



GAMING GUIDE

The object of DJ Wild is to get a higher five-card poker hand than the dealer. The game is played with five wild cards—the four deuces and one joker.

GETTING STARTED

You must make equal wagers on the Ante and Blind to play the game. You may also wager on the Trips and/or Two-Way Bad Beat side bet. You will then get five cards and make a decision: Fold or make a Play wager of 2X your Ante.

HOW TO PLAY

After all cards have been dealt and the decision has been made to either Fold or make a Play wager of 2X your Ante, the dealer will then reveal their five cards and announce their hand. If the dealer beats your hand, your Ante, Play, and Blind bets lose. If the dealer ties your hand, your Ante, Play, and Blind bets push. If your hand beats the dealer's, your Ante and Play bets pay 1-1, and your Blind pays according to the following payout table:

HAND	PAYOUT
FIVE WILDS.....	1,000 to 1
ROYAL FLUSH.....	50 to 1
FIVE OF A KIND.....	10 to 1
STRAIGHT FLUSH.....	9 to 1
FOUR OF A KIND.....	4 to 1
FULL HOUSE.....	3 to 1
FLUSH.....	2 to 1
STRAIGHT.....	1 to 1
OTHERS.....	Push

TRIPS WAGER

The Trips wager wins if you have Three of a Kind or better. Natural hands pay more than ones that use wild cards. All hands with a deuce are not considered "wild." If the deuce is not used as a wild card to make a winning Trips hand, it will be considered "natural."

TRIPS BONUS WAGER

If the Raise wager is not made, but the Ante and Blind are, the player will forfeit the Ante and Blind wager but does not forfeit the Trips Bonus wager. Trips Bonus wager is paid according to the following payout table:

HAND	PAYOUT (NATURAL)	PAYOUT (WITH WILD)
FIVE WILDS	-	2,000 to 1
ROYAL FLUSH	1,000 to 1	90 to 1
FIVE OF A KIND	-	70 to 1
STRAIGHT FLUSH	200 to 1	25 to 1
FOUR OF A KIND	60 to 1	6 to 1
FULL HOUSE	30 to 1	5 to 1
FLUSH	25 to 1	4 to 1
STRAIGHT	20 to 1	3 to 1
THREE OF A KIND	6 to 1	1 to 1



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TWO-WAY BAD BEAT

This is an optional wager which can be made in addition to the Ante and/or Trips wagers. The Ante, Blind and Raise wagers must be made to be able to place a Two-Way Bad Beat wager. The Two-Way Bad Beat wager pertains to the player's five-card hand versus the dealer's five-card hand.

The Two-Way Bad Beat wager wins if the player beats the dealer or the dealer beats the player with both hands qualifying. A hand with three of a kind or better qualifies and is paid according to the following payout table:

HAND	PAYOUT
ROYAL FLUSH.....	299 to 1
FIVE OF A KIND.....	299 to 1
STRAIGHT FLUSH.....	299 to 1
FOUR OF A KIND.....	299 to 1
FULL HOUSE.....	200 to 1
FLUSH.....	100 to 1
STRAIGHT.....	50 to 1
THREE OF A KIND OR LESS	15 to 1

PROGRESSIVE RULES OF PLAY

1. DJ Wild offers an optional progressive bonus wager
2. For the Progressive Bonus Wager, if the player has been dealt the Joker Wild card, it will be replaced in his hand with the one card in the area on the layout.
3. The payable shown has been designed to work on a link together with Mississippi Stud, Let it Ride and Ultimate Texas Hold 'Em

HAND	PAYS*	ENVY**
ROYAL FLUSH	100%	\$5,000
STRAIGHT FLUSH	10%	\$1,500
FOUR OF A KIND	\$1,500	-
FULL HOUSE	\$250	-
FLUSH	\$200	-
STRAIGHT	\$150	-
THREE OF A KIND	\$45	-

* Original Wager is NOT Returned.

** Reflects a \$5 Wager.

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