



# RAISE *Plus* 'EM POKER



## A natural progressive side bet for Raise 'Em Poker - perfect for GFL Bonusing!

Raise 'Em Poker Plus is a new progressive side bet for Raise 'Em Poker - a fast and simple spin off of the ever-popular casino table game, Poker.

### Features



- A simple and fun progressive
- Easy for players and Dealers to understand
- Little affect on game speed
- Advanced multicolour side bet technology
- Perfect for GFL Bonusing
- Incremental jackpots that excite players

## Benefits

### The Base Game: Raise 'Em Poker

The aim of the base game, Raise 'Em Poker, is not to beat the house or other players, but instead bet on the strength of ones own three-card hand in combination with the two community cards held by the Dealer. A player wins according to the payable (pg 2) if their five-card hand results in a pair of tens or better.

### The Side Bet: Raise 'Em Poker Plus

The 'plus' in Raise 'Em Poker Plus, stands for an exciting side bet that can only be played if the player has already placed an Ante bet on the base game. To participate, players must wager on the illuminated GFL Bonusing bet sensor in front of the bet boxes before the deal commences.

The game will carry on as per the regular Raise 'Em Poker rules and, should the player have a Straight Flush, Four Of A Kind, Full House, Flush or Straight hand, they will be paid out according to the jackpot's value at that time.

The Plus bet loses if any other combination is dealt. Jackpots are displayed directly at the table. The top three jackpots increment everytime a bet is placed and 'reset' once they have been won.

### An Exciting Progressive

The top three jackpots in Raise 'Em Poker Plus increment every time a bet is placed and 'reset' once won. If one jackpot is won, however, the other jackpots remain in play (don't reset) until they're also won.

Players find this highly appealing because lower hands, such as a Four Of A Kind or Full House, can end up being worth the most. This makes Raise 'Em Poker Plus very exciting to both new and seasoned players.



### Perfect for GFL Bonusing

GFL Bonusing is a powerful floor-wide event and mystery progressive system for the live gaming space.

When used with Raise 'Em Poker Plus or any other table game, GFL Bonusing allows casinos to create floor-wide jackpots across game-types to generate truly meaningful prize pools .

With GFL Bonusing, casinos can assign event-based jackpots, which award players when they're dealt a specified winning hand - i.e. Straight Flush. They may also incorporate the mystery jackpot feature, which would be configured by the operator (using a random number generator) to award a randomly selected player for simply participating in the side bet; the operator can control the average value and frequency of the mystery jackpots. Both options drive increased revenue and attract players with the advanced multicolour side bet technology.

For more information about GFL Bonusing, visit [tcsjohnhuxley.com](http://tcsjohnhuxley.com)

### Raise 'Em Poker Paytable

Hand	Payout
Royal Flush	250-to-1
Straight Flush	50-to-1
Four Of A Kind	25-to-1
Full House	12-to-1
Flush	10-to-1
Straight	8-to-1
Three Of A Kind	3-to-1
Two Pairs	2-to-1
Pair Of Tens Or Better	1-to-1

### Raise 'Em Poker Plus Paytable

In the event that more than one player has any of the three progressive jackpot combinations in the same hand, the jackpot will be shared equally between players with the qualifying winning combinations.

Hand	Payout
Straight Flush	Top Progressive
Four Of A Kind	Second Progressive
Full House	Third Progressive
Flush	50-to-1
Straight	10-to-1

### What Our Customers Are Saying

*"GFL Bonusing has given eight Raise 'Em Poker tables a whole new dimension. The game has been given a new lease of life by this simple and effective add-on."*

*Paul Derbyshire, Grand West Casino & Entertainment World*

*"The innovative GFL Bonusing system adds excitement to the standard Raise 'Em Poker game. Customers love the colourful animated side bet sensors, finding it irresistible."*

*Kevin Brett, Carousel Casino*