

# GAME RULES

**DCS**  
DIGITAL  
CARD  
SYSTEM



**DTS**  
DIGITAL TABLE SYSTEM

last modified June 21, 2013

Covered by one or more U.S. PATENTS Nos. 6,158,741...6,165,069...6,270, 404...6,481,718...6,722,974,...7,044,468. Other U.S. and foreign patents pending. South African Patent #2001/2425, Australian patent #764,869.

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# Wheel'em

Wheel'em is a 5-card, face-up stud poker game. The hand with the best low hand wins. Qualifying hands have a high card of 9 or less, with the best possible hand being a "Wheel": A, 2, 3, 4, and 5. If no qualifying hand, the lowest hand wins a portion of the pot, with the remainder rolling over to the next round

Wheel'em is a proprietary game with no public domain (non-proprietary) equivalent. Wheel'em is played on the Digital Card System (DCS) gaming platform, which performs card handling, card physics and display functions of a standard card-based game using Electronic Card Facsimiles (Washington State approved gambling equipment).

**Note:** Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

**Note:** Card room employees must operate the DCS system (see WAC 230-15-116 (2)).

## General Game Play

All DCS games begin with the player walking up to the table to play. The following section is a step-by-step process of playing a round.

## Placing Bets

Wheel'em comes in several models. Review the following section to determine how to correctly place bets for each version. Wheel'em requires two or more players to begin the game.

### Model C2x and C2P

An ante is required at the time of placing the first bet to play the game and to receive the first two cards. Antes must also be placed at the beginning of each round to be eligible for the rollover pot. Subsequent cards will require an additional bet for each card.

### Model C21A

One ante is placed at the beginning of each game, at the time of placing the first bet for the first two cards. Subsequent bets are placed to receive additional cards. A game is not concluded until a player has won the rollover pot, regardless of the number of rounds

utilized.

### **Model C2R**

Bets are placed at the beginning of the round to receive the first two cards. To receive additional cards requires additional bets. At the end of the round, a “Rake” (percentage of the pot or a flat fee, whichever is less), will be removed from the pot for the house profit.

### **Starting a New Round (C2,C2P, C21A)**

All bets must be placed inside the marked betting areas for the sensors to work properly.

1. Place ante in the Ante circle.
2. Place first bet in the Main Bet area.
3. Press DEAL to lock in the round. If any position is missing the ante or main bet, the system will give an audio alert and automatically backup to the beginning of the cycle to allow further antes or bets.
4. Press DEAL a second time to start the round.

### **Starting a New Round (C2R)**

All bets must be placed inside the marked betting areas for the sensors to work properly.

Place first bet in the Main bet area.

1. Press DEAL to lock in the round.
2. If any position was missed for placing a bet, the system will allow a backup to the beginning of the cycle if no bets have been removed from the sensors.
3. Press DEAL a second time to start the round.

### **Playing Wheel'em**

Antes are removed (if applicable) and bets are moved to the center “pot.”

1. Deal the first two cards to each active player.
2. Invite players to place their second bet or fold. Any player folding is still eligible to play the next hand, if the pot rolls over.
3. Press DEAL and move bets to the center pot.
4. Deal the third card. If the cards qualify as a low hand, a message will display on that player's screen. Again, players may bet or fold. If all but one player folds and the remaining player has a winning hand, they win the pot.
5. Press DEAL and move bets to the center pot.
6. Deal the fourth card. Players may bet or fold as in step 4.
7. Press DEAL and move bets to the center pot.
8. Deal the fifth and final card. Player(s) with the lowest hand wins. If no qualifying

# DCS Tabletop Layout



