



M.P.T.
(MIKOHN PROGRESSIVE TABLES)

Manual Mikohn Progressive Tables
(Version 4.1)

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Technical office

USA

Juan Pina

401 69th Street, Miami Beach, FL. 33141, USA

Tel: +1 305 319 1922

Mail: jpina@mikohn.net

PANAMÁ

Vicente Lagrutta

Via Veneto, Aparta-Hotel Torres de Alba. Local 10, City of Panamá, Panamá

Tel: +507 6613 3100

Mail: vlagrutta@mikohn.net

PERÚ

Jean Pierre Kamiya

Av. Aviación 2472 int 302, San Borja, Lima, Perú

Tel: +51 998 180 624

Mail: jpkamiya@mikohn.net

COLOMBIA

Jorge Santamaría

Calle 13 N° 41-33, Bogotá, Colombia

Tel: +57 311 486 8662

Mail: jsantamaria@mikohn.net

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1. INTRODUCTION



This manual contains instructions and description of the different software and hardware components that make up the MIKOHN PROGRESSIVE TABLE (M.P.T) system. To ensure proper use of this product, please read this manual carefully.

This manual is a reference material for MPT users, that is, the casino administrator, gaming table operators (Dealer, Pit Boss, Supervisors) and technicians who need to maintain gaming tables.

2. TERMS USED IN THIS MANUAL

- ♣ **Casino:** Organization or establishment where a gaming room operates.
- ♣ **Credit:** Unit of value that replaces any monetary denomination for games within the Casino.
- ♣ **User:** Person assigned a category in this manual.
- ♣ **Player:** Person making bets with chips or credits at the gaming table.
- ♣ **Dealer:** Person who operates the gaming table, deals hands, opens and closes bets, interacting with the player.
- ♣ **Jackpot:** Figure whose amounts are paid in the game.
- ♣ **Progressive Jackpot:** Figure shown at the top of the Odometer Display, this figure increases according to the bets placed by the players at the table positions.
- ♣ **Odometer Display:** It is the system screen on the table, visible to all players and the Dealer, where the Progressive Jackpot and also all the plays that can win a Jackpot are shown with the figures to be paid, the value of the bet and the symbols representing the Casino (logos according to Casino).
- ♣ **Percentage Awards:** They are the Jackpot, whose value is determined as a percentage of the largest Progressive Jackpot, which is shown in the Odometer Display.

Symbols used in this manual

-  **Note:** Refers to additional information that is useful and important to the user.
-  **Caution:** Instructs the user to be careful with components (such as hardware or software) that may be damaged.

3. ABOUT THE MIKOHN PROGRESSIVE TABLE (M.P.T.)

The Mikohn Progressive Table (M.P.T.) gives the player the opportunity to have a big win with a simple bet, which incentivizes the player and gives greater profits to the room.

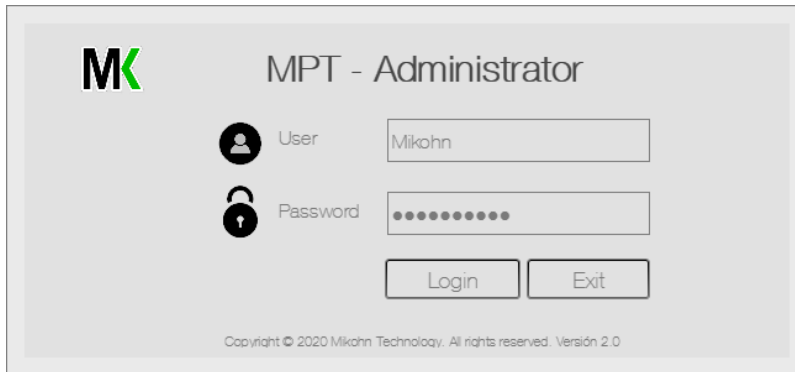
What is M.P.T.?

It is a system that manages different Casino games such as BlackJack, Stud Poker, Baccarat, Texas Hold'em, Pai Gow and many others. It allows you to sell credits to players, start plays (hands), pay prizes or if the room wishes, hold raffles.

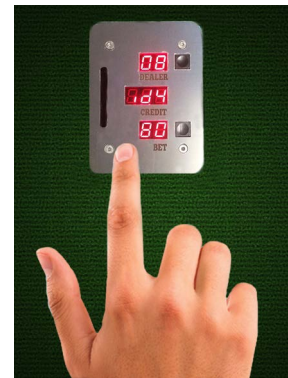


The M.P.T. system It consists of a database, configuration software, control software, which works in conjunction with the hardware available for the dealer and the players at the table, and a system that shows which plays pay the prizes and the value. of the jackpot accumulated by the progressive.

1. Administrator M.P.T.
2. M.P.T. Display Dealer
3. Slot M.P.T.
4. Odometer display.



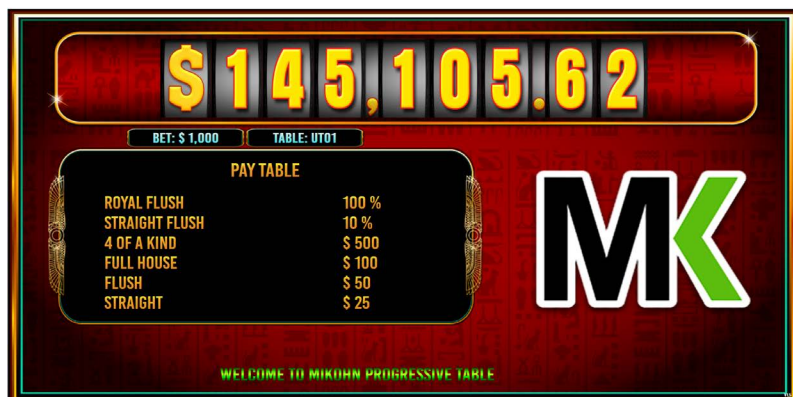
1 • MPT - Administrator



3 • Slot MPT



2 • MPT - Display Dealer








4 • Odometer Display

Note: The system can interconnect several tables in the same room or between several rooms.

How does M.P.T. work?

- The Dealer, from his location at the table, opens a new game, granting chips and credits to each player who requests them.
- To participate in the M.P.T. The player must place one or more bets using the device located on the gaming table (M.P.T. Slot). You can bet on the Dealer's winning play or your own play using the credits you have.
- The Dealer closes the bets with the M.P.T. Display Dealer and the regular table game (Blackjack, Poker or other) begins, at this time the devices for the players are locked until the play is finished.
- The player who obtains one of the winning combinations configured in the game will obtain the corresponding Jackpot prize.

Example of winning combinations for Poker tables

	Combination	Description	Example
1	Royal Flush	Five cards in order from 10 to Ace, of the same suit	
2	Straight Flush	Five cards in order of the same suit	
3	Poker	Same card of each of the four suits	
4	Full House	A pair plus a trio in the same hand	
5	Flush	Five cards, all of the same suit but not in numerical order	

4. DESCRIPTION OF M.P.T.

The Mikohn Progressive Table (M.P.T.) is made up of the following components:

- 1) Game Table.
- 2) Odometer display.
- 3) Dealer Tray.
- 4) Slot MPT.
- 5) Display Dealer.



5 • Progressive Table Components

Odometer display

The M.P.T. odometer display It is a screen that serves as a visual aid to the player and encourages them to participate in the game at the table. Depending on the game implemented, up to 7 Jackpot prizes can be displayed.

- 1) Bet Value.
- 2) Progressive Jackpot (Current Jackpot Value).
- 3) Jackpot Prizes.
- 4) Table Number.
- 5) Messages.



6 • Odometer Display Elements

Dealer Tray

The Dealer's Tray is the action center from which the Dealer operates the table, interacting with the Players. From this position the Dealer opens and closes a playing hand, deals cards, receives bets, grants credits and pays prizes to players.

The Dealer tray is made up of the following elements:

1) **Display Dealer**

Electronic touch device through which the Dealer starts and ends progressive plays, sells credits to the players' positions and pays the prizes corresponding to each player.

2) **Chip tray**

The Dealer will store the chips in this tray, from which he will distribute the chips to Players who purchase chips for regular table play.

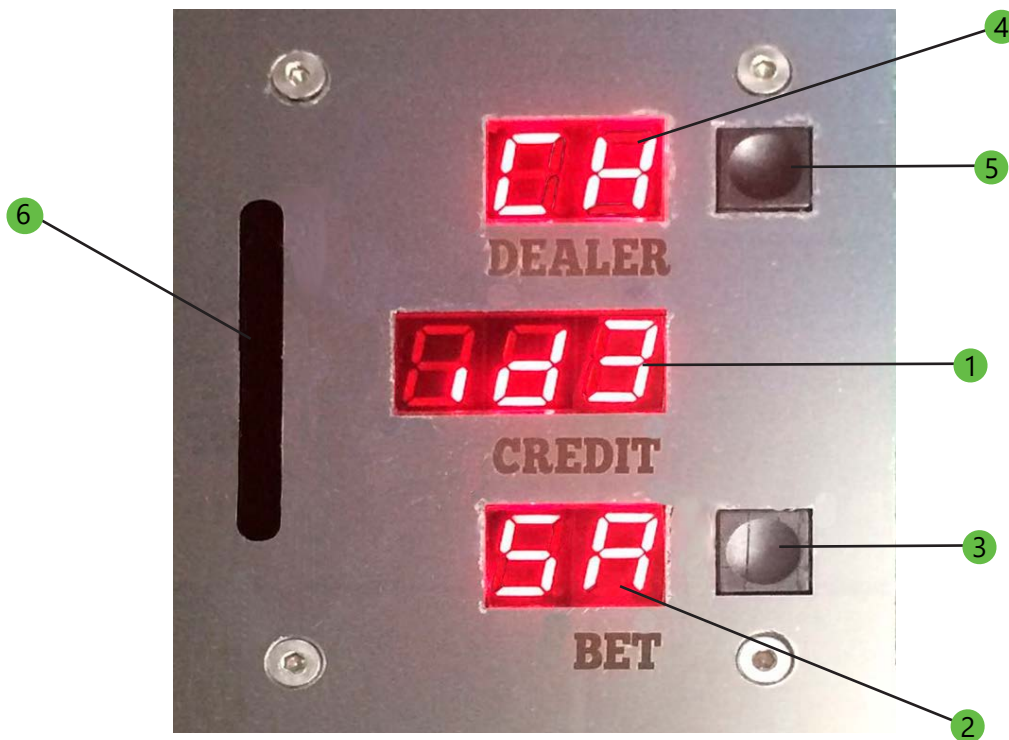


7 • Dealer Tray Items

Slot M.P.T.

This device, located in each player's position on the gaming table, shows the credits available to the player and allows them to place bets on the progressive. It is composed of the following parts:

1. **Credit Display** (Credit) View the Player's credits.
2. **Player Bet Display** (Bet)
Views the bet placed by the Player on his own Progressive Jackpot play.
3. **Player Bet Button**
Bet Button, where the Player can place his bet on the Progressive Jackpot for his own play, which will be deducted from the credits that the Player has in the Credits Display.
4. **Dealer Bet Display** (Dealer)
View the bet placed by the Player on the Dealer's play for the Progressive Jackpot.
5. **Dealer Bet Button**
Bet Button, where the Player can place his bet on the Progressive Jackpot for the Dealer's play, which will be deducted from the credits that the Player has in the Credits Display.
6. **Token Slot** (optional)
Allows the Player to add credits to their position, by entering chips into this slot. To enable it, the table must have a system of channels that take the chip to the dealer.



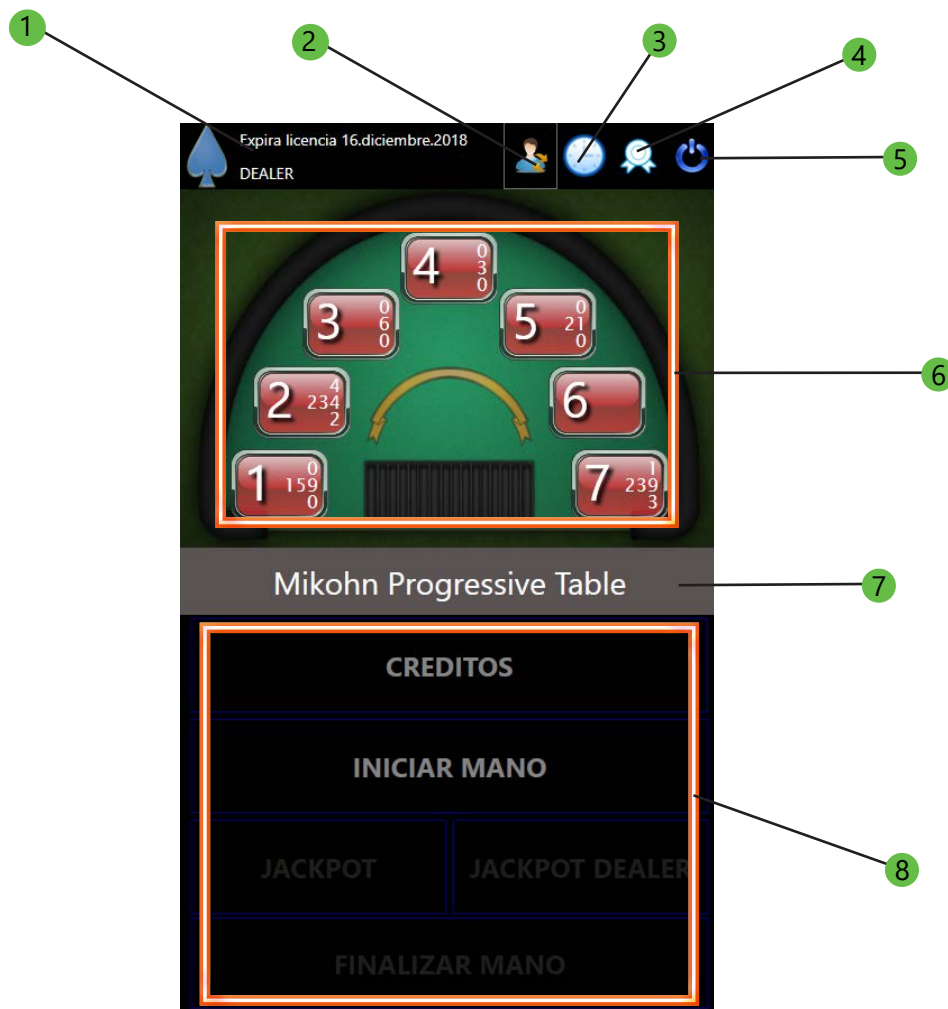
8 • MPT Slot Elements

Display Dealer

This is a touch device that is for the exclusive use of the dealer and controls the operation of the progressive system at the gaming table. It allows the dealer to sell credits to each player in their position at the table, start and end the game, and pay the corresponding prizes. Players.

When starting the system and after the dealer enters his access password, the initial screen shows:

- 1) Progressive table operating license validity period.
- 2) Dealer change icon.
- 3) Last Play History.
- 4) History of last paid prizes.
- 5) Table reset button.
- 6) Buttons representing the active positions of the players with their available credits and their bets
- 7) Message bar that indicates the action the dealer performs (e.g. how many credits he sold to a position)
- 8) Function buttons progressive operations (sale of credits, start and end of play, payment of prizes)



9• Display Dealer Elements

5. TECHNICAL CHARACTERISTICS

Technical requirements

To implement M.P.T., it is necessary that in the room or Casino there is a gaming table adapted for the M.P.T. hardware, this adaptation must be carried out with the supervision or by the technical staff of MIKOHN TECHNOLOGY LLC.

A computer with at least the following characteristics is necessary:

- Intel Pentium or higher.
- 4GB RAM Memory.
- Initial disk space of 120GB.
- 24" or higher PC monitor with 1920 x 1080 dpi resolution.
- Ethernet connection.
- COM serial port (internal or via USB-Serial)
- Speakers (optional)

The M.P.T. system hardware it consists of:

- 7" touch screen (Display Dealer)
- S.A.S. Interface Card Mikohn, one for each player position at the gaming table.
- UTP cables, those necessary to connect the SAS Interface Cards and the PC.
- DB9 Serial Cable.
- AC/DC power supply for SAS Interface Cards and touch screen.

The M.P.T system software consists of:

- Microsoft SQL Express 2008 R2 (prerequisite software).
- Microsoft Framework 4.0 and 4.5 (prerequisite software).
- M.P.T. - Administrator.
- M.P.T. - Odometer (Odometer Viewer)
- M.P.T. - Display Dealer (this program works in conjunction with the Odometer Viewer)

Electrical and environmental characteristics

The M.P.T. must operate under the following electrical and environmental characteristics:

- AC 110V/220V power input
- DC current output: 12V 2.5Amp.
- Maximum Relative Humidity 90%.

6. BETTING ON THE PROGRESSIVE JACKPOT.

The player can only participate in the Progressive Jackpot if he first acquires credits by purchasing them from the dealer.

To participate in a progressive play, the player, with the credits in the MPT Slot of his position, must press the BET button to bet on the play of his hand and/or press the DEALER button to bet on the play of the other's hand. Dealer.

Considerations for betting on the Progressive Jackpot

♠ For the Dealer

- Before starting each hand, the dealer must inform players that the Progressive Jackpot is closed by saying: "No more bets".
- The dealer closes the bets by pressing the Start Hand button on the Dealer Display of his position, this blocks all the MPT Slots on the table to avoid changes in the players' bets.
- At the end of the game, the dealer presses the End Hand button on the Dealer Display at his position, allowing players to place bets for the next game.
- For a hand to qualify for a Jackpot prize, it must be indicated on the table's **Odometer Display**.
- If the MPT Slot at a player's position stops working, the dealer must return the credits to said player.
- Bets on a defective position will be void.
- The Dealer must inform the players of the maximum credits they can have accumulated, since if the table is enabled to accept the insertion of chips, the player will lose those additional chips.
- If the table accepts the insertion of chips, the value of the chips is equivalent to one credit for Progressive Jackpot bets.

♠ For the Player

- The player must have available credits to be able to bet on the Progressive Jackpot and participate in the game played at the gaming table.
- The player can insert chips into the MPT Slot and accumulate credits to later bet them, but he must not exceed the maximum credits indicated by the dealer, since, if he did so, he would lose those chips.
- The player must place bets on his or her hand or the dealer's hand before the dealer presses the Start Hand button on the **Display Dealer** and deals the cards.
- The player must make sure which plays have a prize, and these winning plays are shown on the **Odometer Display** of the gaming table.
- The player must make sure that the Slot MPT device in the position he occupies is working, otherwise he must notify the dealer so that any credits he has can be returned, and if he wishes he can change his position at the table.
- The player who has a winning play must inform the dealer and show his cards to verify said play.

Considerations for paying jackpots.

- The payment of a prize may not exceed the value shown in the **Odometer Display**.
- Depending on what is provided by the casino. The prize to be paid can be a percentage of that shown in the **Odometer Display** or it can be the fixed value assigned to each winning play. In this case, the casino can also determine 2 payment methods.
 - ◇ *The premium to be paid is only the fixed value shown on the **Odometer Display**.*
 - ◇ *The prize to be paid is the product of multiplying the fixed value shown in the **Odometer Display** and the amount of credits bet by the player.*
- If a player has a multi-prize hand (royal flush, which is also flush and straight), only the highest value prize is paid (i.e. royal flush).
- Before paying a prize, the dealer must ensure how much the player bet, this bet is shown on the player's position device, as well as on the Display Dealer, otherwise the prize cannot be paid.
- If the prize requires it, the table supervisor must authorize the payment of the prize with the password that was assigned when configuring the **MPT - Administrator** (Review Annex A).
- The prizes of the gaming tables that manage to obtain the same prize will be paid following the correlative order of the tables.
- Whether or not the dealer's play qualifies on a regular table play has no effect on the Progressive Jackpot; If the player made a bet on his or the dealer's hand and in any of these hands there is a winning play that is shown in the Odometer Display, then the player wins.

Considerations for payment of Draws.

- To pay for **Draws**, the dealer must ensure that the player has made at least one bet, either on his or her hand played or on the hand played by the dealer.
- Depending on the casino, the payment for the **Draws** can be only for the fixed value assigned to the **draw**, or multiply said value by the amount of credits bet.

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ANNEX - A

This annex describes the programs that make up the software package for progressive tables such as Poker or Balckjack.

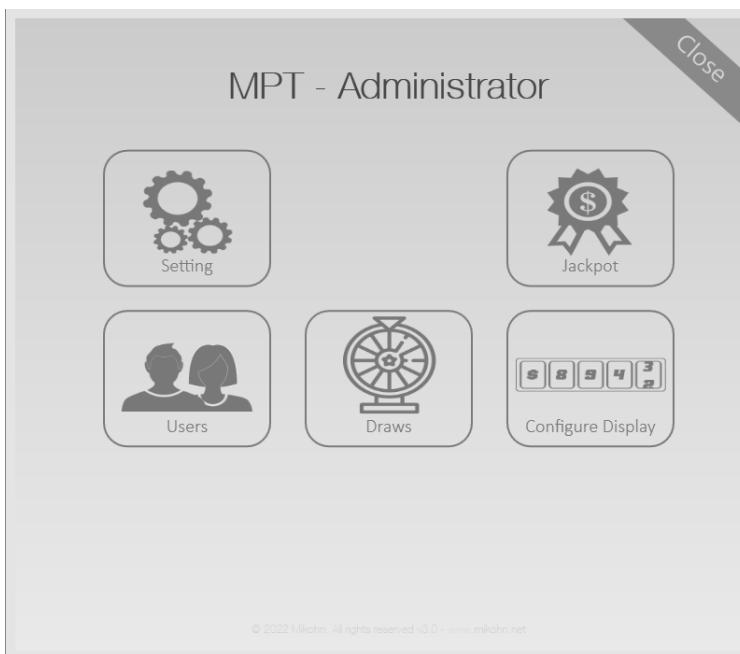
1. MPT - ADMINISTRATOR

This program is used to configure system features, such as Dealer or Supervisor access codes, Jackpot configuration, create or add gaming tables, casino data, configure progressive jackpot contribution percentages, among others.



10 • MPT - Administrator

MPT INTERFACE - ADMINISTRATOR



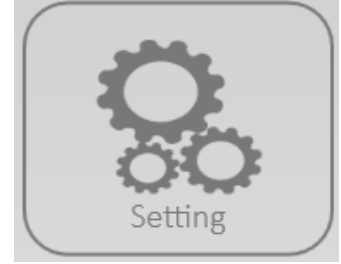
11 • MPT Interface - Administrator

This window shows the modules to configure the MPT - Administrator.

1. Setting.
2. Jackpots.
3. Users.
4. Giveaways.
5. Configure Display.

1. Setting Module

This module consists of a tree of the casino rooms that are registered in the system and the tables configured in each room, in addition, it allows you to configure the data of the Progressive, the Game, the Taxes, the Casino Turns and the data of the board.



12 • Setting

This module is divided into 2 sections:

- Tree section of tables belonging to games and progressives.
- Section to add and/or configure tree elements.

The screenshot displays the 'Setting Module' interface with several configuration panels:

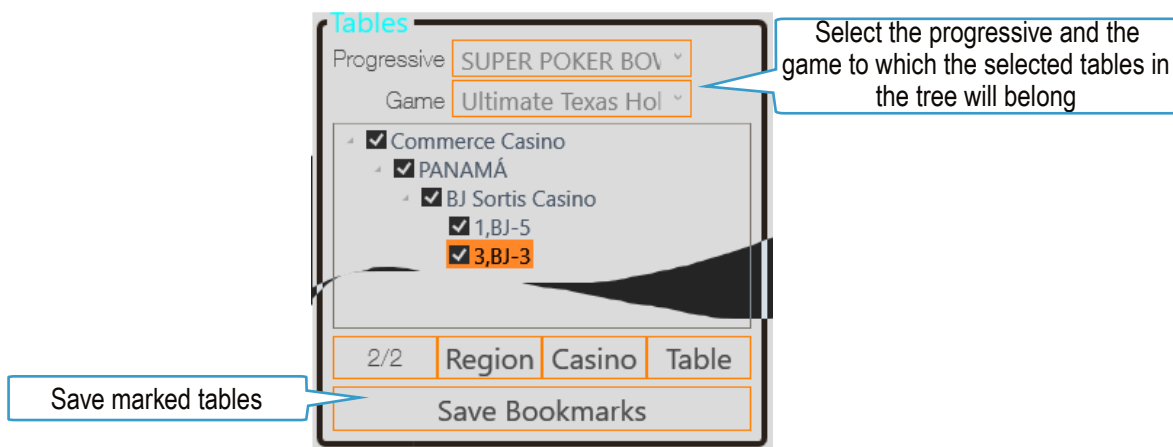
- Tables:** A tree view showing a hierarchy: Progressive (SUPER POKER BOV) > Game (Ultimate Texas Hol) > Commerce Casino > PANAMÁ > BJ Sortis Casino > 1,BJ-5 > 3,BJ-3.
- Progressive:** Configuration for 'SUPER POKER BOWL' including Initial Value (1,500.00), % Progressive (67.00), % House (30.00), % Hidden (3.00), Limit Value (500,000.00), Current Value < Initial Value? (Yes), Decimals (0), Symbol (\$), Position (Prefix), and Currency (\$1,000).
- Game:** Configuration for 'Ultimate Texas Holdem' including Credit Value (1.00), Player Initial Bet (1), Dealer Initial Bet (0), Maximum Credits (50), Player Max Bet (1), Max Bet Dealer (0), Show Dealer Table (No), and Seconds Refresh (2).
- Tax:** Configuration including Taxes % (20), Value Apply Taxes (1591000), and Activated Taxes (Yes).
- Region:** Configuration for 'Panamá'.
- Casino:** Configuration for 'BJ Sortis Casino' including three start shifts with their respective durations (e.g., Start shift 1: 06:00:00, Duration 08:00).
- Table:** Configuration for 'BJ-3' including Series (0025_3856_3190_7D63), Positions (6), License (12/03/2022 00:00:00), IP (192.168.1.125), and Repeat Bet (Yes).

At the bottom, there are buttons for 'Update' and 'Return', and a 'Save Bookmarks' button.

13 • Setting Module

▲ Table Tree Section

In this section you must select the progressive and the game to which the tables shown in the table tree will belong.



14• Table tree configuration



NOTE: Remember to save the selected tables for the game and progressive before adding or modifying a new progressive or game.

The tree contains all the tables configured in the system, grouped into casinos and regions (geographical zones).

In addition, a group of buttons is shown that allows you to display in the tree according to the regions, the casinos belonging to the regions and the tables installed in each casino, and a button to register the casinos selected for the game or progressives selected in the drop-down menus .

▲ Add, delete and edit settings

This section allows you to add, delete or modify the settings displayed in the table tree section.

Most sections of this module display the icons:



Icon to add a configuration option (Progressive, Game, Region, Casino or Table).



Icon to remove a setting option (Progressive, Game, Region, Casino or Table).

The configuration groups in this section are:

» **Progressive**

The Progressive group allows you to configure:

The screenshot shows a configuration form for a progressive game. At the top, there are plus and trash icons, followed by the game name 'SUPER POKER BOWL'. Below this are several input fields: 'Initial Value' (1,500.00), '% Progressive' (67.00), '% House' (30.00), '% Hidden' (3.00), and 'Limit Value' (500,000.00). There are also dropdown menus for 'Current Value < Initial Value?' (set to Yes), 'Decimals' (0), 'Symbol' (\$), 'Position' (Prefix), and 'Currency' (\$1,000).

15• Set Progressive

Initial value of the progressive jackpot.

% Progressive which will contribute to the Jackpot of each bet placed.

% House, casino profit for each bet placed.

% Hidden, contribution of each bet to be used as base value or added to the initial value after the Progressive Jackpot is paid.

Limit Value, indicates the value that if reached, the jackpot must be paid as soon as possible.

Current Value < Initial Value?, To confirm whether the Jackpot shown to players can be less than the initial value configured, if NO is selected, the system will add to the Progressive Jackpot the amount necessary so that it is not less than the initial value.

Decimals, indicates the number of decimals of the progressive jackpot.

Symbol, select the coin symbol to be displayed in the Progressive Jackpot.

Position, indicates in which position the coin symbol will be located in the Progressive Jackpot.

Currency, Indicates how the well is shown with the monetary symbol on the odometer.

Finally, after entering all the data correctly, select the Add button and the message "Table created successfully!" will appear. Then, to exit this section, select the Back button.

» **Game**

The Game group allows you to edit the different data of the Casinos and tables that are already configured.

The screenshot shows a configuration form for a game. At the top, there are plus and trash icons, followed by the game name 'Ultimate Texas Holdem'. Below this are several input fields: 'Credit Value' (1.00), 'Player Initial Bet' (1), 'Dealer Initial Bet' (0), 'Maximum Credits' (50), 'Player Max Bet' (1), 'Max Bet Dealer' (0), a dropdown for 'Show Dealer Table' (set to No), and 'Seconds Refresh' (2).

16• Set Game

Credit Value, value of each credit sold and with which one participates in the progressive.

Player Initial Bet, indicates how much is the minimum credit bet with which the player participates.

Dealer Initial Bet, indicates how much is the minimum credit bet that can be made on the dealer's play.

Maximum Credits, indicates the maximum amount of credits that a player can have on the device assigned to their position at the table.

Max Player Bet, indicates the maximum amount of credits that a player can bet on the table.

Max Dealer Bet, indicates the maximum amount of credits that can be made to the dealer's play.

Show Table Dealer, indicates whether the dealer's betting table is active or not.

Seconds Update, indicates how many seconds the dealer table is updated.

» **Taxes**

The Taxes group allows you to configure:

17• Set Taxes

Taxes %, percentage value of the tax that will be applied to the jackpots won.

Value Apply Taxes, value from which taxes are applied to jackpots.

Taxes Activated, indicates whether taxes will be applied or not.

» **Region**

The Region group allows you to add or remove a group of casino rooms that belong to a geographic region from the tables configured in the system.

18• Set Region

» **Casino**

BJ Sortis Casino			
Start shift 1:	06:00:00	Duration	08:00
Start shift 2:	14:00:00	Duration	08:00
Start shift 3:	22:00:00	Duration	08:00

19• Set Casino

The Casino group allows you to add or remove casino rooms in the progressive system.

In addition, it allows you to configure up to 3 turns for the casino room and the duration of each turn configured.

» **Table**

The Table group allows you to add or delete a game table to the previously selected casino, the data to configure is:

Series, indicates the serial number of the gaming table.

Positions, indicates the number of positions that the game table has.

License, indicates the expiration date of the progressive system license for this table.

IP, indicates the IP number of the gaming table.

Repeat Bet, indicates whether the last bet is automatically repeated or not.

20• Set Table

This configuration module displays 2 buttons, one to return to the previous screen and another to add or update the section (Progressive, Game, Tax, Region, Casino or Table) that has been added or updated.

2. Prizes Module (Jackpots)

In this module the following configurations are made:

- ♣ Jackpot Name.
- ♣ Payment method.
- ♣ The amount.
- ♣ The payment method.
- ♣ The option to multiply by credits.
- ♣ Password request+.



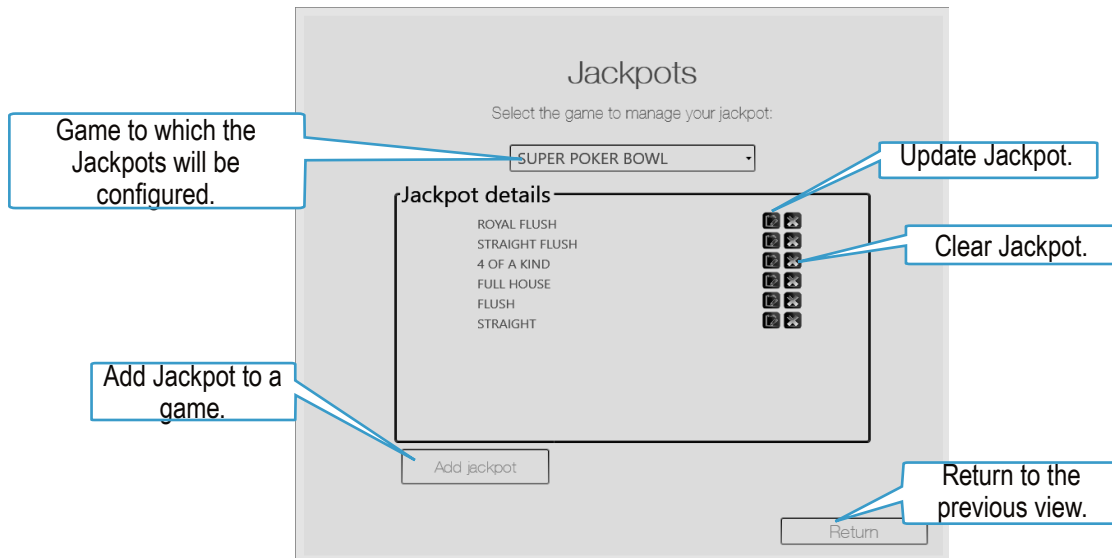
21 • "Jackpots"

These are displayed in the Odometer Viewer payable.


PAY TABLE	
ROYAL FLUSH	100 %
STRAIGHT FLUSH	10 %
4 OF A KIND	\$ 500
FULL HOUSE	\$ 100
FLUSH	\$ 50
STRAIGHT	\$ 25

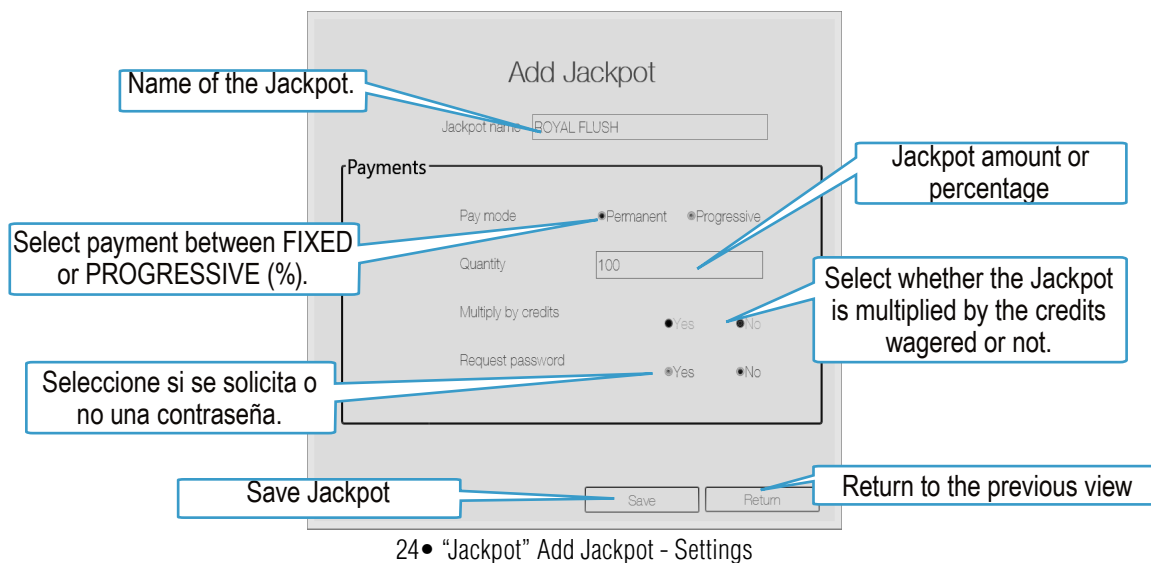
22 • Jackpot Table in Odometer Viewer

When selecting the jackpot module, a screen is displayed indicating the progressive game and the list of jackpots configured in said game.



23 • "Jackpot" - Jackpot settings panel

By selecting the **Add** Jackpot button or the **Edit** button , a window is displayed where you can enter the name of the jackpot, the payment method (fixed or progressive, which corresponds to a percentage of the jackpot), the amount or percentage of the jackpot, the option to multiply the jackpot by the credits wagered or not and whether the jackpot requires a key or not to pay.



The screenshot shows the 'Add Jackpot' settings window. The title is 'Add Jackpot'. Below the title is a text input field for 'Jackpot name' containing 'ROYAL FLUSH'. Below that is a section titled 'Payments' containing several options:

- Pay mode:** Radio buttons for 'Permanent' (selected) and 'Progressive'.
- Quantity:** A text input field containing '100'.
- Multiply by credits:** Radio buttons for 'Yes' and 'No' (selected).
- Request password:** Radio buttons for 'Yes' and 'No' (selected).

At the bottom of the window are two buttons: 'Save' and 'Return'.

Callouts from the image:

- 'Name of the Jackpot.' points to the 'Jackpot name' field.
- 'Select payment between FIXED or PROGRESSIVE (%)' points to the 'Pay mode' radio buttons.
- 'Seleccione si se solicita o no una contraseña.' points to the 'Request password' radio buttons.
- 'Jackpot amount or percentage' points to the 'Quantity' field.
- 'Select whether the Jackpot is multiplied by the credits wagered or not.' points to the 'Multiply by credits' radio buttons.
- 'Save Jackpot' points to the 'Save' button.
- 'Return to the previous view' points to the 'Return' button.

24 • "Jackpot" Add Jackpot - Settings



NOTE: Remember that all boxes are mandatory, otherwise the system displays an error message.

Finally, after setting up all the information and verifying it, save it with the **Save** or **Update** button.

3. Users Module

This module allows you to configure:

- ♣ New users.
- ♣ Change of password.
- ♣ Delete users.
- ♣ Update user information.



25 • “Users”

This module displays a list of users configured in the system, mainly useful for configuring the type of each user in the system (Administrator, Supervisor or Dealer).

Users

Manage users

ID	Names	Surnames	User Type	Username
00885	WINNER	WINNER	Dealer	WINNER
088731323	Jean Pierre	Kamiya Odo	Supervisor	jpk
0887313234	Juan	Perez	Supervisor	jj
10	ADMINHOLLICAL	ADMINHOLLICAL	Supervisor	adminhollical
123123	Wilma	Picapedra	Dealer	af
830514527	Mikohn	Technology	Administrador	Mikohn

Select User:

Name:

Surname:

Type of user:

Username:

Password:

Confirm Password:

26 • Users

The Add button allows you to add new users to the system by filling in all active blank boxes.

When selecting a user from the displayed list, buttons are displayed:

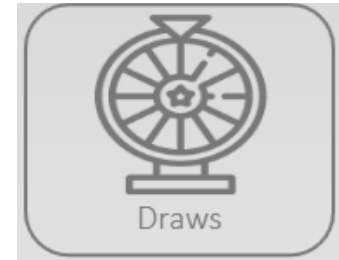
Update, which allows you to record changes made to the user’s data (including your user password).

Delete, which removes the selected user from the system.

The **Return** button closes the user module and shows the buttons of the different modules again.

4. Draws Module

This module consists of a tree of the casino rooms that are registered in the system and the tables configured in each room; and allows you to configure the draws that would be on the selected tables for each configured draw.



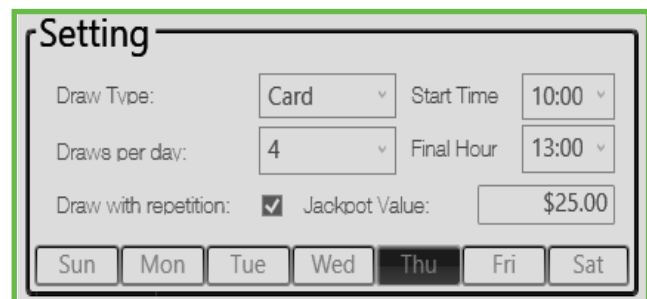
27• Draws

The module is divided into the following sections:



28• Draws Tables Section

The **Settings** section allows you to configure the type of draw, the start and end time of the draw, the number of draws per day (minimum 2 draws in an hour), whether the draw will be repeated every week, the value of the prize drawn and the days on which each draw will be held.



29• Draws Settings

The **Draws** section allows you to add, edit or delete the sweepstakes configured in the system.

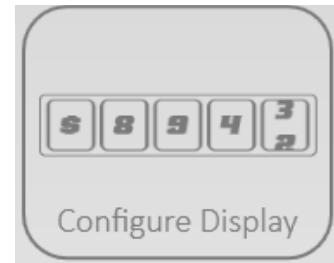


30• Set Draws

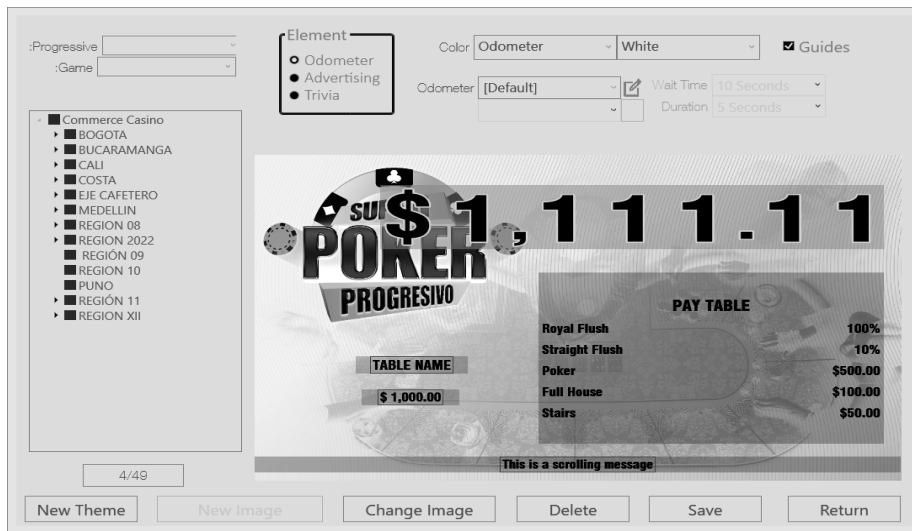
In addition, it shows the tables participating in the draw and shows how much the progressive increased and how much the system paid for draws in the weeks indicated in the "Previous Weeks" box.

5. Configure Display Module

This module allows, in a tree where the tables of each casino room enabled in the system are displayed, to configure the position of the different elements that make up the system's odometer display, advertising images (optional) that will be displayed from time to time and its duration; Also, if the room desires, you can set up some trivia screens that will make the table more interesting..



31 • Configure Display



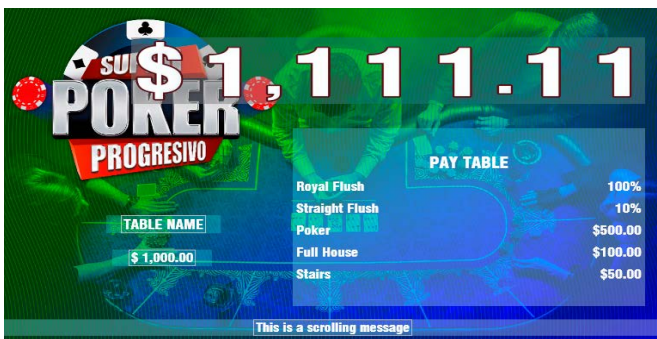
32 • Odometer display

This module allows each configuration element (Odometer, Advertising or Trivia) to place the elements displayed on the screen in the position that the room considers most convenient and in accordance with the design of the background image chosen as wallpaper.

▲ Odometer

By configuring the odometer element for the selected tables in the tree displayed in the module, you can choose the color of the different components displayed on the screen, such as the odometer numbers or the payable, among others.

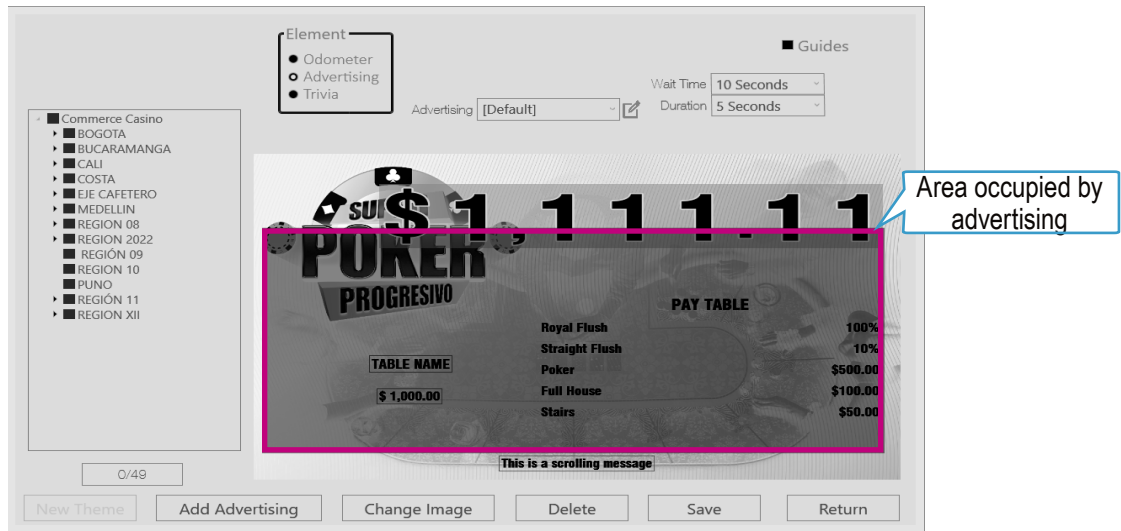
You can also change the background image of the odometer screen or create themes for different groups of selected machines.



Examples of odometer presentation and distribution.

Advertising

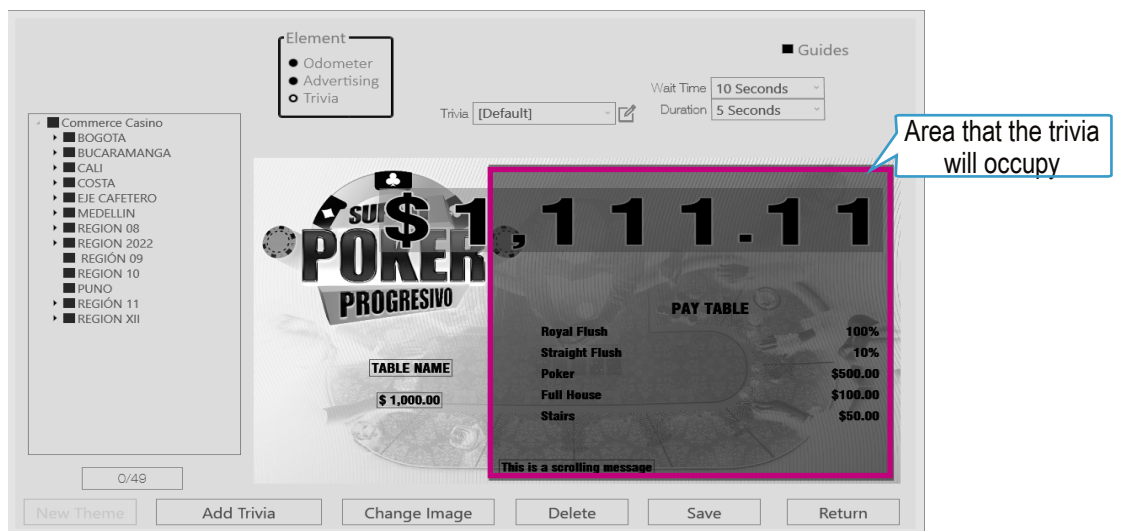
When configuring the advertising element, you can configure the advertising image to display for selected machine groups or change the size and position of the advertising.



33• Odometer - Advertising

Trivia

By setting up the trivia item, you can set the trivia image to display on selected machine groups or change the size and position of the ad.



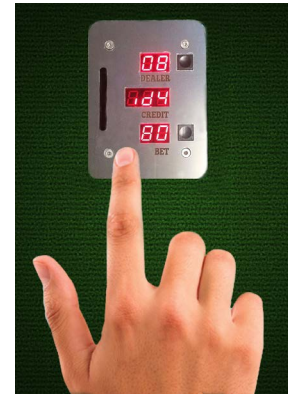
34• Odometer - Trivia

2. COMPONENTS OF MIKOHN PROGRESSIVE TABLES

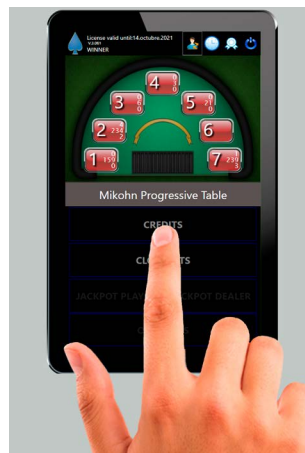
The **MPT** system allows the administration of the gaming tables installed in a casino, for this some hardware and software components are installed on a gaming table, which allow the player to place additional bets to the regular game of the table, which increases In the case of a progressive jackpot, the player who participates in the progressive game and has a winning play can take home one of the progressive prizes shown in the system's pay table.

The system components are:

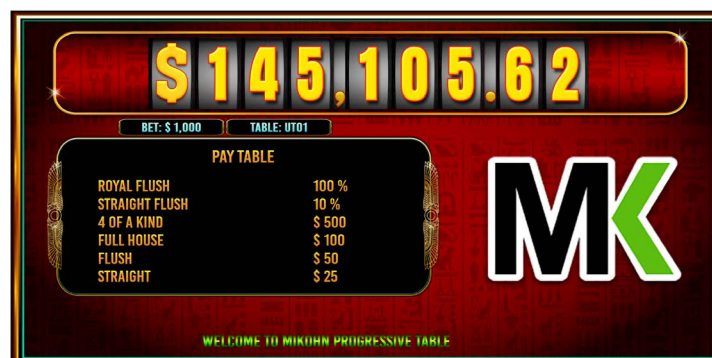
- ♣ MPT control
 - ◇ *MTP Display Dealer*
 - ◇ *User Device - Slot MPT*
- ♣ Odometer (Odometer Display)



35 • Slot MPT



36 • MPT Display Dealer



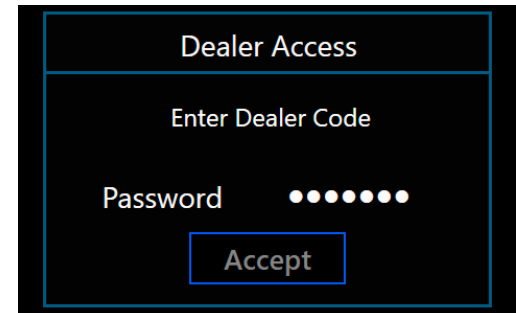
37 • Odometer display

SLOT MPT OPERATION

For the correct operation of the system follow these instructions:

Start of plays at the gaming table

- Make sure all system components are turned on and working.
- Make sure you have completed the configuration of MPT - Administrator.
- Verify that the system license is current. The first time you start the system, the program will start registering the table and you will need to enter the license code provided by MIKOHN TECHNOLOGY (this process is described on later pages).



38 • Acces Slot MPT

- Make sure that the **Slot MPT** devices are operational, if not, report the situation to the casino table supervisor, also in the system this position will not be active.
- When starting the system, the dealer must enter the password assigned to him in **MPT - Administrator**.
- The dealer sells credits to the positions of the players who request them, without exceeding the maximum credits configured in **MPT - Administrator**.
- Players must place their bets in the system before the dealer deals the cards and indicates that the bets are closed and presses the **CLOSE BETS** button on the **MPT Display Dealer**.
- Pressing the **CLOSE BETS** button locks the devices to the players' positions (no further bets are accepted).
- Then the dealer continues with the table game (according to the rules of Poker, BlackJack or others) and if one or more players had a winning play that corresponds to the Odometer Viewer Prize Table, the dealer will pay the amount corresponding to the position of the winning player. Some prizes will require authorization from the casino table supervisor; who must enter their supervisor password, previously assigned in **MPT - Administrator**.
- If **Lucky Card** or **Lucky Player** draws are enabled and the system performs one of these, when the dealer presses the **CLOSE BETS** button, an animation of the corresponding draw will be shown and if there is a winner, the dealer will pay the draw prize value to the position of the winning player.
- After paying the prizes (whenever there are any); the play ends when the dealer presses the **OPEN BETS** button in **MPT Display Dealer**, allowing a new play and unlocking players' devices so they can place new bets for the next hand to be played.

MPT control

It is the system composed of the software that controls the operation of the progressive gaming table, the database that stores the system data and the hardware with the **MPT Display Dealer** devices and the **Slots MPT** in the positions of the players at the table. of game.

When the system works, it starts the **MPT Display Dealer** device and the **Slot MPT** devices, in addition to the Odometer Viewer.

The **MPT Display Dealer** is for the exclusive use of the dealer; allows you to control progressive play at the table, such as selling credits, starting and ending plays, as well as paying prizes and restarting players' devices **Slot MTP**.



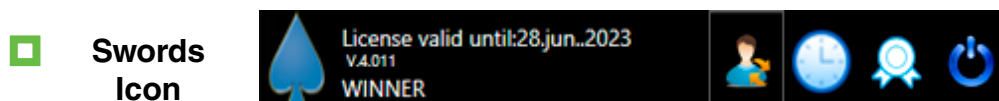
39 • Module - MPT Display Dealer

▲ License renewal icon

This icon allows you to enter the operating license for the gaming table. This license is for each gaming table that is part of the MPT system.

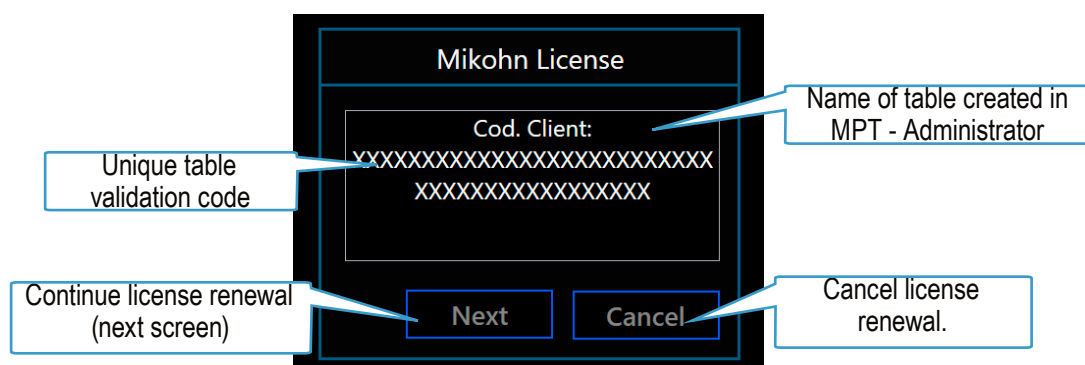
To renew the operating license:

1. Select the spades icon on **MPT Display Dealer**.



40 • MPT Display Dealer - Renew license

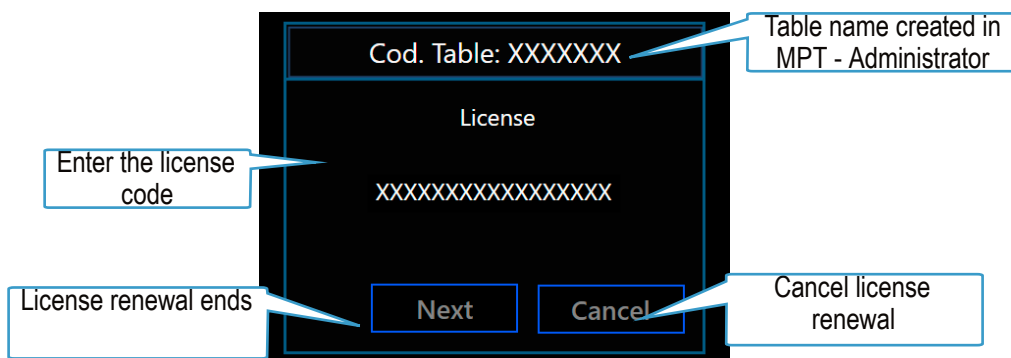
2. The screen displayed will be the same one that appears the first time you start the MPT system at a progressive game table; check the table registration name, this name is the same as the one assigned when creating the progressive table in **MPT - Administrator**.



41 • MPT Display Dealer - Renew license

3. Additionally, an auto-generated code is displayed, which is unique for each progressive table and is requested to obtain a license; this code must be sent along with the name of the table to MIKOHN TECHNOLOGY who will then provide the license code for the table.

4. Then select the Next button, the screen will be displayed where you must enter the license code provided by MIKOHN TECHNOLOGY.



42 • MPT Display Dealer - Renew license

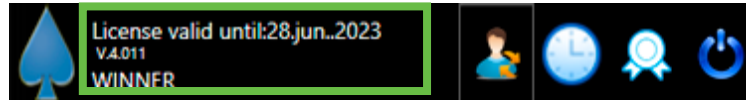
5. Finally select the OK button to complete the license registration.

▲ License and dealer information

It is very important to always keep this date in mind, since if it expires, the gaming table in the MPT system will stop working. If the license is about to expire or has already expired, inform the room administrator to request its renewal.

Also, here it shows the dealer who logged into the MPT system.

□ License date and dealer



43 • MPT Display Dealer - License and Dealer



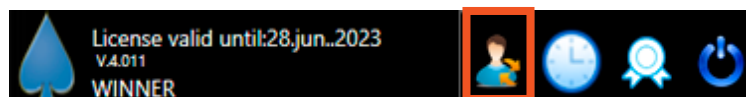
NOTE: *It is recommended to apply for this license at least one week before the expiration date.*

▲ Dealer change icon

To make the dealer change you must do the following:

1. Click on the person-shaped icon with the spinning arrows.

□ Dealer exchange icon



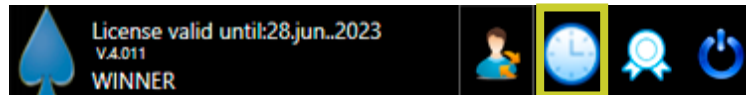
44 • Display M.P.T Dealer - Dealer Change

2. "Are you sure you want to log out?" is displayed, then enter the new dealer's password.

▲ Last 10 bets icon



clock icon



45 • Display M.P.T Dealer - Last 10 Bets

1. Selecting the clock icon displays the following screen.

The last play is shown up to the previous 10

To scroll through the list, drag the screen up or down as necessary

Button to return to the main module

46 • Display M.P.T Dealer - Last 10 Bets

2. In the Odometer viewer, a similar window is displayed without the Back button, so players can see the last 10 bets.



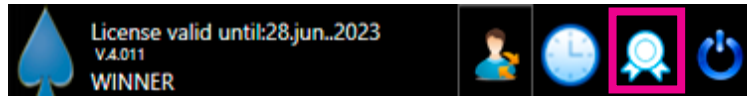
NOTE: To scroll through the bet history list, drag your mouse or finger up or down as you wish to move through the list.

▲ **Last 30 Jackpots Payout Icon**

1. Select the medal icon.



Medal Icon



47• MPT Display Dealer - Last 30 paid jackpots

2. Jackpot history displayed.

Shows the type of move registered, the date, the position of the winner, the credits wagered by the player, the prize and taxes (if applicable)



To scroll through the list, drag the screen up or down

Button to return to the previous module

48• MPT Display Dealer - Jackpot History

3. In the Odometer viewer, a similar window is displayed without the Back button, so players can see the last 30 jackpots paid.



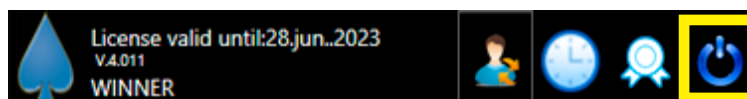
NOTE: To scroll through the awards history list, drag your mouse or finger up or down as desired.

▲ Various functions icon

This icon is used for functions such as:



Icon On and off



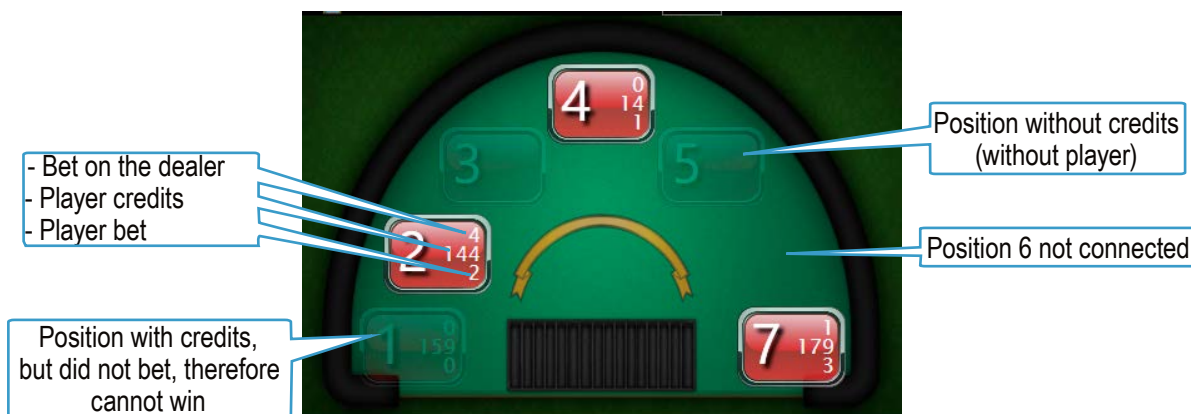
49 • MPT Display Dealer - Various functions

- ♣ Continue with the game.
- ♣ Reset player devices (MPT Slot).
- ♣ Restart program (Mesa).
- ♣ Turn off table.

▲ Player positions screen

This screen shows the positions configured for the progressive game table.

It allows you to verify how many credits each player has acquired, how much they have bet that their play will be a winner and/or how much they have bet that the dealer will have a winning play.



50 • Display M.P.T. - Player positions

It also allows you to verify if a position is connected to the system (if not connected, it is not displayed).

And it allows you to differentiate which position credits are sold to or which position made bets that allow you to participate in the progressive game (the positions that you do not bet are shown transparently).

▲ Credits Button

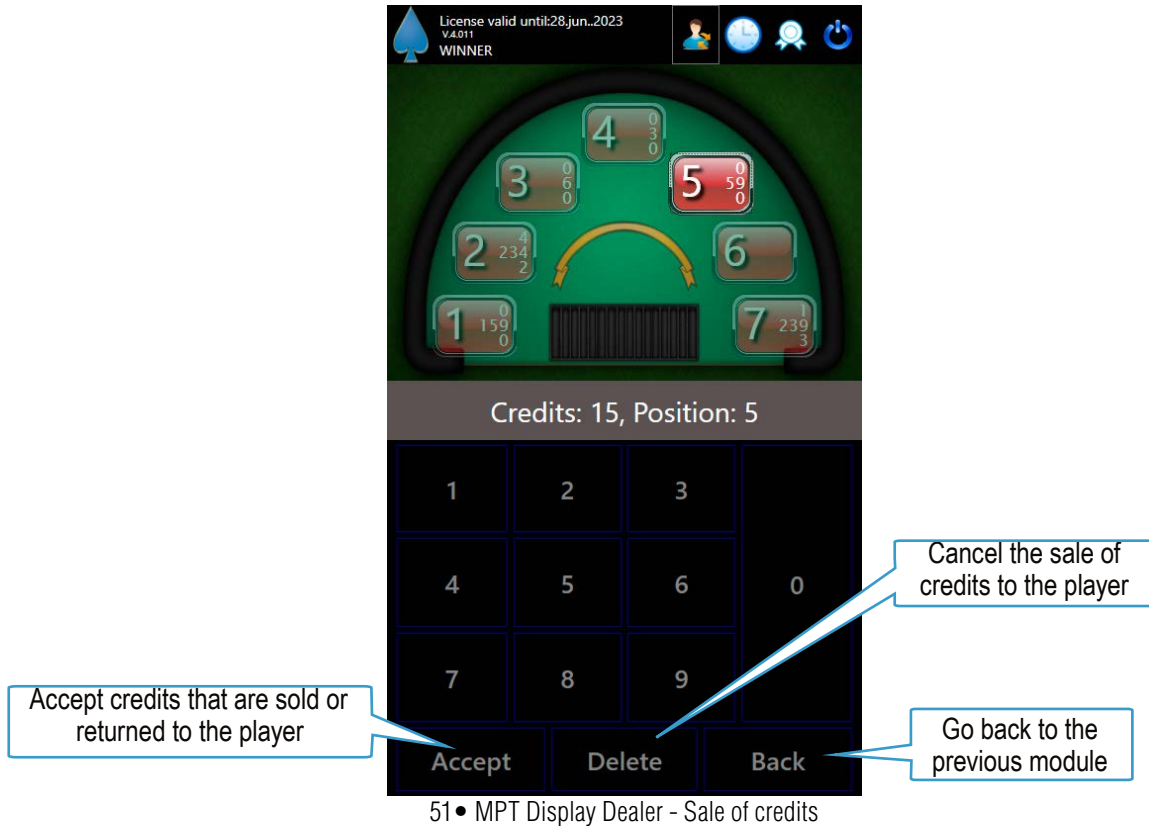
This button is for selling or returning credits to players. To do so, follow these instructions:

1. Verify that the player positions are active, if not, reset the player devices as described in the miscellaneous functions icon.



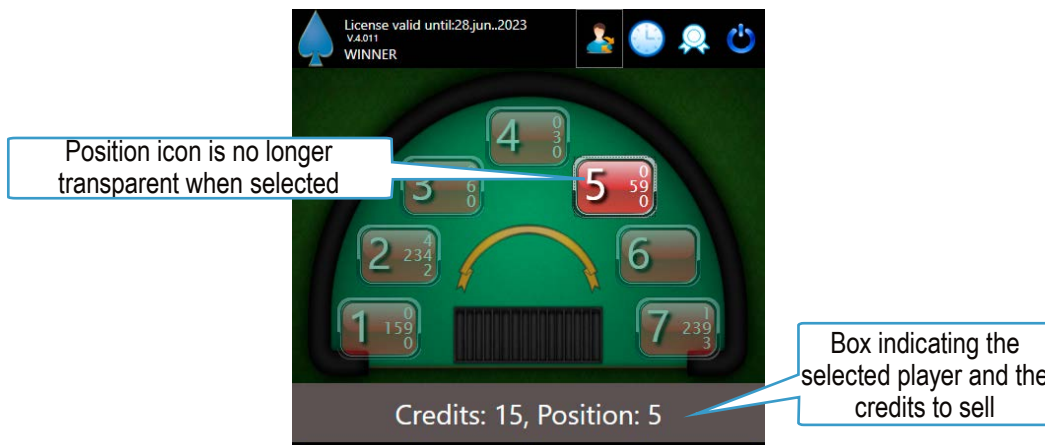
NOTE: *If any problem occurs, of any kind, the system will keep the player's credits until the dealer returns them.*

2. Select the Credits button, the following screen will be displayed.



51 • MPT Display Dealer - Sale of credits

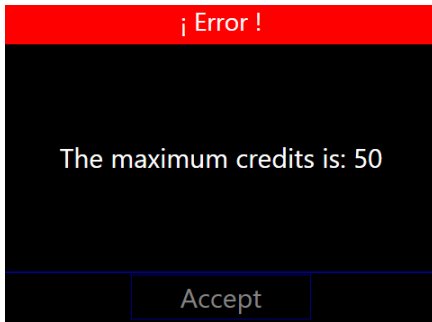
3. Next, select the position you are going to sell the credits to, then enter the number of credits to sell. To return all credits to the player, 0 credits are sold.



52 • MPT Display Dealer - Sale of credits

4. To confirm the sale, select the ACCEPT button, or the CLEAR button to change the sale of credits.
5. To return to the previous screen, select the BACK button.

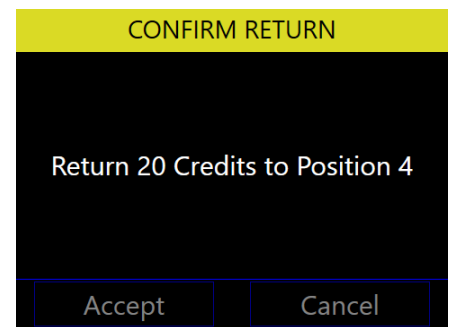
The system will display informational and error messages when performing functions such as selling credits.



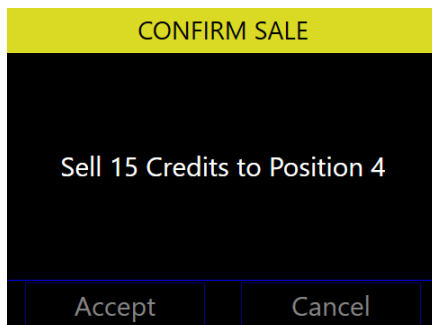
53 • MPT Display Dealer - Excess Credits

ERROR WHEN SELLING MORE CREDITS THAN ALLOWED: This message appears when the dealer tries to sell credits to a player position for a cumulative amount greater than the maximum credits configured in **MPT - Administrator**.

RETURN OF CREDITS: A player may withdraw at any time during the game; If there are credits available, the dealer makes a sale of zero credits to said player's position and returns the credits he had.



54 • MPT Display Dealer - Return Credits

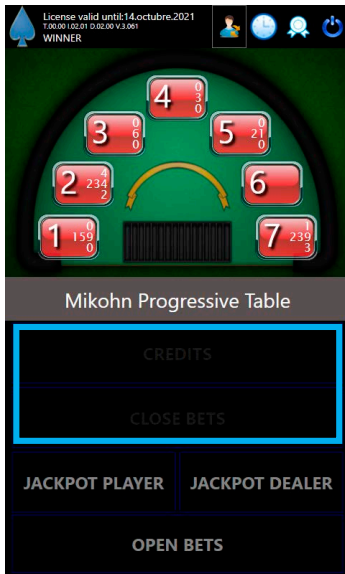


55 • Displya M.P.T. Dealer - Sell Credits

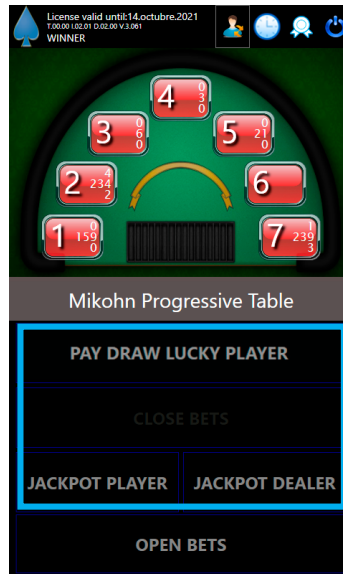
SELL CREDITS TO SYSTEM POSITIONS: When selling credits to the player, the system reports the credits sold to the player's position.

▲ **Button Close Bets**

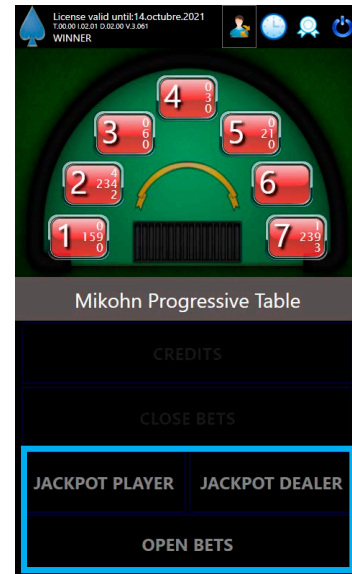
By selecting this button, the player's positions are locked (**MPT Slot**) and if any player placed bets on the progressive, the **Jackpot** and **Jackpot Dealer** or **Draws buttons (Lucky Player and Lucky Card)**, and the **Open Bets button** are activated.



56• MPT Display Dealer - Close Bets



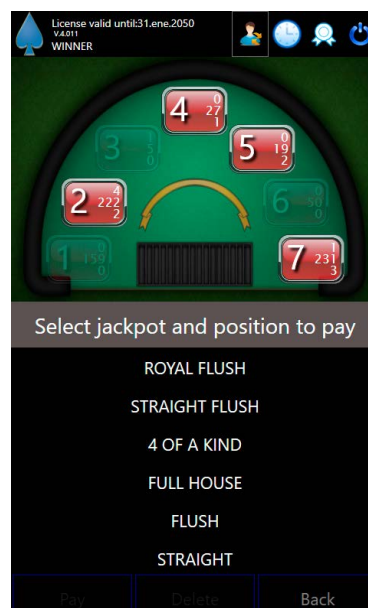
57• MPT Display Dealer - Close Bets - Lucky Player Draw



58• MPT Display Dealer - Closed Bet

» **Jackpot Player Button**

1. When a player has a winning hand, the dealer pays the prize by selecting the **Jackpot** button.



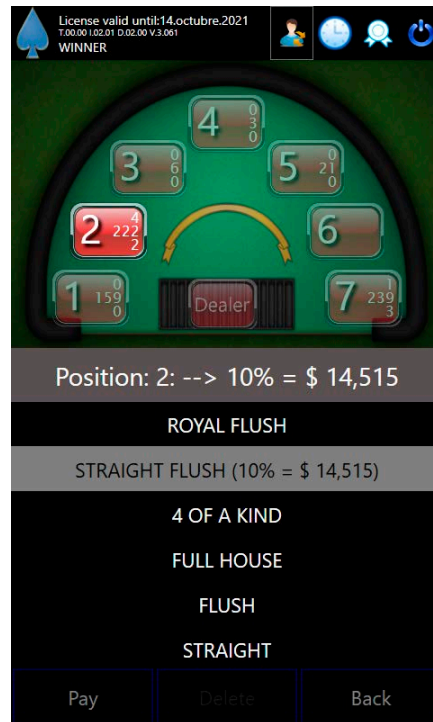
59•MPT Display Dealer - Pay Jackpot

2. Then select the position of the winning player on the MPT Display Dealer active buttons (non-transparent buttons).

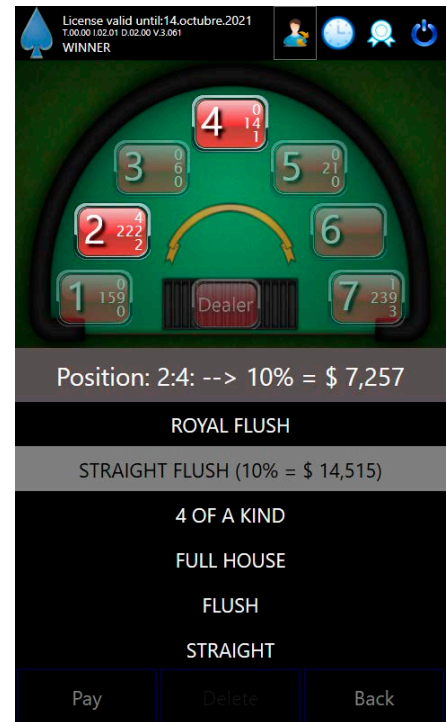
3. Then select the Jackpot corresponding to the winning play in the MPT Display Dealer prize table.



60 • Jackpot Payout - Fixed Jackpot



61 • Jackpot Payout - Percentage Jackpot.
A player



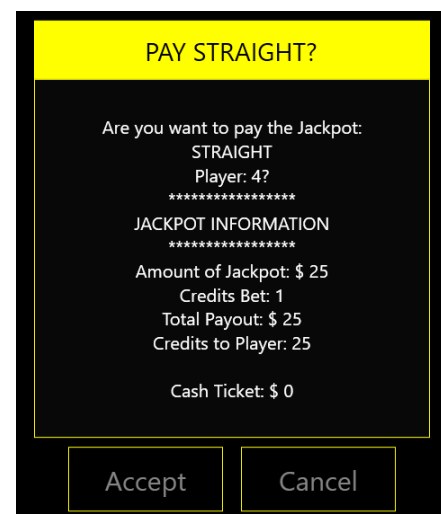
62 • Jackpot Payout - Percentage Jackpot.
Multiplayer



NOTE: *Jackpot with a fixed value are paid according to the prize table. The percentage prizes are distributed among all the players who won.*

4. After selecting the **Pay** button, the system displays the message **Are you sure to pay the Jackpot: ... Player Position?** in addition to information on the jackpot to be paid such as:

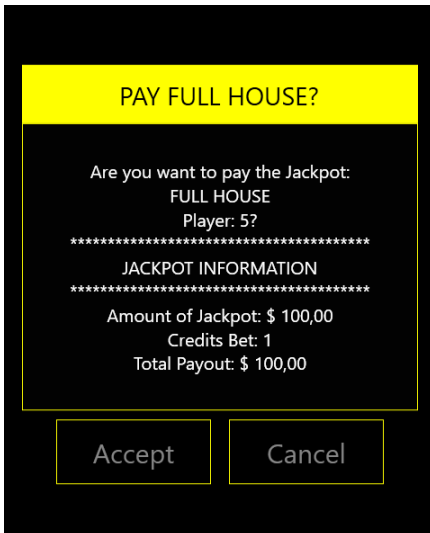
- ♣ *Jackpot value, according to the payment table shown in the Odometer Viewer.*
- ♣ *Wagered credits.*
- ♣ *Total Payable Value (if the jackpot applies taxes, it is the value of the prize less taxes and the tax value), for fixed prizes, if the game configuration allows it, the credits bet are multiplied by the prize shown on the pay table.*



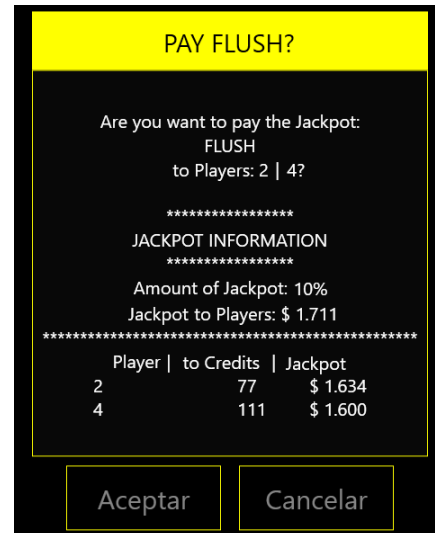
63 • Jackpot Payment - Payment Detail

5. For fixed prizes, generally by selecting the **Accept** button on the payment information screen, the system completes the payment process and deducts the amount paid from the progressive jackpot.

6. When the payout is a percentage, if there is a winner, the total prize goes to that player (less taxes, if applicable); If there is more than one winner, the prize is divided among all winners.

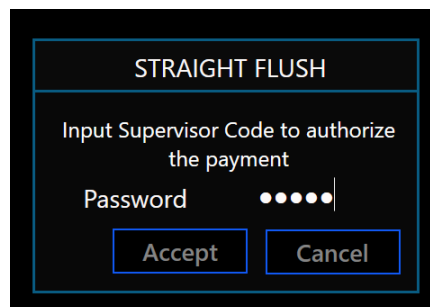


64• Jackpot Payment - Percentage Payment. A player



65• Jackpot Payment - Percentage Payment. Multiplayer

7. For percentage prizes and those determined by the room, when selecting the Accept button on the payment information screen, the system requests that the table supervisor enter their assigned password to validate the payment of the prize, after this validation the system completes the payment process and deducts the paid amount from the progressive jackpot.



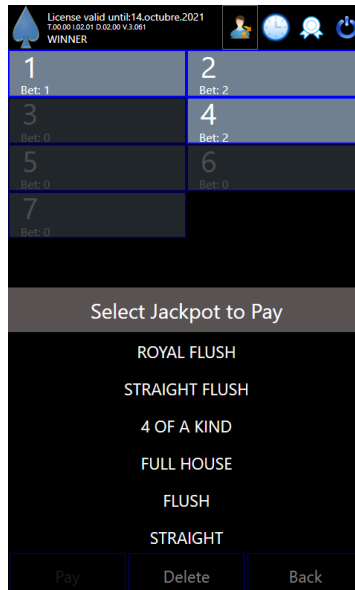
66• Jackpot Payout - Supervisor Validation



NOTE: *If the prize to be paid is for 100% of the jackpot, the system will reset to the initial jackpot configured.*

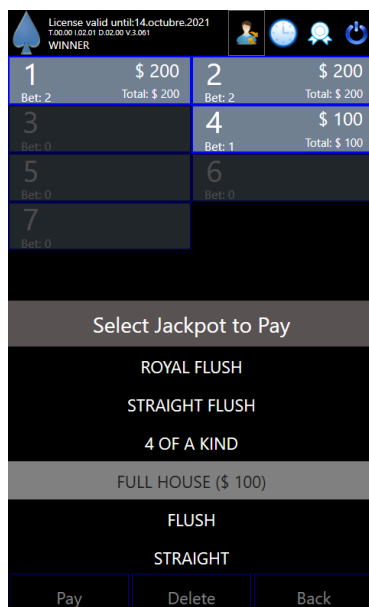
» **Jackpot Dealer Button**

1. When the dealer has a winning hand; All players who bet on the **Jackpot Dealer** win.
2. To pay the prize, the dealer selects the **Jackpot Dealer** button.

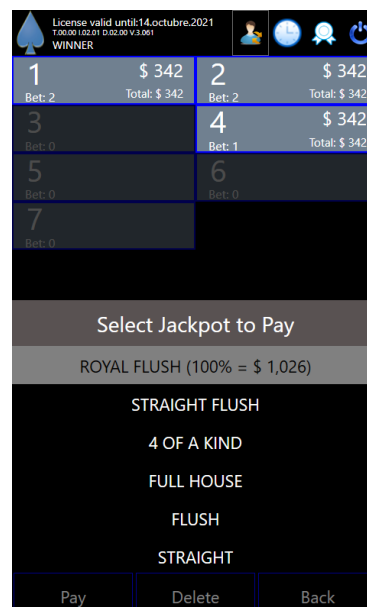


67 • Jackpot Dealer Payment

3. The screen will show the positions that the dealer bet; When selecting the prize corresponding to the hand that the dealer obtained, the Pay button is activated and the positions will show the prizes that correspond to each player according to the credits they bet. For percentage prizes, the amount is divided equally among all those who bet on the dealer's play.



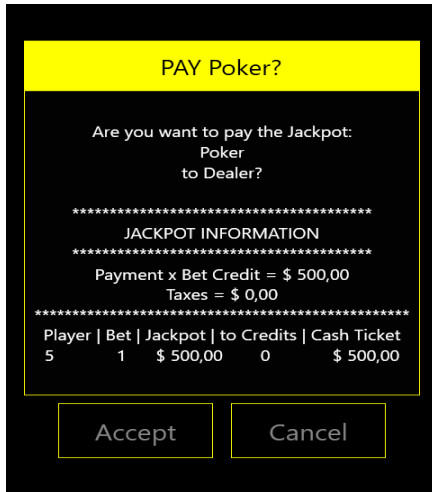
68 • Jackpot Dealer Payment - Fixed Jackpot



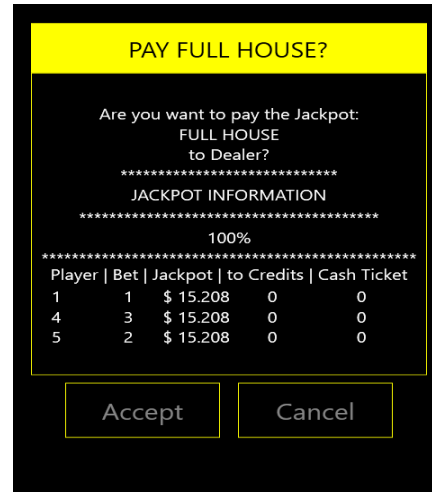
69 • Jackpot Dealer Payment - Percentage Jackpot

4. To continue with the payment, select the Pay button, the system displays the payment information to be made. These data are:

- ♣ The positions of the winning players.
- ♣ Each player's bet.
- ♣ The total prize for each player.
- ♣ The credits assigned to the player's position as payment of the prize.
- ♣ The money given to each player.

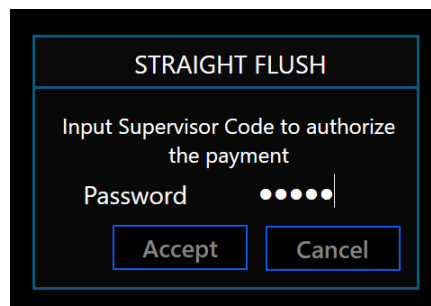


70 • Jackpot Dealer Payment - Fixed Jackpot



71 • Jackpot Dealer Payment - Percentage Jackpot

5. For fixed jackpot, generally by selecting the Accept button on the payment information screen, the system completes the payment process and deducts the amount paid from the progressive jackpot.



72 • Jackpot Dealer Payment - Supervisor Validation

6. For percentage prizes and those determined by the room, when selecting the Accept button on the payment information screen, the system requests that the table supervisor enter their assigned password to validate the payment of the prize, after this validation the system completes the payment process and deducts the paid amount from the progressive jackpot.

» **Draws Button**

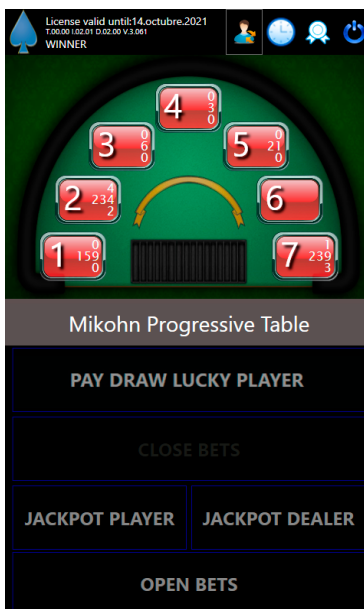
The **Draw** button is displayed when players place progressive bets at the times defined by the room to carry out the scheduled draws.

You can schedule several draws per day, week or month and they are usually of 2 types; these are:

* **Lucky Player**

If there are players at the scheduled time for this draw, there will always be a winner and in the progressive system the following will happen:

1. After starting the hand, the **PAY Lucky Player DRAW** button is activated. Additionally, the **Lucky Player** draw animation screen is displayed on the **Odometer** Viewer screen.



73• Pay Lucky Player Draw

2. The **Lucky Player** animation shows the position of the winning player and the amount to be paid.



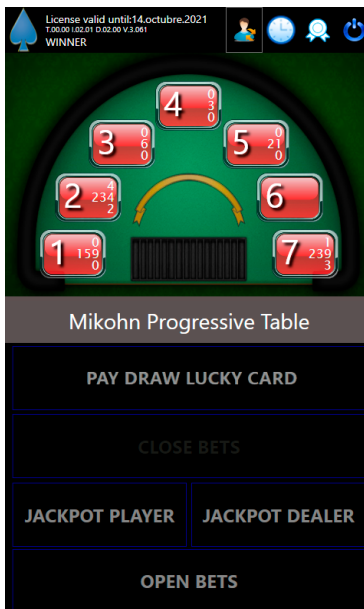
74• Lucky Player Giveaway Animation

3. After the draw has been paid, the **PAY DRAW Lucky Player** button becomes the Credits button again and the **Lucky Player** animation closes.
4. After the draw has been paid, and if there is a prize for the players or in the dealer's hand, proceed with the corresponding payment process.

* **Lucky Card**

This draw is carried out at the time scheduled in the MPT system, but there will only be a winner if any player has the card shown in the draw animation and also bet on the progressive game; When the draw comes out the following will happen:

1. After starting the hand, the **PAY Lucky Card DRAW** button is activated. Additionally, the **Lucky Card** drawing animation screen is displayed on the **Odometer** Viewer screen.



75• Pay Lucky Player Draw

2. The Lucky Card animation shows the winning card and the prize to be paid to the player who has the same card.



76• Lucky Card Draw Animation

3. Pay the player who has the card shown in the draw; If there is no winner, cancel the payment process to close the **Lucky Card** animation and the **PAY Lucky Card DRAW** button becomes the Credits sale button again.
4. After the draw has been paid, and if there is a prize for the players or in the dealer's hand, proceed with the corresponding payment process.

OCCURRENCE RESOLUTION.

Expired Table

▲ Idea 1

MPT's operating license period has expired.

» Action to take

Request an extension of the operating license period from your Mikohn Technology representative, by email to info@mikohn.net, or through the Contact option on the website www.mikohn.net.

▲ Idea 2

The MPT operating period has not yet expired, however, when starting the gaming table, the system requests to renew the license.

» Action to take

Please report this situation to your Mikohn Technology representative. Please note that if you change the date and time of the computer where MPT is installed, the system will crash as it assumes that you tried to change the date to one in which the license is installed. was still valid.

In these cases, to restore MPT operation, you will need to request a new license with a new expiration date.

Table without connection to the network or Database

▲ Idea

The computer lost connection to the network or database.

» Action to take 1

Make sure you can access the database using SQL Server Management Studio.

» Action to take 2

Check for possible damage to the wiring that connects the PC(s) to the equipment that contains the database.

» Action to take 3

Make sure the database (MSSQL) is running on the PC where it is installed.

Also, make sure that the security levels on the PC (firewall), where the database is installed, allow remote connection (in case the MSSQL is on a different PC than the one installed on the gaming table).



NOTE: After following any of the mentioned solutions, reboot the MPT system.

Malfunction in Slot MPT device

♠ Idea 1

Numbers indicating bets or credits do not light.

» Action to take

Ask the technical service of the room to review the device and its possible change.

♠ Idea 2

Numbers indicating bets or credits light up, but the numbers are not legible.

» Action to take

Make sure that the device in the player's position is not loose or loose; if so, ask the room's technical service to review and possible change the device. Restart the device or MPT system.

♠ Idea 3

Blocked card in device card slot.

» Action to take

Try to remove or pass the token through the slot of the device for the player, if this is not possible, do not use this position and ask the room's technical service to inspect the device.

♠ Idea 4

Betting button for stuck player (*Er1*)

» Action to take

With the game closed or turned off, press the player bet button again to try to unlock it, if this is not possible, do not use this position and ask the room's technical service to review the device.

♠ Idea 5

Dealer bet button stuck (*Er2*)

» Action to take

With the game closed or turned off, press the dealer bet button again to try to unlock it, if not possible, do not use this position and ask the room's technical service to review the device.

♠ Idea 6

When inserting tokens, they are not registered in the system.

» Warning

Make sure the player has not exceeded the maximum credits a player can have. **If so, the player will lose those chips.**

» **Action to take 1**

If the message **Er3** is displayed, do not use that position on the table and request the inspection of the upper optical sensor of the **Slot MPT**.

» **Action to take 2**

If the message **Er4** is displayed, do not use that position on the table and request that the lower optical sensor of the **Slot MPT** be inspected..

▲ **Idea 7**

No player position lights up and no available position is shown in the **MPT Display Dealer**.

» **Action to take**

Check that the AC/DC power supply of the player devices is connected and working. Also check the serial cable that connects the PC on the Gaming Table with the players’ devices and the cables that connect each of the devices.

Slot MPT Device Change

To change this device you must take into account that the position numbering corresponds to the location to be changed on the gaming table.

Due to this, before making this change, it is necessary to contact Mikohn technical support to ensure the correct numbering for the change of this component.

This device consists of 2 cards for each player position, the one that defines the position numbering is the Interface Card v2.0 which is located inside the gaming table and is not visible to the dealer or the players.



77 • Slot MPT



NOTE: *Changing any hardware component of the MPT system must be performed by qualified technical personnel authorized by the game room and Mikohn Technology LLC.*

Dealer device malfunction - MPT Display Dealer

▲ Idea 1

MPT Display Dealer screen does not turn on.

» Action to take 1

Check the USB cable is properly connected between the gaming console PC and the **MPT Display Dealer** screen.

» Action to take 2

Make sure you have the **MPT Display Dealer** display driver installed on the gaming console PC.

» Action to take 3

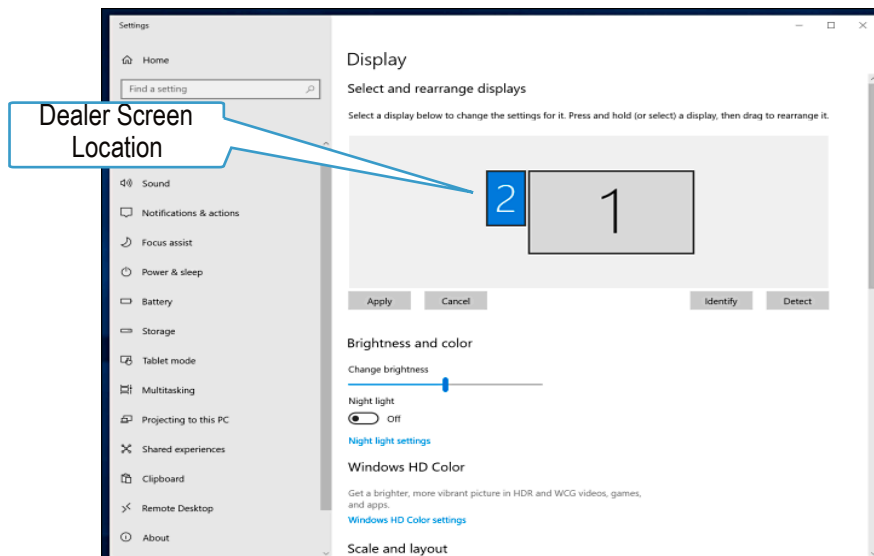
In the PC displays settings on the gaming console, enable and expand the PC desktop, to add an additional USB display.

▲ Idea 2

The **MPT Display Dealer** screen works, but when starting the MPT system, the program is not displayed on the dealer screen or only the top part of the program is displayed.

» Action to take

When configuring PC screens on the gaming console, make sure you have the USB screen in an inverted vertical position and to the left side of the main PC screen.



78 • Dealer Screen Location

▲ Idea 3

Unable to select or highlight buttons on **MPT Display Dealer**.

» **Action to take**

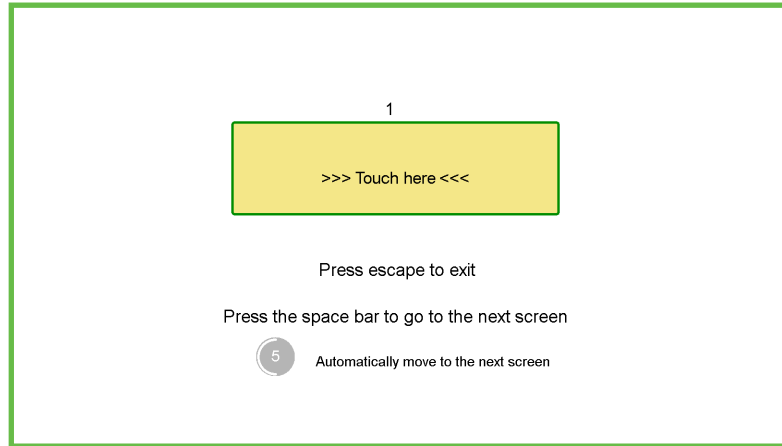
Make sure you have the Touch control software (**eGalaxTouch**) for the USB display installed on the gaming console PC.



Launch the **eGalaxTouch** program and run Monitor Mapping to identify the USB display.

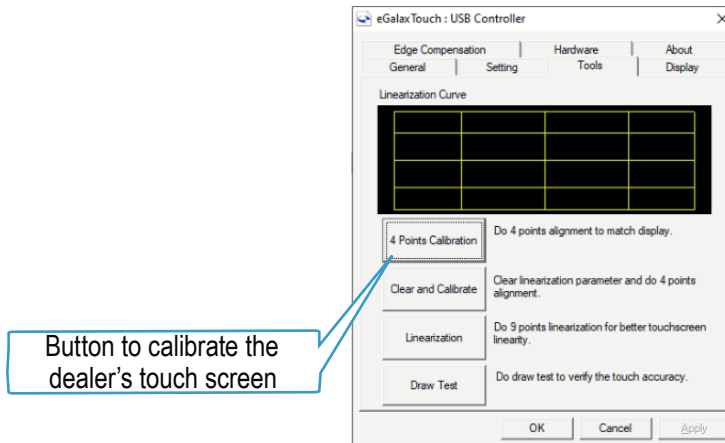


79 • eGalaxTouch Controller



80 • eGalaxTouch mapping

Finally perform the touch calibration for the dealer screen.



81 • eGalaxTouch - Calibrar

▲ Idea 4

MPT Display Dealer screen broken.

» **Action to take**

Ask the room's technical service to change the device.

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ANNEX - B

This annex describes some of the games that can be implemented on Mikohn Progressive Tables.

1. STUD POKER

Game Description

STUD POKER is a board game where five cards are dealt to each player from a deck of 52 cards. One to seven players can play against the House Dealer. Like other table games, the mechanics of STUD POKER allow for quick play and bet resolution.

This annex details how to manage the STUD POKER game, and how to make payments for the PROGRESSIVE JACKPOT. It is suggested and recommended to follow the procedures for such activities.

In STUD POKER, players bet (1st bet or ANTE) to receive a hand of five cards, face down, the player can fold or to continue playing, they must double the (1st bet or ANTE). The Dealer deals each player five cards, from left to right. The Dealer has four cards, face down and one face up. The Dealer must have at least one Ace/King value (one Ace and one King) in his hand to qualify. If the Dealer does not have Ace/King or higher, the player automatically wins the (1st bet or ANTE), even if the Players' hand is smaller than the Dealers'. Therefore, it is a viable option for the player if he presumes or simulates.

A maximum of seven players can play at the table at the same time. Each player position has areas marked in the design to place bets (1st or ANTE), (2nd or BET), as well as an MPT Slot device to be used in the PROGRESSIVE JACKPOT betting option. See Figure for table layout. This PROGRESSIVE JACKPOT bet is accepted on the condition that a bet (1st or ANTE) has been placed by the player, and that both bets are made before the first card is dealt. A winning PROGRESSIVE JACKPOT hand is not affected by the Dealer's hand. That is, the player wins the PROGRESSIVE JACKPOT, even if the dealer's hand qualifies or not.



Payment structure at the gaming table

The game pays 1 to 1 on all 1st bet or Ante bets.

Table A1 Below are the payout odds on the 2nd bet or BET according to the winning hand (listed in descending order of rank)

**Table A1 - Progressive Stud Poker Payouts, Basic Play.
(No Jackpot)**

PROGRESSIVE STUD POKER Basic Game	
Hand Type	Possibility
Royal Flush	100 to 1
Straight Flush	50 to 1
Four of a Kind - Poker	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three of a Kind - Trio	3 to 1
Two Pairs	2 to 1
A Pair or Less	1 to 1

The bets

After the bet, each player receives a hand of five cards, face down, while the Dealer receives a hand of five cards with the last of these cards face up. **Players cannot and must not view other players' cards, communicate or exchange any information related to their hand or other hands.**

The betting rules are explained below:

1. Rules relating to the operation of the game, such as minimum and maximum betting payouts and which winning hands can access a portion of the Progressive Jackpot, these payouts are posted on the table for public recognition.
2. The player can make three bets in Progressive Stud Poker:
 - a. Initially, each player makes a 1st bet or ANTE. The player must bet (1st or ANTE) to play in Progressive Stud Poker.
 - b. To participate in the Progressive Jackpot (MPT system), the player must buy credits from the dealer or insert chips into the slot of the MPT Slot device. With the credits available, participate in the progressive by pressing the BET button for your game, or Dealer for the Dealer's play. The progressive counter will advance by a predetermined amount for each bet placed in the MPT system.
 - c. The player, after receiving a five-card hand, must declare his betting intentions, as shown in the following scenarios:

The player can **WITHDRAW**, thus losing the 1st bet or ANTE; or

The player can **CONTINUE**, betting an additional amount, exactly twice the amount of the 1st bet or ANTE

- d. All bets in PROGRESSIVE STUD POKER will be made using the credits available on the MPT Slot device of each player position on the gaming table and pressing the buttons corresponding to the player's or dealer's hand. Verbal bets will not be accepted in Progressive Stud Poker play.
- e. After the first card dealt of any hand, no Player may remove, increase or alter any bet that has been made until a decision has been determined and executed.

Mathematical analysis

To determine the return on investment of PROGRESSIVE STUD POKER, a strategy was previously developed on a computer, where the game was developed in a simulated way with the player. The payout table shown above was used in the simulation.

This simulation was carried out on a sample of 5,000,000 hands, certainly showing that during the game the total of the bets 1st bet or ANTE and 2nd bet or BET there were a total of 10,147,658 units bet The player lost 249,744 (units) of bets, which translates into a house edge of 2.46%

To better illustrate the validity of the strategy, it must be taken into account that the point where the player must make the decision to make a (2nd bet or BET) or give up his (1st bet or ANTE). We consider that the player sees a pair and the dealer's UP CARD in his hand. Suppose that in his hand he does not have any other card of value than the dealer's face-up card, furthermore, in 1,000 cases, he will take into account that he has a third card equal to the dealer's face-up card.

If you fold in 1,000 hands where the third card equals the dealer's face-up card, you will lose your (1st bet or ANTE) the player will lose 1,000 units with this hand.

The simulation shows that by placing a bet (BET), not with the player's hand with any pair, he will lose up to 1,000 units. The win/loss potential of any pair can vary, depending on the card revealed, but the hand with a pair will always make a (2nd bet or BET). The simulation produced the results shown below in Table A2.1.

Hand Pair-Values
 (the player who does not have the Ace, King or any other face-up card)
 Wins/Losses on Bet Result
 units per 1000 hands

Table A2.1 - Progressive Stud Poker Simulation Results

Pair	2	3	4	5	6	7	8	9	10	J	Q	K	A
2's	300	925	925	925	925	925	925	925	925	925	925	650	630
3's	185	140	750	750	750	750	750	750	750	750	750	560	530
4's	330	250	25	560	580	600	620	640	660	670	690	450	330
5's	470	470	470	185	370	445	515	580	560	500	480	340	230
6's	610	610	610	540	312	180	190	340	560	400	320	230	145
7's	760	760	690	690	620	404	150	285	350	350	200	120	80
8's	900	900	900	830	830	760	560	170	190	210	240	0	75
9's	1030	1030	1030	1030	960	960	900	730	23	90	90	220	225
10's	1175	1175	1070	1070	1000	1000	930	930	850	135	65	340	340
J's	1170	1170	1170	1100	1100	1100	1030	1030	1030	1030	240	400	470
Q's	1350	1280	1280	1200	1200	1200	1200	1200	1200	1200	1120	550	650
K's	1460	1400	1400	1330	1330	1330	1330	1330	1330	1330	1330	1590	630
A's	1580	1580	1580	1580	1580	1580	1580	1580	1580	1580	1580	1730	1770

» **Manual of Mathematical Analysis**

The effect of betting with a pair plus a card of value equal to the dealer's UP CARD is only to limit the losses and profits shown above, resulting from the possibility of the dealer qualifying with A's and King. The strategy is not altered --- with any pair, it is worth betting a 2nd BET or BET

The fact that Table A2.1 shows a maximum loss of 925 (on the pair of 2's vs 2-Queen) suggests that there are other non-pairs of hands that lose less than the 1,000 units that must be made.

Using the simulator the results are derived in **Table A2.2:**

Table A2.2 - Progressive Stud Poker Simulation Results (B)

Case	Player's Hand	Dealer Open Card	Win/Loss per 1,000
1	A-K-Q-J-X	2	-932 BET
2	A-K-Q-J-2	2	-788 BET
3	A-K-X-X-2	2	-924 BET
4	A-K-X-X-X	2	-1,090 NO BET
5	K-Q-X-X-2	2	-1,024 NO BET
6	Q-J-X-X-X	2	-1,260 NO BET

It is about support in the other conditions that justify the bet, a BET (BET) and, in addition, discarding other hands that may be subject to considering the BET (BET).

Statistical Analysis and Verification

In order to analyze the representative quality of any game, in which skill is a factor, it is necessary to take into account that the player is participating in the game with skill.

This requirement is established in the strategy that will be developed by the expert who played for the first time, and this strategy must be one, which is within the capabilities of most players to master, while the next optimal productivity is at least minus a return on investment.

In Progressive Stud Poker the PLAYER is required to make a decision, which will be made only when the player sees his hand and what he sees on the UP CARD

Place a BET (twice the bet (ANTE))

or

You will lose the BET (ANTE)

To explain the strategy of this decision, the program developed on the computer executes all the possible final Poker hands that the dealer may have, they are specified, both in the player's hand and in the dealer's UP CARD. In the strategy developed from the analysis of these distributions, it was found that:

Make a BET only if the performance is:

**ANY PAIR OR IMPROVE
ACE-KING PLUS ONE CARD UP
ACE-KING-QUEEN-JACK**

Using a simulated software program, which followed the BET strategy according to the previous procedure, expressed the obtained results in Table A3.1

Table A3.1 - Return Recovery

RETURN RECOVERY

HANDS PLAYED	10,000,000
Bet (ANTE)	10,000,000 bet-units (Bet)
HANDS that justify the bet (BET)	5,131,498
HANDS that does not justify the bet (BET)	4,868,502
Bet on BET	10,262,996 bet-units (Bet)
AT PLAY (Betting)	20,262,996 bet-units (Bet)
RETURN TO PLAYER	19,732,757 bet-units (Bet)
THE HOUSE WINS	530,239 bet-units (Bet)
HOUSE BENEFIT --- HOUSE WINS/IN PLAY	2,62%
RETURN RECOVERY	97,38%

Table A3.2 - Game statistics

GAME STATISTICS

In 5,131,498 player hands a BET is made

NON-COMPETENT DEALER	2,230,993 (43.4%)
COMPETENT DEALER IN PAR+	2,573,731 (50.1%)
ACE-KING QUALIFIED DEALER	326,774 (6.4%)
TOTAL QUALIFIED DEALER	2,900,505 (56.5%)

In 2,900,505 hands, Competent Dealer

HANDS WON BY PLAYER	1,577,234 (54.4%)
HANDS LOST BY PLAYER	1,323,271 (45.6%)

Table A3.3 - Distribution of payments to players

DISTRIBUTION OF PAYMENTS TO PLAYERS

HAND WINNER	NUMBER	PAY	TOTAL (Bet (BET)-Units)
Non-Competent Dealer	2,230,993	4	8,923,972
ROYAL FLUSH	13	204	2,652
FLUSH	62	104	6,448
Four of a kind	1,768	44	77,792
Full house	7,903	18	142,254
Full House (Tie)	15	9	135
Color	10,729	14	150,206
Color (Tie)	66	7	462
Straight	21,034	12	252,408
Straight (Tie)	76	6	456
Three of a kind	118,527	10	1,185,270
Two Pairs (Winner)	243,717	8	1,949,744
Two Pairs (Tie)	31,373	3	92,119
Pair (Winner)	1,153,669	6	6,922,014
Pair (Tie)	31,373	3	94,119
A-K-Up Card (Tie)	4,357	3	13,071
A-K-Q-J (Winner)	1,550	6	9,300
A-K-Q-J (Tie)	90	3	270
TOTALS	3,826,289*	N/A	19,732,757



(Tie) indicates that both the dealer and the player had hands of equal value, which are then divided equally by awarding half (1/2) payouts.

(*) Did not correct in favor of the tie of victories tie

Progressive Bet

The PROGRESSIVE STUD POKER game offers a betting option in the Progressive Jackpot mode. This betting system (BET) does not affect the strategy or the house’s playing advantage, since PROGRESSIVE STUD POKER is optional and operates completely independently of regular table play.

To implement the Progressive Jackpot, each PROGRESSIVE STUD POKER table is equipped with electronic devices (MPT Slot, MTP Display Dealer and Odometer Viewer) that contain and display information on the players’ credits and bets, the value of the accumulated jackpot (Jackpot) makes payments to the winners and keeps a record of everything that happened in the progressive game, which allows the table to operate with the strict conditions of security measures required by the casino game.

Each player has an electronic device (MPT Slot) directly in front of them, on the dealer side there is a screen that controls the sale of credits and the payment of progressive prizes (MPT Display Dealer) and visible to everyone at the gaming table There is a screen that shows the value of the progressive jackpot, the table pay table, the value of the credit among other information relevant to the progressive table game (Odometer Viewer).

To participate, the Player must buy credits from the dealer, these are shown on the electronic device of his position at the table and before the dealer begins to deal the cards in his hand, in the MPT Slot, he must press the bet button your play (BET) or the dealer’s play (DEALER). You must ensure that your bet is displayed on the electronic device, whether for your play or the dealer’s, for your progressive bet to be valid.

Progressive Payment Structure

The Progressive Jackpot has several pay tables to offer players. Which are detailed below from Table A4.1 to Table A4.8.

Table A4.1 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	10% (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	\$500 (of the accumulated)	JP-3	1 in 4165
Full Hand	\$100 (of the accumulated)	JP-4	1 in 634
Color	\$50 (of the accumulated)	JP-5	1 in 509

Table A4.2 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	\$5000 (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	\$500 (of the accumulated)	JP-3	1 in 4165
Full Hand	\$100 (of the accumulated)	JP-4	1 in 634
Color	\$50 (of the accumulated)	JP-5	1 in 509

Table A4.3 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	\$5000 (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	\$250 (of the accumulated)	JP-3	1 in 4165
Full Hand	\$100 (of the accumulated)	JP-4	1 in 634
Color	\$50 (of the accumulated)	JP-5	1 in 509

Table A4.4 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	10% (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	\$250 (of the accumulated)	JP-3	1 in 4165
Full Hand	\$100 (of the accumulated)	JP-4	1 in 634
Color	\$50 (of the accumulated)	JP-5	1 in 509

Table A4.5 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	10% (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	\$100 (of the accumulated)	JP-3	1 in 4165
Full Hand	\$50 (of the accumulated)	JP-4	1 in 634
Color	\$25 (of the accumulated)	JP-5	1 in 509

Table A4.6 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	10% (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	1% (of the accumulated)	JP-3	1 in 4165
Full Hand	\$50 (of the accumulated)	JP-4	1 in 634
Color	\$25 (of the accumulated)	JP-5	1 in 509

Table A4.7 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	10% (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	1% (of the accumulated)	JP-3	1 in 4165
Full Hand	\$100 (of the accumulated)	JP-4	1 in 634
Color	\$50 (of the accumulated)	JP-5	1 in 509
Straight	\$25 (of the accumulated)	JP-6	1 in 255

Table A4.8 - PROGRESSIVE STUD POKER PAYTABLE

PROGRESSIVE HAND	JACKPOT AMOUNT	JACKPOT TYPE	POSSIBILITY
Royal flush	100% (of the accumulated)	JP-1	1 in 649,740
Flush	10% (of the accumulated)	JP-2	1 in 72,202
Four of a kind (Poker)	1% (of the accumulated)	JP-3	1 in 4165
Full Hand	\$100 (of the accumulated)	JP-4	1 in 634
Color	\$50 (of the accumulated)	JP-5	1 in 509
Straight	\$25 (of the accumulated)	JP-6	1 in 255
Trio	\$3 (not of the accumulated)	none	1 in 47
Two Pair	\$2 (not of the accumulated)	none	1 in 21



NOTE: *These prizes made by the player, regardless of the dealer's hand. The minimum value of the Progressive Jackpot is \$10,000.00 and the progressive will increase 71 cents for each credit collected and wagered.*

Since all payouts are replayed from the Jackpot, the overall return on investment for the player in the Progressive Jackpot is:

$$0,71 + (10.000 / 649.740) = 0,725$$

$$= 72,5\%$$

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2. BLACK JACK

Game Basics

Progressive Blackjack is a casino table game based on the standard Blackjack game, this is a game with four or more decks of 52 cards involving one to seven players who play against the house. See Figure for table layout.

In Progressive Blackjack, players bet on receiving a two-card hand. The cards are dealt in rotation from the dealer's left to the right. The dealer's hand has one card face down and one card face up. The object of the game is to achieve a hand value that is closer to 21 than the dealer's without going over 21, or a winning hand from the progressive jackpot table.

Each player position has an electronic device (MPT Slot) that allows the player to make an optional bet for the progressive jackpot. The only hands that qualify for the progressive jackpot are the first 2, 3, or 4 cards the player is dealt, including split hands. If a player decides to place a bet on the progressive jackpot, he must do so at the time of making an initial bet and before the dealer deals the first card. A progressive jackpot hand is not affected by the dealer's hand. That is, if the player's hand wins a progressive jackpot, it doesn't matter what the dealer's hand has, or if the dealer even qualifies; the player still wins the jackpot prize.

As with other similar table games, the Progressive Blackjack mechanics allow for quick play and bet resolution. This manual describes the rules of the game of Progressive Blackjack and the procedures that the dealer must follow.



83 • Progressive BlackJack game table design

Game Summary

Progressive Blackjack follows the rules of standard casino Blackjack, but includes additional rules for bet handling and progressive jackpot payouts.

The goal of Progressive Blackjack is the same as Blackjack in that players try to get their hand value as close to 21 as the dealer's without going over. However, in Progressive Blackjack, if the player places a bet on the progressive jackpot, he also has the additional goal of making one of the winning hands on the prize table for the Progressive Jackpot.

As in regular Blackjack, after the dealer deals the initial cards to each player, they take turns playing their hands:

- a. The player can stay (not draw cards) and so the hand has to be compared with the dealer's.
- b. The player can request, thus receiving, additional cards.

After all players have finished, the dealer will show his hand and play according to the casino rules.

The dealer evaluates each player's hand against his hand. Players win, lose or draw, depending on whether their hands are higher, lower or equal to the dealer's hand. If the player makes a Progressive Jackpot bet and his hand matches one of the Progressive Jackpot payable, that player wins the progressive bet, even if he loses his hand to the dealer.

Betting rules

Below are the rules for placing initial and progressive jackpot bets.

» Initial bet

Rules for betting in a PROGRESSIVE blackjack game:

1. A player can play more than one player position at the table.
2. Casino policy determines whether or not players can exchange or communicate information about their hands.
3. The player must make an initial bet before the dealer deals the first card.
4. After the dealer deals the first card, no player should manipulate, eliminate or alter any bet that has been made.

» Optional Progressive Jackpot Bet

Each player has the option to bet on the progressive jackpot. In front of each betting area on the table there is an electronic device (MPT Slot) where the player in that position can bet on the progressive jackpot for the next hand to be played.

The following are rules for placing a progressive jackpot bet:

1. The progressive bet is always treated as a side bet. Your payment only depends on the result of the player's winning hand and/or, if enabled at the table, on the dealer's hand.
2. The player must buy credits from the dealer, these credits will be displayed on the electronic device (Slot MPT) in the player's position at the table, additionally (as long as the table has it enabled), the player can insert chips into the acceptor of the dealer. electronic device, each token is a credit and will be displayed in the Slot MPT.
3. Player must place an initial bet on the electronic device to participate in the optional progressive jackpot.
4. The amount of credits wagered on each hand is determined by the casino. The Slot MPT electronic device allows more than one credit per play, this configuration is determined by the room administration.
5. The Slot MPT electronic device shows the amount of credits wagered for each position. If the credits wagered are not shown, the progressive bet is not valid.
6. The player who chooses to play the progressive jackpot has the responsibility of ensuring that his bet has been placed on the MPT Slot of his position.
7. The player must bet on the progressive jackpot before the dealer deals the first card.
8. Players who go over 21 and lose their bet, but have made a winning combination with the Progressive Jackpot, will collect the Progressive Jackpot bet according to the payout table shown on the system's Odometer display.

Progressive Blackjack

PROGRESSIVE BLACKJACK has five different pay tables, all based on a one-credit progressive bet. Table B1.1 to Table B1.5 list the hands, payouts, and jackpot types for each payout table.

Tablea B1.1 - PBJA1 PROGRESSIVE JACKPOT PAYTABLE

Hand	Pay	Jackpot Type
4 Red Aces or 4 Black Aces	100% (of Odometer)	JP-1
4 Aces	\$0	N/A
3 Aces of the same suit	\$2,500(of Odometer)	JP-2
2 Aces of the same suit	\$250 (of Odometer)	JP-3
2 Ases	\$25 (of Odometer)	JP-4

Table B1.2 - PBJA2 PROGRESSIVE JACKPOT PAYTABLE

Hand	Pay	Jackpot Type
4 Red Aces or 4 Black Aces	100% (of Odometer)	JP-1
4 Aces	\$0	N/A
3 Aces of the same suit	\$1,000 (of Odometer)	JP-2
3 Aces	\$100 (of Odometer)	JP-3
2 Aces of the same suit	\$30 (of Odometer)	JP-4
2 Aces	\$15 (of Odometer)	JP-5
1 Ace	\$3 (of Odometer)	N/A

Table B1.3 - PBJB1 PROGRESSIVE JACKPOT PAYTABLE

Hand	Pay	Jackpot Type
4 Red Aces or 4 Black Aces	100% (of Odometer)	J P-1
4 Aces	\$2000 (of Odometer)	J P-2
3 Aces of the same suit	\$1,000 (of Odometer)	J P-3
3 Aces	\$250 (of Odometer)	JP-4
2 Aces of the same suit	\$30 (of Odometer)	JP-5
2 Aces	\$25 (of Odometer)	JP-6
1 Ace	\$1 (of Odometer)	N/A

Table B1.4 - PBJB2 PROGRESSIVE JACKPOT PAYTABLE

Hand	Pay	Jackpot Type
4 Red Aces or 4 Black Aces	100% (of Odometer)	J P-1
4 Aces	\$2000 (of Odometer)	JP-2
3 Aces of the same suit	\$1,000 (of Odometer)	JP-3
3 Aces	\$200 (of Odometer)	JP-4
2 Aces of the same suit	\$70 (of Odometer)	JP-5
2 Aces	\$20 (of Odometer)	JP-6
1 Ace	\$2 (of Odometer)	N/A

Table B1.5 - PBJB3 PROGRESSIVE JACKPOT PAYTABLE

Hand	Pay	Jackpot Type
4 Red Aces or 4 Black Aces	100% (of Odometer)	J P-1
4 Aces	\$2000 (of Odometer)	JP-2
3 Aces of the same suit	\$1,000 (of Odometer)	J P-3
3 Aces	\$200 (of Odometer)	J P-4
2 Aces of the same suit	\$50 (of Odometer)	J P-5
2 Aces	\$15 (of Odometer)	J P-6
1 Ace	\$3 (of Odometer)	N/A

Statistical Analysis and Verification

This section presents the statistical analysis and verification of Progressive Blackjack. All calculations use the PBJA1 payable with six decks of cards (312 cards containing 24 Aces). The Hit Frequency (HF) and probability (P) in this analysis are derived from the total probability of all possible progressive hands.

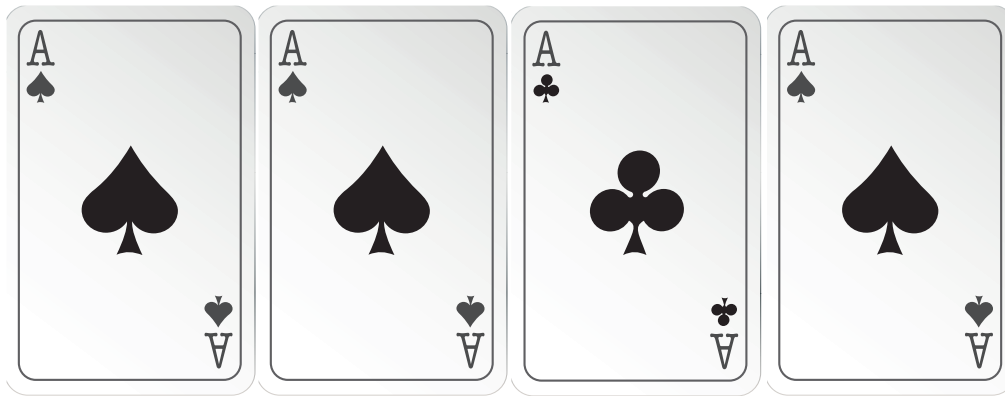
» Payment Probabilities

Table B2.1 Shows the payout probabilities for all possible progressive hands

Progressive Blackjack Payout Odds

Progressive Hand	Probability
Any Progressive Hand	0.5689000 %
First 4 Cards 4 Red Aces or 4 Black Aces	0.0002556%
First 3 Cards 3 Aces of the Same Suit	0.0015493%
First 3 Cards 3 Aces	0.03852%
First 2 Cards 2 Aces of the Same Suit	0.1149
First 2 Cards 2 Aces	0.4136%
Non-Progressive Hand	99.4311%

First 4 Cards – 4 Red Aces OR 4 Black Aces



The highest progressive hand occurs when the first four cards dealt to a player are either all red aces or all black aces.

Table B2.2 Shows the probability (P), statistical analysis (HF), and hits per cycle for this hand (HC).

Analysis of 4 red Aces or 4 black Aces

Hand	Probability	Hit Frequency (HF)	Hits per Cycle (HC)
4 Red or Black Aces	0.0002556%	391.190,88	1

Logical Probability: There are 24 ways to choose the first Ace. Once an Ace is acquired, the color is now set for the remaining cards. There are currently 11 ways to choose the next Ace of the same color. Additionally, there are 10 ways to choose the third Ace and nine ways to choose the fourth card as an Ace of the same color. The results of a fifth card do not matter and are therefore not taken into account.

This value is then divided by the choice possibilities of any card (312 ways to choose the first, 311 to choose the second and so on).

The Hit Frequency (HF) is found by taking the inverse of the probability calculation.

The hits per cycle (HPC) for the high prize is one. This is because the number of cycles is defined by the HF of the highest jackpot, in this case 391,190.88. The HPC value is calculated by dividing the hit frequency (HF) value by the hits per cycle (HPC) value. Therefore, hits per cycle (HPC) will always be equal to one for the highest jackpot.

$$P \text{ 4 Red Aces or 4 Black} = \frac{(24 \cdot 11 \cdot 10 \cdot 9)}{(312 \cdot 311 \cdot 310 \cdot 309)} = 0.0002556296$$

$$Hf \text{ 4 Red or 4 Black Aces} = \frac{1}{p} = 3991190.88$$

First 3 Cards - 3 Aces Suited

The next progressive hand occurs when the first three cards dealt to a player are 3 Aces of the same suit.

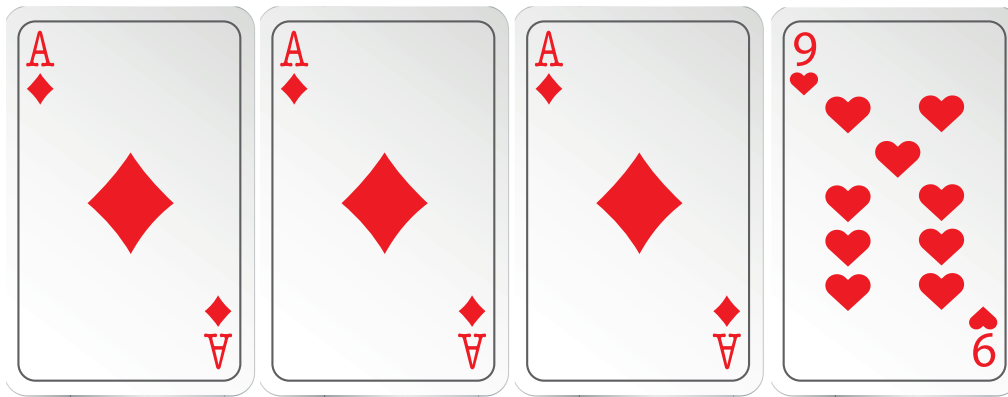


Table B2.3

Analysis of 3 Aces of the same Suit

Hand	Probability	Hit Frequency	Hits per Cycle
3 Aces of the same suit	0.0015493%	64.546,50	6,06

Logical Probability: There are 24 ways to choose the first Ace of the deck. Because there are only six Aces of each suit in the deck, and the first Ace has already been acquired, there are only five ways to choose the next Ace of the same suit. Consequently, there are only four ways to choose the third Ace

Because the player would continue to draw cards in this hand, the next card cannot be an Ace of the same suit as it would become the highest jackpot explained above. Therefore, subtracting the three remaining Aces of the same suit in the deck leaves only 300 ways to pick up the fourth card that is not an Ace of the same suit.

This value is divided by the total of the possible ways to collect any four card.

$$P \text{ 3 Aces of the same suit} = \frac{(24 \cdot 5 \cdot 4 \cdot 300)}{(312 \cdot 311 \cdot 310 \cdot 309)} = 0.0000154932708$$

$$Hf \text{ 3 Aces of the same suit} = \frac{1}{p} = 64546.50$$

$$HPC \text{ 3 Aces of the same suit} = \frac{(391190.88)}{(64546.50)} = 6.06$$

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3. BACCARAT

PROGRESSIVE BACCARAT is a casino table game based on the standard Baccarat card game played with eight standard 52-card decks. This section explains the rules for a standard seven or nine player Baccarat game and the optional progressive bet and its payment method.



84 • Progressive Baccarat Game Table Design

Game Basics

» Base game

The object of the game is to build a hand of two or three cards with a point value as close to nine as possible. Only two hands are dealt in each game, which are known as the "Player" and "Banker" hands. Before the deal, players bet on one of the two hands. In addition to betting on the "Player" or "Banker" hands, you can bet on a "Tie" which will win if both hands have the same point value.

The dealer deals two cards to the "Player" and "Banker" positions. Depending on the value of the two initial hands of cards, a third card may be dealt to either hand. Ultimately the winning hand will be the one closest to nine.

The perfect hand is one that adds nine in its first two cards. A two-card eight is the second best hand and, along with the two-card nine, constitutes a "natural" hand. The only hand that will beat a "natural" eight is a "natural" nine. If any "Player" or "Banker" hand has a "natural" eight or nine, no additional cards are drawn and the hand ends. In case of a tie, bets are paid according to casino rules.

» Progressive Jackpot Bet

Each player position at the table has an electronic device (MPT Slot) that allows optional bets to be placed for the progressive prize. A progressive jackpot is paid when any of the four starting cards dealt in a game contain a nine or a combination of nines. The optional progressive bet is paid based on the MPT system payable displayed on the table's Odometer display and is paid regardless of the outcome of the base game.

The following rules apply to Progressive Jackpot bets

1. To participate in the Progressive Jackpot, the player must first acquire credits for the electronic device (Slot MPT) of his position, purchasing it from the dealer.
2. The player is responsible for ensuring that the credits acquired are shown in the CREDITS of the Slot MPT of his position.
3. The player who decides to play the Progressive Jackpot is responsible for verifying that the credits bet on the Slot MPT are for the amount he wants to bet.
4. The player who wishes to bet on the Progressive Jackpot must first have placed a bet in the regular Baccarat game.
5. The amount required to bet on the Progressive Jackpot will be displayed in a table on the system's Odometer display.
6. The player who chooses to play the Progressive Jackpot will be responsible for ensuring that his bet has been accepted. The number of credits bet will appear on the BET scoreboard.
7. All Progressive Jackpot bets must be placed before the dealer deals the cards. Before starting to deal the cards, the dealer will press CLOSE BETS on the MPT Display Dealer to prevent any player from betting after the first card is dealt.
8. When a hand that qualifies for a Jackpot has been dealt, the player who placed a bet on the Progressive Jackpot will win and be paid, regardless of whether his bet in the regular Baccarat game wins or loses.
9. Bets on the Progressive Jackpot will form part of one or more Jackpot prize pools and only the highest prize amount will be paid to each player.
10. The Casino will approve the rate of increase of the prize pools and may grant approval for a portion of each bet on the Progressive Jackpot to be retained by the casino operator.
11. The following hands dealt in the initial Baccarat deal (first four cards dealt) will qualify for a progressive prize payout:
 - ♣ 4 nines of the same suit (PBAC-2a and PBAC-2b)
 - ♣ 4 red or black nines
 - ♣ 4 other nines
 - ♣ 3 nines of the same suit of 4 cards
 - ♣ 3 nines of 4 cards not of the same suit
 - ♣ 2 nines of the same suit of 4 cards
 - ♣ 2 nines of 4 cards not of the same suit
 - ♣ 1 nine of 4 cards (PBAC-1a and PBAC-2a)
12. Any Progressive Jackpot payment made to a player will be in addition to any payment to the player for a regular Baccarat game bet in that round of play.

13. After a Progressive Jackpot (priority) of 4 nines of the same color (PBAC-2a and PBAC-2b) or 4 red or black nines has been determined, the game table will be left exposed. The appropriate casino staff will be notified of the potential Jackpot payout. Any other Progressive Jackpot winning hands will also be displayed on the game table in the same way.
14. The regular game variation has no impact on the Progressive Jackpot portion of the game. All variations can be used as a base game, including the following:
 - ♣ Traditional games: 4-5% commission on all "Banking" winnings.
 - ♣ Even Money Games: No commission is paid on "Banker" wins, but "Banker" wins totaling six points or more are paid on a 1:2 ratio.

Recommended Play Procedures

» Overview

The object of the game is to build a hand of two or three cards with a point value as close to nine as possible. The dealer deals two cards to the "Player" and "Banker" positions. Depending on the value of the initial two-card hands, a third card may be dealt to one, both, or neither of the hands. Ultimately, the winning hand will be the one closest to nine.

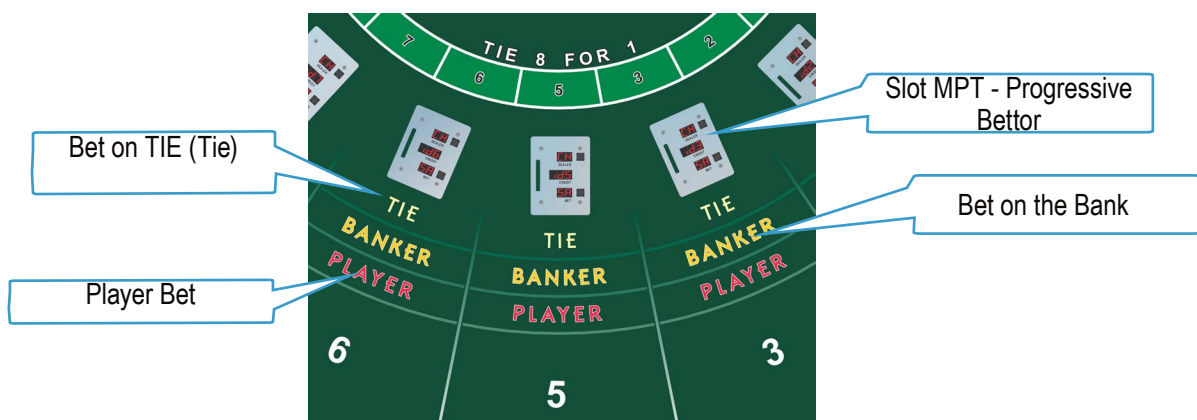
The perfect hand is one that adds nine in its first two cards. A two-card eight is the second best hand and, together with a two-card nine, constitutes a "natural" hand. The only hand that will beat a "natural" eight is a "natural" nine. If any "Player" or "Banker" hand has a "natural" eight or nine, no additional cards are drawn and the hand ends.

Aces count as one, illustrated cards count as 10, and all others count as face value. If a hand's total is in double figures, the first figure is ignored. So a hand that adds up to eighteen will count as eight.

* Step 1: Initial bets

Players start by placing bets on the following positions:

- ♣ Required
 - ◇ Banker or Gambler
- ♣ Optional
 - ◇ Tie
 - ◇ Progressive bet



85 • Progressive Baccarat Cloth Detail

The following are the rules for placing a bet on the progressive game:

1. All players must place an initial bet to participate in the Progressive Jackpot.
2. The progressive bet is always treated as a side bet. Your payout depends solely on the result of the first four cards dealt.
3. You can only bet on the Slot MPT electronic device from the player’s position at the table. After the play has started, the player cannot bet until the next hand starts.
4. The Slot MPT will show the bets placed on the progressive.
5. The player is responsible for ensuring that his progressive bet is displayed in the Slot MPT, if his bet is not displayed, it is invalid..
6. The player must place his bet on the progressive before the dealer delivers the cards.



NOTE: *Players can lose the bet in the regular game, but win in their progressive bet.*

*** Step 2: Deal hands**

Progressive baccarat is played with eight full decks of cards. The cards are shuffled by the Dealer and placed in the “shoe”. Seven or nine position tables may provide a “squeeze” game in which the shoe spins around the table and players can manipulate the cards or a “face up” game in which the dealer is the only one who can touch cards.

The Dealer or Player deals four cards: two to the “Player” hand and two to the “Banker” hand. According to Baccarat draw rules, a third card may be dealt to one, both, or neither of the hands. The third card rules are listed in Table 4.1 and Table 4.2

*** Step 3: Game**

After the cards are dealt, the standard Baccarat game rules are followed; however, house policy and procedures take priority.

A third card is dealt to one, both or neither of the hands according to the following Baccarat drawing rules:

Table 4.1 - RULES FOR THE THIRD LETTER TO THE PLAYER

Player’s hand total	Third card rule
0, 1, 2, 3, 4, 5	Always draw a third card
6 ó 7	It is always planted
8 ó 9	“Natural hand”; there are no more cards

The “Banker” draws a third card according to the following rules:

Table 4.2 - RULES FOR THE THIRD LETTER TO THE BANK

Banker’s Hand Total	Third card rule
0, 1, 2	Always draw a third card
3	Hit if the player’s third card is 1, 2, 3, 4, 5, 6, 7, 8, 0 (Not with 8)
4	Hit if the player’s third card is 2, 3, 4, 5, 6, 7
5	Hit if the player’s third card is 4, 5, 6, 7
6	Hit if the player’s third card is 6, 7
7	It is always planted
8 ó 9	“Natural hand”; there are no more cards

*** Step 4: Hand Resolution**

The dealer compares the values of the hands of the “player” and the “banker”, collects the losing bets and pays the bets on the winning hands.

The highest total for any baccarat hand is nine. A total of two nine cards is called “natural” and you cannot lose. A total of two cards of eight is the second best hand and is also called “natural.” If both the “Player” and the “Banker” receive identical hands, it is a tie and neither the “Banker” nor the “Player” wins or loses.

*** Step 5: Collect and pay**

The dealer compares the hands, collects the losses and pays the players. Pays from right to left or according to casino rules.

- a. If the “Banker” hand is the winning hand, pay all players according to their initial game bet. Winning “Banker” hands pay 1 to 1 minus 5% (or 4%) commission or as published by the casino.
- b. If the “Player” hand is the winning hand, pay all players according to their initial game bet. “Player” winning hands pay 1 to 1.
- c. If the hand results in a “Tie”, bets are paid according to the pay tables determined by the casino and posted on the gaming table.

» **Summary**

1. Players begin by placing a bet in the "Banker" or "Player" position. Additionally, players have the option to bet on a tie and/or the progressive bet.
2. The Dealer deals a hand of two cards to the "Player" and "Banker" positions.
3. No more cards are drawn if the "Player" or "Banker" has a total of 8 or 9 on the first two cards. The resulting hand is called "natural" and the hand ends.
4. A third card may be dealt to the "Player" and the "Banker" or both, according to the following three card rules:
 - ♣ "Player" draws a third card:
 - ◇ If the player's hand is less than or equal to 5, the player's hand draws a third card.
 - ◇ If the player's hand does not draw a third card, then the "Banker" hand stands with 6 or more and draws a third card for a total of 5 or less.
 - ◇ If the player's hand takes a third card, the "Banker's" third card rules determine whether or not the player takes a third card.
 - ♣ The "Bank" draws a third card:
 - ◇ If the Banker's hand is 2 or less, then the Banker draws a card, regardless of what the third card in the player's hand is.
 - ◇ If the "Banker" hand is 3, then the "Banker" draws a third card unless the third card in the "Player" hand is an 8.
 - ◇ If the "Banker" hand is 4, then the "Banker" draws a third card unless the third card in the "Player" hand is a 0, 1, 8 or 9.
 - ◇ If the "Banker" hand is 5, then the "Banker" draws a third card if the third card in the "Player" hand was 4, 5, 6 or 7.
 - ◇ If the "Banker" hand is 6, then the "Banker" draws a third card if the third card in the "Player" hand was a 6 or 7.
 - ◇ If the "Banker" hand is 7, then the "Banker" stands.
5. The hand with the highest point value closest to nine wins. The dealer collects all losing bets and pays all winning bets.
6. If the four initial cards dealt contain a combination of nines, either of the same suit or of a different suit, the Players who bet on the Progressive Jackpot will receive the jackpot payment corresponding to the progressive payout table established by the casino.

Progressive Jackpot Payout

» Progressive payment structure

For all Progressive Baccarat paytables, percentage prizes will be shared equally among all players who win these prizes, fixed prizes are paid to each player according to the payable shown on the Odometer display. Payout tables are shown in Tables 5.1 to Table 5.4

Table 5.1 - PROGRESSIVE BACCARAT PAYTABLE

Hand	Pay	Jackpot Type
4 Red or Black Nines	100% (of Odometer)	JP-1
4 Other Nines	\$2000 (of Odometer)	JP-2
3 Nines of the same suit	\$500 (of Odometer)	JP-3
3 Nines of Different Suit	\$100 (of Odometer)	JP-4
2 Nines of the same suit	\$10 (of Odometer)	JP-5
2 Nines of Different Suit	\$5 (of Odometer)	JP-6
1 Nine	\$1 (Not of Odometer)	N/A

Table 5.2 - PROGRESSIVE BACCARAT PAYTABLE

Hand	Pay	Jackpot Type
4 Red or Black Nines	100% (of Odometer)	JP-1
4 Other Nines	\$2000 (of Odometer)	JP-2
3 Nines of the same suit	\$500 (of Odometer)	JP-3
3 Nines of Different Suit	\$100 (of Odometer)	JP-4
2 Nines of the same suit	\$15 (of Odometer)	JP-5
2 Nines of Different Suit	\$5 (of Odometer)	JP-6

Table 5.3 - PROGRESSIVE BACCARAT PAYTABLE

Hand	Pay	Jackpot Type
4 Nines of the same suit	100% (of Odometer)	JP-1
4 Red or Black Nine	10% (of Odometer)	JP-2
4 Other Nines	\$2000 (of Odometer)	JP-3
3 Nines of the same suit	\$500 (of Odometer)	JP-4
3 Nines of Different Suit	\$100 (of Odometer)	JP-5
2 Nines of the same suit	\$10 (of Odometer)	JP-6
2 Nines of Different Suit	\$5 (of Odometer)	JP-7
1 Nine	\$1 (Not of Odometer)	N/A

Table 5.4 - PROGRESSIVE BACCARAT PAYTABLE

Hand	Pay	Jackpot Type
4 Nines of the same suit	100% (of Odometer)	JP-1
4 Red or Black Nine	10% (of Odometer)	JP-2
4 Other Nines	\$2000 (of Odometer)	JP-3
3 Nines of the same suit	\$500 (of Odometer)	JP-4
3 Nines of Different Suit	\$100 (of Odometer)	JP-5
2 Nines of the same suit	\$15 (of Odometer)	JP-6
2 Nines of Different Suit	\$10 (Not of Odometer)	N/A

» **Management of simultaneous hands of the Percentage Progressive Jackpot on several tables**

Situations may occur where several 100% or 10% jackpots hit different tables almost simultaneously. Although it is statistically difficult to happen, it could happen. When there is more than one table linked to the same progressive, the security videos must determine which table got the winning hand first, then which was a second progressive jackpot (and so on). This means that each table wins a smaller amount after the first jackpot reduces the jackpot.

In a situation where one table wants to be paid before another or insists that they won the progressive jackpot first, surveillance should be called to resolve the dispute with video surveillance evidence. The house awards the first percentage jackpot to the table that won the first hand, even if it is by a few seconds difference.

When multiple tables win a percentage progressive jackpot simultaneously on different tables, the Dealer performs the following steps:

1. As soon as a dispute arises, please notify the relevant casino staff who will take the following steps:
 - a. Check your hands.
 - b. In the MPT Display Dealer the Dealer presses the JACKPOT button to pay prizes for the player’s plays or the JACKPOT DEALER button to pay prizes for the banker’s plays.
 - c. Double check all security measures before validating the jackpot:
 - Verify that shuffling was done according to procedures, that qualified progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated to make up the winning hand.
 - Verify that the percentage value to pay corresponds to the value shown on the Odometer display.
 - Pull and check the deck of cards (save the deck for further inspection).
 - Replace the deck of cards.
2. As soon as a dispute arises, please notify the relevant casino staff who will take the following steps:

3. After checking both hands, perform the following steps:
 - a. At the first winning table, if players want to be paid in cash, they must request it in advance. If allowed, find out from players how the transaction should be done before completing payment.
 - b. Select in the MPT Display Dealer the position of the player with winning hand and the jackpot with corresponding percentage value and then select the PAY button.
 - c. Verify that the value to be paid corresponds to the correct jackpot in the pay table.
 - d. Select the ACCEPT button to confirm the payment. Generally these prizes require the table supervisor's authorization code to make payment.
4. Pay the first winning table the full amount of the winning hand payout.
5. After making all the jackpot payments, in the MPT Display Dealer press the FINISH HAND button to unlock the MPT Slots of the players' positions and a new hand can be started.
6. After making the payment of the first jackpot, repeat the above process to pay the winning table of the second jackpot. The second percentage jackpot winner will receive the new jackpot amount (the original jackpot amount minus the first winner's payout) and any applicable reset amount.