

# HOW TO PLAY MISSISSIPPI STUD

YOUR GUIDE TO PLAYING  
CASINO TABLE GAMES



PLAYERS **EDGE**

# PLAYING THE GAME

## HOW IT WORKS

Mississippi Stud is a five card poker game that is played with a standard 52 card deck and paid against a pay table as opposed to the dealer. Gameplay involves a mandatory Ante bet before receiving any cards and three optional bets to be bet at each "Street" of play.

At the beginning of each hand, the player will place an Ante bet and an optional 3 Card side wager and/or an optional Ultimate Pairs pay table. They then will receive two cards face down. The dealer will deal three "Community Cards" which will be displayed face down on the layout.

After looking at their two cards, the player is then allowed to fold the hand and sacrifice the Ante bet, or buy the first Community Card at one, two or three times the Ante bet. The player will repeat this process for the second and third Community Cards.

Hand	Base Pay Table
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
Pair of Jacks or Better	1 to 1
Pair of 6's to 10's	Push

Hand	3 Card Bonus Pay Table
Straight Flush	40 to 1
Four of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

Mississippi Stud also offers a progressive bonus bet that is described in the progressive jackpot rules of the game.

Hand	Ultimate Pairs Pay Table
A - A	30 to 1
A - K Suited	25 to 1
A - Q or AJ Suited	20 to 1
A - K Unsited	15 to 1
K:K, Q:Q, J:J	10 to 1
AQ or AJ Unsited	5 to 1
10:10 thru 2:2	3 to 1

The players 2 card hand only is used to settle the Ultimate Pairs side wager.



**BRISTOL**

**PLAYERS'EDGE** Please see Players Club for complete details and official rules. Hard Rock Hotel & Casino Bristol may modify or cancel promotions at any time with the approval of the Virginia Lottery. Non-transferable. Non-negotiable. Must be 21 or older to gamble. If you or someone you know has a gambling problem and wants help, call 1-800-GAMBLER.