# HOW 10 PLAY DJ WILD STUD POKER 

YOUR GUIDE TO PLAYING CASINO TABLE GAMES


# PLAYING THE GAME 

The object of DJ Wild ${ }^{\circledR}$ Stud Poker 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. DJ Wild Stud Poker also offer the optional Trips, Two-Way Bad Beat and Progressive Bonus Wagers.

## GETTING STARTED

You make equal bets on the Ante and Blind to play the game. You may also place a bet on the Trips, Two-Way Bad Beat and Progressive Bonus Wagers. You will then get five cards and make a decision: Fold or make a Play bet of 2 x your Ante.

## WINNING \& LOSING

The dealer will then reveal their five cards and announce the 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 wins, your Ante and Play bets pay 1 to 1 and your Blind pays according to the paytable. See layout for odds.

## TRIPS BONUS

The Trips bet wins if you have three-of-a-kind or better. Natural hands pay more than ones that use wild cards. Not all hands with a deuce are considered "wild." If the deuce is not used as a wild card to make a winning Trips hand, it will be considered its natural rank. You may use the deuce as a wild card in the base game and use it as a natural for the Trips bet. See layout for odds.

## TWO-WAY BAD BEAT BONUS

The two-way bad beat wager wins when the player and the dealer each have three of a kind or better, and they do not tie. In the event that the player's hand and the dealer's hand are the same ranking five-card hand, the two-way bad beat is considered a losing wager. See layout for odds.

## PROGRESSIVE BONUS

The progressive wager considers the best hand possible from the player's five cards. For the purpose of the progressive wager, there are no wild cards; of the player's hand contains a Joker, the dealer will use an additional card dealt in its place.

