

Exhibit A

Criss Cross Poker

Criss Cross Poker is used on a clearly designated non-poker table with appropriate layout.

One standard 52 Playing Card Deck is used for this game.

A discard rack is used for this game to remove cards previously used.

A Non-value unique token will be used to designate and protect the 6 card bonus cards prior to use.

Dealing procedures:

- To begin the game, players must make 2 equal Ante bets. (Down + Across)
- When the hand starts, the dealer gives each player two starting cards, one at a time working left to right, face-down.
- The dealer will then deal out 9 cards. Starting with the closest down card to the dealer and then alternating a 6 card bonus card and remaining community cards. From Left to right, dealers will deal Down, burn, Across, burn, Down, Burn, Across, Burn and lastly middle card.
- The dealer will cover the 6 card bonus cards with an appropriate token or cut card.
- The dealer will then muck remaining stub in to discard rack with cut card on top facing out to side.
- Players are not allowed to touch any cards until the conclusion of the deal and remaining stub is in the discard rack. Dealer will indicate this by opening a hand or giving verbal permission. Please be polite and firm on this. There are a lot of cards in play per hand, game protection is extremely important.

Round of Play

1. The Dealer offers each Player the option to either make an "Across" bet or forfeit their ante wagers. The "Across" bet must be 1 to 3 times the amount of their ante bet. After each Player has placed the "Across" bet the Dealer will turn over the 2 outside cards on the horizontal line of the cross.
2. The Dealer offers each Player the option to either make the "Down" bet or forfeit all previous wagers. The "Down" bet must be 1 to 3 times the amount of their ante bet. After each Player has placed the "Down" bet the Dealer will turn over the two outside cards on the vertical line of the cross.
3. The Dealer offers each Player the option to either make the "Middle" bet or forfeit all previous wagers. The "Middle" bet must be 1 to 3 times the amount of their ante bet. After each Player has placed the "Middle" bet the Dealer will turn over the middle card on the cross.

4. The Dealer then reveals the Player's cards. The Player uses their 2 cards plus the 3 cards on the horizontal line of the cross to form an Across hand and uses their 2 cards plus the 3 cards on the vertical line of the cross to form a Down hand.
5. Winning Across and Down hands are paid per the paytable. The Middle bet is paid if either the Across or Down bet qualify as a win and is paid at the odds of the highest ranking hand. If the Across bet is a push and the Down bet loses the Middle bet is also a push or if the Across bet loses and the Down bet is a push the Middle bet is also a push. If both the Across bet and Down bet push the Middle bet also is a push. The Middle bet only loses if both the Across and Down bets lose.
6. The 2 ante bets are paid even money on qualifying hands for their respective hand. A qualifying hand is defined as any of the paying bets (pair of Jacks or Better). Pair of 6's through 10's result in a push and all other outcomes forfeit the ante bets.

5 Card Bonus

The 5 Card Bonus bet is based on the five community cards ONLY. The 5 Card Bonus will receive action regardless if the player folds their hand. If the player has placed a wager on the 5 Card Bonus bet and folds, the dealer will remove all Criss Cross wagers, and tuck the folded cards under the player's 5 Card Bonus bet. Players win with at least a pair of 6's or better. See paytable for odds.

Paying Out:

When dealers are analyzing players winning and losing bets, dealers will always go from bets closest to the player and work up away from the player.

Dealers will take losing bets from the current player starting with the bets closest to the player.

Dealers will then pay out winning bets starting with bets closest to players.

When paying out, dealers should cut out all payouts in front of table bank clearly and transparently so that surveillance, the players and a supervisor (if need) can verify. The Dealer should then stack up and place to the right of the winning ante wager.

Dealers are to place player cards in the discard rack once all player's bets have been resolved. Player cards should be arranged in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

6 Card Bonus Wager –

Dealers will always deal out and perform the 6 card bonus procedures even without any active 6 card bonus wagers.

Players must play the 5-card bonus wager in order to play the 6-card bonus bet. These wagers also must be the same amount.

If a player chooses to play a 6-card bonus wager, the player wager will be addressed after the 5-card bonus wager and Criss Cross poker wagers have been resolved.

Once a dealer has paid out player's 5 card bonus and Criss Cross poker wagers, the dealer will leave the players hole cards face up to signal that this player is eligible for a 6-card bonus wager.

If a player does not have a 6-card wager, dealers will muck players hand after Criss Cross poker wagers have been addressed.

After all, Criss Cross poker wagers have been addressed and the 5 card bonus cards have been mucked, the dealer will expose the 6 card bonus community cards.

The 6-card bonus consists of the 4 community cards and the players 2-hole cards.

Dealer will take all loses wagers from right to left and then pay winning wagers from right to left. Dealer will then muck all cards from right to left ending with community cards.

Irregularities

If there is an Incorrect number of cards in player's/dealer's hand. If any player or the dealer is dealt an incorrect number of cards, if the community cards are incorrect in number or organized improperly, all hands are void and the cards are washed and reshuffled.

There are a lot of cards on this game, please go in a controlled and efficient speed and be precise with placement.

Pay tables – Criss Cross

Royal Flush 250 to 1

Straight Flush 100 to 1

4 Of A Kind 40 to 1

Full House 10 to 1

Flush 8 to 1

Straight 5 to 1

3 Of A Kind 3 to 1

Two Pair 2 to 1

Jacks or Better 1 to 1

Ante Bets Payout

Pair of Jacks or Better 1 to 1

Pair of 6's-10's PUSH

5 Card Bonus

Royal Flush 250 to 1

Straight Flush 100 to 1

4 Of A Kind 40 to 1

Full House 15 to 1

Flush 10 to 1

Straight 6 to 1

3 Of A Kind 4 to 1

Two Pair 3 to 1

Sixes or Better 1 to 1

6 Card Bonus

HAND	PAYS
Royal flush	1000
Straight flush	200
Four of a kind	50
Full house	20
Flush	15
Straight	10
Three of a kind	5

Max Payout Aggregate \$3,000