)
 - a. Player/Dealer (*Three Kings*): the player's two up cards (King's) and the dealer's first up card (King) create a three King's hand
6. Blackjack(s)
 - a. Player/Dealer (*Unsuited*): the player's two cards containing a blackjack and the dealer's two cards containing a blackjack.
7. Blackjack
 - a. Player (*Suited*): the player's two cards containing a blackjack in the same suit and the dealer's two cards not containing a blackjack.
8. Blackjack
 - a. Player (*Any Blackjack*): the player's two cards containing a blackjack and the dealer's two cards not containing a blackjack.
9. Any Ace
 - a. Player (*Any Ace*): the player's first two cards containing at least one ace but does not have a blackjack.

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 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.



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STAX PROGRESSIVE (RULES) CONT.

4. In order to win on the **STAX PROGRESSIVE BONUS** wager
 - a. Player must have an “**ACE**” and “**NO BLACKJACK**” or player “**BLACKJACK**”.
 - b. The dealer will determine the **BLACKAJCK MATCH PROGRESSIVE** hand according to the posted payable. *See posted payable.*
5. If no STAX side bets are made, then the game plays as normal and the dealer does not have to use the interface.