

HOW TO PLAY SUPER4 PROGRESSIVE BLACKJACK

YOUR GUIDE TO PLAYING
CASINO TABLE GAMES

PLAYERS **EDGE**

PLAYING THE GAME

THE GAME

Super 4 Progressive Blackjack is an optional side bet for Blackjack games. All house rules apply to the standard game of Blackjack. Super 4 wager pays IF the dealer has a Blackjack and the resulting combination of the dealer Blackjack AND player's two cards qualifies for a listed pay. Super 4 wager pays IF the dealer has an Ace up and does NOT have a Blackjack, the player qualifies for a listed pay.

HOW TO PLAY

At the beginning of each game, the player must place the base Blackjack wager and may optionally place the Super 4 Progressive Blackjack wager.

After all wagers are placed, each player is dealt two cards while the dealer receives cards according to the underlying Blackjack rules.

If the dealer's hand is a Blackjack, the player's two-card hand and the dealer's Blackjack forms a four-card hand. This hand is then evaluated based on the configured pay tables.

If the dealer has an Ace up and does NOT have a Blackjack, player qualifies for a listed pay.

If a dealer does NOT have Blackjack and does NOT have Ace up the optional Super 4 Progressive Blackjack wager loses.

Once Super 4 Progressive Blackjack wager is reconciled, normal Blackjack play continues.

PAY TABLE

ROYAL FLUSH OF DIAMONDS	100% STAR PROGRESSIVE ROYAL
ROYAL FLUSH (ANY OTHER SUIT)	100% STAR PROGRESSIVE
THREE OF A KIND	100% HEART PROGRESSIVE
STRAIGHT	100% DIAMOND PROGRESSIVE
MUST HIT BY \$200	100% OF METER
FLUSH	\$250
TWO PAIR	\$200
ALL CARDS SAME COLOR	\$100
PAIR	\$50
DEALER BLACKJACK (NO OTHER HAND)	\$25
DEALER ACE UP (NO BLACKJACK)	\$10

Must be at least 21 years old to play Slots, Table Games or to receive Seminole Wild Card benefits. Must be 18 or older to play Bingo and Live Poker. Persons who have been trespassed or banned by the Seminole Tribe of Florida or those who have opted into the self-exclusion program are not eligible. If you or someone you know has a gambling problem, please call 1.888.ADMIT.IT.



PLAYERS **EDGE**