STATE OF WASHINGTON
GAMBLING COMMISSION
"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 14, 2023

Sent via email to rsantoriello@lnw.com

Renee Santoriello
Light and Wonder
6601 S. Bermuda Road
Las Vegas, NV 89119

RE: L&W GM Atlas Game Rule Update (multiple games) - Submission #3119

Dear Ms. Santoriello:

Light and Wonder amended multiple previously approved card games to include some of the following information:

- Added reference to the GM Atlas/Nexus Command II Progressive System.
- Added updated utility products.
- Updated name to Light and Wonder.

The amended games were as follows:

1	6-5-4 Poker	34	High Five Poker
2	6 Card Fortune Pai Gow	35	House Money – Dual Progressives
3	Bahama Bonus Blackjack	36	I Luv Suits Poker – Dual Progressives
4	Bet The Bust	37	King's Bounty
5	Bet The Set 21	38	King's Bounty – Dual Progressives
6	Bet The Set 21 Deluxe	39	Let It Ride, 3 Card Bonus – Cover All Bonus
7	Big Raise Hold'Em	40	Match Jack
8	Big Raise Stud Poker	41	Mississippi Stud – Cover All
9	Blackjack Switch	42	Pai Wow Bonus
10	Blazing 7's Progressive – Dealer's Up Card	43	Rabbit Hunter Stud Poker
11	Blazing 7's Progressive – Player Cards Only	44	Roll Your Own Blackjack
12	Caribbean Stud Poker	45	Royal Match 21 – Dual Progressives
13	Casino War	46	Royal Match 21 Deluxe
14	Cincinnati Seven Card Stud	47	Sharp Shooter – Tribal
15	Crazy 4 Poker - Coverall	48	Six Card Poker
16	Dakota Stud	49	Solitaire Stud

17	DJ Wild Stud Poker - Coverall	50	Straight Edge Poker
18	Dragon Bonus	51	Super Fun 21
19	Dragon Bonus – Commission Free	52	Supreme 99
20	EZ Baccarat with Dragon Bonus	53	Texas Hold'Em Bonus
21	EZ Pai Gow	54	Three Card Baccarat
22	Face Up Pai Gow Poker – Dual Progressives	55	Three Card Draw Poker
23	Fast Action Hold'Em	56	Three Card Draw Poker, Pairs Plus
24	Field Gold 21	57	Three Card Poker
25	Flush Rush	58	Three Card Poker 6 Card Bonus – Face Up
26	Flushes Gone Wild	59	Three Card Poker Bonus – Face Up
27	Fortune 7 Baccarat	60	Three Card Poker Bonus - Tribal
28	Fortune Asia Poker	61	Three Card Poker Progressive – Cover All
29	Fortune Blackjack	62	TriLux Bonus – Dual Progressives
30	Fortune Pai Gow Poker Progressive	63	Triple Shot Rummy
31	Fortune San Lo Poker Progressive	64	Triple Shot Bonus
32	Four Card Poker	65	Ultimate Texas Hold'Em – Cover All
33	Free Bet Blackjack – Dual Progressives	66	Zappit Blackjack – Dual Progressives

We have reviewed the changes to the games noted above. Based on our review of the documentation we received from Light and Wonder, the Washington State Gambling Commission will approve the games under the conditions listed below:

- The games shall be played and operated under the terms and conditions set forth under the game rules you provided on May 5, 2023 and June 5, 2023 and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate any of these games must first submit their internal controls and receive approval from the Commission prior to implementing.

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with these games must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).

- Before TGA allows your games to operate, they will seek concurrence from our agency as well.

- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to these games may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (206) 786-3530. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

DocuSigned by:

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Gary Drumheller
Assistant Director
Enforcement and Operations Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File

- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *If the below game is to be hand dealt, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

RULES OF PLAY:

Caribbean Stud is a five card stud poker game where each player plays against the dealer for the best five card poker hand. The dealer must qualify with an Ace-King or better. This game also features an optional progressive bet.

To begin, each player must make an ante wager by placing the wager in the designated "ante" wagering area in front of the player's position. Each player may also place the optional progressive wager.

The dealer deals 5 cards to each player and to the dealer. Starting with the player in the first position to the left of the dealer, continuing clockwise, and the dealer receives their cards last. The fifth card dealt to the dealer only, which shall be the bottom card of the group, shall be dealt or turned face up and exposed to the table. Remaining cards will be put in the discard rack.

The player now picks up their cards and must decide to either fold (surrender ante) or to bet (bet equals two times ante). If the player:
   a) Folds, the ante wager is lost. In any player order, the dealer collects the ante wager and then the cards from each player who has folded. As the cards are collected, the dealer shall spread the cards, count the cards, and then place the

cards in the discard rack. If a player folds, they are not eligible for a progressive payout; or

b) Plays the hand, the player must make an additional wager, equal to exactly twice the amount of the ante, by placing the wager in the "bet" area, behind the ante, in front of the player's position.

Once all the players have made a decision to fold or stay in the game, the dealer exposes his cards and arranges them to make the best possible poker hand. The dealer must have an Ace and a King or better to qualify.

a) If the dealer does not have a qualifying hand, the dealer shall announce "no hand" and immediately pay all the Ante wagers at the rate of 1 to 1 (even money) and pushes all the Bet wagers. If the player has a qualifying progressive hand, the cards shall be left on the table face up and a games supervisor shall verify the hands. Please see below for further instructions on the progressive wager payouts.

b) If the dealer does have a qualifying hand, the dealer shall compare his hand to the hand of each player that has made both the "ante" and "bet" wagers. The higher poker hand between each player and the dealer wins.
   - Tied hands result in a push and no action;
   - The antes of winning hands are paid at the rate of 1 to 1 (even money);
   - The bets of winning player's hands are paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Hand	Pays*
Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	3 to 1
Two pair	2 to 1
One pair or less	1 to 1 (even money)

This game will use the approved LNW Gaming, Inc. owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive displays can be either CHAM2+ vl.66P$ or ViPS vl.2.0 or higher

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

RULES OF PLAY:

1. Caribbean Stud Poker offers an optional progressive wager

2. The bet considers the best hand possible among all the player's cards.

3. Sample paytables are listed separately

4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

6. Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.

7. The dealer then follows house procedures for dealing the regular game.

8. The dealer reconciles the standard wager, any bonus wagers, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

9. Progressive winners:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands are paid from the tray; they do not come off the meter.
    c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
    d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will tum it off.)
    e. The dealer shall then contact a supervisor.
    f. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to "JPH" and then press "J-pot" button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
    g. Returning the supervisor key to the "Run" position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
    h. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
    1. Once the "J-pot" button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

Caribbean Stud Progressive Paytables
Paytable Summary
Paytable for use as a standalone progressive table game or when connecting same table games

Paytable Designator	CSTUD- 01 PCSA1 ($1 wager)	CSTUD- 02 PCSA2 ($1 wager)	CSTUD - 03 PCSA3 ($1 wager)	CSTUD-04 PCSA4 ($1 wager}
	Progressive Paytable	Progressive Paytable	Progressive Paytable	Progressive Paytable
OUTCOME				
Royal Flush	100% (from meter)	100% (from meter)	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	$5,000 (from meter)	$5,000 (from meter)	10% (from meter)
Four of a Kind	$500 (from meter)	$500 (from meter)	$250 (from meter)	$250 (from meter)
Full House	$100 (from meter)	$100 (from meter)	$100 (from meter)	$100 (from meter)
Flush	$50 (from meter)	$50 (from meter)	$50 (from meter)	$50 (from meter)
House Edge	28%	28%	28%	28%
Seed	$10,000	$10,000	$10,000	$10,000
Hit Frequency	0.37%	0.37%	0.37%	0.37%

Paytable Designator	CSTUD-05 PCSAS ($1 wager)	CSTUD-06 PCSA6 ($1 wager)	CSTUD-07 PCSA7 ($1 wager)	CSTUD-08 PCSB1 ($1 wager)
	Progressive Paytable	Progressive Paytable	Progressive Paytable	Progressive Paytable
OUTCOME				
Royal Flush	100% (from meter)	100% (from meter)	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	10% (from meter)	$5,000 (from meter)	$5,000 (from meter)
Four of a Kind	$100 (from meter)	1% (from meter)	$250 (from meter)	$500 (from meter)
Full House	$50 (from meter)	$50 (from meter)	$100 (from meter)	$100 (from meter)
Flush	$25 (from meter)	$25 (from meter)	$50 (from meter)	$50 (from meter)
Straight			$25 (not from meter)	$10 (not from meter)
Three of a Kind				$3 (not from meter)
Two Pair				$2 (not from meter)
House Edge	28%	28%	28%	11%
Seed	$10,000	$10,000	$10,000	$10,000
Hit Frequency	0.37%	0.37%	0.37%	0.77%

Caribbean Stud Progressive Paytables
Paytable Summary

Paytable Designator	CSTUD · 09 PCSC1 ($1 wager)	CSTUD-10 PCSB2 ($2.50 wager)	CSTUD -11 PCSC2 ($2.50 wager)	CSTUD -12 PCSB5 ($5 wager)
OUTCOME	Progressfve Paytable	Progressive Paytable	Progressive Paytable	Progressive Paytable
Royal Flush	100% (from meter)	100% (from meter)	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	$12,500 (from meter)	10% (from meter)	$25,000 (from meter)
Four of a Kind	$500 (from meter)	$1,250 (from meter)	$1,250 (from meter)	$2,500 (from meter)
Full House	$100 (from meter)	$250 (from meter)	$250 (from meter)	$500 (from meter)
Flush	$50 (from meter)	$125 (from meter)	$125 (from meter)	$250 (from meter)
Straight	$10 (not from meter)	$25 (not from meter)	$25 (not from meter)	$50 (not from meter)
Three of a Kind	$3 (not from meter)	$7.50 (not from meter)	$7.50 (not from meter)	$15 (not from meter)
Two Pair	$2 (not from meter)	$5 (not from meter)	$5 (not from meter)	$10 (not from meter)
House Edge	11%	11%	11%	11%
Seed	$10,000	$15,000	$15,000	$50,000
Hit Frequency	0.77%	0.77%	0.77%	0.77%

Paytable Designator	CSTUD -13 PCSC5 ($5 wager)	CSTUD -14 ($1 wager)
OUTCOME	Progressive Paytable	Progressive Paytable
Royal Flush	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	10% (from meter)
Four of a Kind	$2,500 (from meter)	$200 (not from meter)
Full House	$500 (from meter)	$50 (not from meter)
Flush	$250 (from meter)	$40 (not from meter)
Straight	$50 (not from meter)	$30 (not from meter)
Three of a Kind	$15 (not from meter)	$9 (not from meter)
Two Pair	$10 (not from meter)	
House Edge	11%	23%
Seed	$50,000	$10,000
Hit Frequency	0.77%	2.87%

Caribbean Stud Progressive Paytables
Paytable Summary

Paytable Designator	C5TUD-15		C5TUD-16	
	Multi Game ($1 wager)		Multi Game ₁$5 wager)	
OUTCOME	Progressive Paytable	Envy	Progressive Paytable	Envy
Royal Flush	100% (from meter)	$1,000	100% (from meter)	$5,000
Straight Flush	10% (from meter)	$300	10% (from meter)	$1,500
Four of a Kind	$300 (not from meter		$300 (not from meter	
Full House	$50 (not from meter)		$50 (not from meter)	
Flush	$40 (not from meter)		$40 (not from meter)	
Straight	$30 (not from meter)		$30 (not from meter)	
Three of a Kind	$9 (not from meter)		$9 (not from meter)	
Two Pair				
House Edge	21%		21%	
Seed	$10,000		$10,000	
Hit Frequency	2.87%		2.87%	

- *These game rules and paytable are for use with the approved LNW Gaming, Inc. owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher,GM Atlas v5.4.0/ Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, GM Atlas v5.4.0/Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc. or the operator.*

- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by LNW Gaming, Inc. or the operator so long as it does not introduce any additional functionality.*

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

NEXUS COMMAND/GM ATLAS

RULES OF PLAY:

1. Caribbean Stud Poker offers an optional progressive wager.

2. The bet considers the best hand possible among all the player's cards.

3. Sample paytables are listed separately.

4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wager and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.

7. The dealer then follows house procedures for dealing the regular game.

8. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

9. Progressive winners:
   a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
   b. Other hands are paid from the tray; they do not come off the meter.
   c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
   d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
   e. The dealer shall then contact a supervisor.
   f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
   g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
   h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

Caribbean Stud Progressive Paytables with Game Manager
Paytable Summary
Paytable for use as a standalone progressive table game or when connecting same table games

Paytable Designator	CSTUD - 01 PCSA1 ($1 wager)	CSTUD- 02 PCSA2 ($1 wager)	CSTUD- 03 PCSA3 ($1 wager)	CSTUD-04 PCSA4 ($1 wager)
OUTCOME	Progressive Paytable	Progressive Paytable	Progressive Paytable	Progressfve Paytable
Royal Flush	100% (from meter)	100% (from meter)	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	$5,000 (from meter)	$5,000 (from meter)	10% (from meter)
Four of a Kind	$500 (from meter)	$500 (from meter)	$250 (from meter)	$250 (from meter)
Full House	$100 (from meter)	$100 (from meter)	$100 (from meter)	$100 (from meter)
Flush	$50 (from meter)	$50 (from meter)	$50 (from meter)	$50 (from meter)
House Edge	28%	28%	28%	28%
Seed	$10,000	$10,000	$10,000	$10,000
Hit Frequency	0.37%	0.37%	0.37%	0.37%

Paytable Designator	CSTUD-05 PCSA5 ($1 wager)	CSTUD- 06 PCSA6 ($1 wager)	cSTI.iD- 07 PCSA7 ($1 wager)	CSTI.ID-08 PCSB1 ($1 wager)
OUTCOME	Progressive Pavtable	Progressive Pavtable	Progressive Pavtable	Progressive Pavtable
Royal Flush	100% (from meter)	100% (from meter)	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	10% (from meter)	$5,000 (from meter)	$5,000 (from meter)
Four of a Kind	$100 (from meter)	1% (from meter)	$250 (from meter)	$500 (from meter)
Full House	$50 (from meter)	$50 (from meter)	$100 (from meter)	$100 (from meter)
Flush	$25 (from meter)	$25 (from meter)	$50 (from meter)	$50 (from meter)
Straight			$25 (not from meter)	$10 (not from meter)
Three of a Kind				$3 (not from meter)
Two Pair				$2 (not from meter)
House Edge	28%	28%	28%	11%
Seed	$10,000	$10,000	$10,000	$10,000
Hit Frequency	0.37%	0.37%	0.37%	0.77%

Caribbean Stud Progressive Paytables with Game Manager
Paytable Summary

Paytable Designator	CSTUD-09 PCSC1 ($1 wager)	CSTUD -10 PCSB2 ($2.50 wager)	CSTUD-11 PCSC2 ($2.50 wager)	CSTUD -12 PCSB5 ($5 wager)
OUTCOME	Progressive Paytable	Progressive Paytable	Progressive Paytable	Progressive Paytable
Royal Flush	100% (from meter)	100% (from meter)	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	$12,500 (from meter)	10% (from meter)	$25,000 (from meter)
Four of a Kind	$500 (from meter)	$1,250 (from meter)	$1,250 (from meter)	$2,500 (from meter)
Full House	$100 (from meter)	$250 (from meter)	$250 (from meter)	$500 (from meter)
Flush	$50 (from meter)	$125 (from meter)	$125 (from meter)	$250 (from meter)
Straight	$10 (not from meter)	$25 (not from meter)	$25 (not from meter)	$50 (not from meter)
Three of a Kind	$3 (not from meter)	$7.50 (not from meter)	$7.50 (not from meter)	$15 (not from meter)
Two Pair	$2 (not from meter)	$5 (not from meter)	$5 (not from meter)	$10 (not from meter)
House Edge	11%	11%	11%	11%
Seed	$10,000	$15,000	$15,000	$50,000
Hit Frequency	0.77%	0.77%	0.77%	0.77%

Paytable Designator	CSTUD -13 PCSC5 ($5 wager)	CSTUD -14 ($1 wager)
OUTCOME	Progressive Paytable	Progressive Paytable
Royal Flush	100% (from meter)	100% (from meter)
Straight Flush	10% (from meter)	10% (from meter)
Four of a Kind	$2,500 (from meter)	$200 (not from meter)
Full House	$500 (from meter)	$50 (not from meter)
Flush	$250 (from meter)	$40 (not from meter)
Straight	$50 (not from meter)	$30 (not from meter)
Three of a Kind	$15 (not from meter)	$9 (not from meter)
Two Pair	$10 (not from meter)	
House Edge	11%	23%
Seed	$50,000	$10,000
Hit Frequency	0.77%	2.87%

Caribbean Stud Progressive Paytables with Game Manager
Paytable Summary

Paytable Designator	CSTUD -15		CSTUD -16	
	Multi Game ($1 wager)		Multi Game $5 wagerl	
OUTCOME	Progressive Pavtable	Envy	Progressive Paytable	Envv
Royal Flush	100% (from meter)	$1,000	100% (from meter)	$5,000
Straight Flush	10% (from meter)	$300	10% (from meter)	$1,500
Four of a Kind	$300 (not from meter		$300 (not from meter	
Full House	$50 (not from meter)		$50 (not from meter)	
Flush	$40 (not from meter)		$40 (not from meter)	
Straight	$30 (not from meter)		$30 (not from meter)	
Three of a Kind	$9 (not from meter)		$9 (not from meter)	
Two Pair				
House Edge	21%		21%	
Seed	$10,000		$10,000	
Hit Frequency	2.87%		2.87%	

- *These game rules and paytable are for use with the approved LNW Gaming, Inc. owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager vl.3.0 or higher, GM Atlas v5.4.0/ Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, GM Atlas v5.4.0/Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc. or the operator.*

- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by LNW Gaming, Inc. or the operator so long as it does not introduce any additional functionality.*

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

NEXUS COMMAND MULTI GAME LINK/GM ATLAS

RULES OF PLAY:

1. Caribbean Stud Poker offers an optional progressive wager.

2. The bet considers the best hand possible among all the player's cards.

3. Sample paytables are listed separately.

4. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685.

5. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

6. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

7. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.

8. The dealer then follows house procedures for dealing the regular game.

9. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

10. Progressive winners:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands can be paid from the meter and/or the tray depending on paytable.
    c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
    d. When a player has a progressive winner, the dealer, using the dealer display will press the appropriate hand button that corresponds to the player with the winning progressive hand. (If the hand button is pressed by accident, pressing it again will tum it off.)
    e. The dealer shall then contact a supervisor.
    f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
    g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
    h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

11. Envy Bonus:
   a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive wager win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**
   b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
   c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Caribbean Stud Poker

Nexus Command Multi-Game
Link/GM ATLAS Progressive
Paytables

Multi-Game Progressive Paytable - For use when connecting multiple 5-card poker games

Paytable 01		
Hand	**Pays***	**Envy****
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

Paytable ML01		
Hand	**Pays***	**Envy****
Royal Flush	100% Mega	$1,000
Straight Flush	100% Major	$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

Paytable ML03		
Hand	**Pays***	**Envy****
Royal Flush	100% Mega	$1,000
Straight Flush	100% Major	$300
Four of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

LIGHT & WONDER™

PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
    - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
        - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter "running dry" increases.
    - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.

- Reserve contribution
    - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
    - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.

- Seed amount
    - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table's math.
    - If any changes are made, we recommend the seed amount to be at least as large as the largest "fixed" award on the pay table.
    - We do not recommend configuring a $0 seed amount.

Training Manual

Overview of the Rules

Caribbean Stud Bonus is an optional bonus wager for Caribbean Stud Poker. It considers the five card player hand. If that hand contains a pair of tens or better, the player wins. Hands are ranked as follows:

ROYAL FLUSH
STRAIGHT FLUSH
FOUR OF A KIND
FULL HOUSE
FLUSH
STRAIGHT
THREE OF A KIND
TWO PAIR
PAIR OF IO'S OR BETTER

If the player has any other hand, the Caribbean Stud Bonus wager bet loses.

Dealing Procedures

Casinos should follow standard dealing procedures for Caribbean Stud. The Caribbean Stud Bonus bet is handled in this manner.

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Caribbean Stud.

2. Caribbean Stud Bonus considers the five cards the player receives.

3. The Player plays the Caribbean Stud game as usual. The Caribbean Stud Bonus bet is resolved after the call and ante wagers and before the progressive bet is resolved.

4. Caribbean Stud Bonus is resolved when all cards are revealed.

5. The dealer then resumes game play of Caribbean Stud.

BONUS PAYTABLES

Hand	CPSB-01	CPSB-02	CPSB-03
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to **1**	200 to 1	200 to **1**
Four of a kind	100 to **1**	100 to 1	100 to **1**
Full house	50 to 1	50 to 1	50 to **1**
Flush	40 to **1**	40 to 1	40 to **1**
Straight	25 to **1**	25 to 1	20 to **1**
Three of a kind	7 to 1	6 to 1	6 to **1**
Two pair	3 to 1	3 to 1	3 to **1**
1Os or better	1 to **1**	1 to 1	1 to **1**
House edge:	3.1%	5.2%	7.2%
Hit :frequency:	23.9%	23.9%	23.9%

CARIBBEAN STUD BONUS

CALL WAGER VOID UNLESS DEALER HAS ACE/KING OR BETTER

BONUS
ANTE
RAISE

SHFL

Cover All Bonus for Caribbean Stud Poker

- If the below game is to be hand dealt with or without a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures.
- Additional LNW Gaming, Inc. equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher, i-Deal Plus NXP v1.0.114 or higher.

Rules and Procedures

1. If players make the Cover All bonus, they must do so before the start of the round.
2. The wager wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
3. Payouts are dynamic: They change depending on the number of players in the round.
4. Casinos must set the i-Deal Plus shuffler to the "Caribbean Stud Poker Cover All" mode.
5. After the dealer removes his hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
6. Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.
7. The dealer resolves the Caribbean Stud Poker game according to house procedures, with a few changes:
    a. When the dealer comes across a hand that's a straight or higher (even if it's his), he will leave the cards exposed on the table.
8. If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.
9. Once the dealer has finished reconciling all player bets, he will go back and reconcile the Cover All wagers

Cover All Bonus Paytables
for use with Caribbean Stud Poker

Highest Hand Rank	8 Total Hands	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hand
Royal Flush	100	125	150	200	250	300	500
Straight Flush	40	70	80	90	100	125	200
Four of a Kind	7	15	17	20	30	40	60
Full House	6	9	12	15	20	30	40
Flush	5	7	9	10	15	20	35
Straight	4	5	7	8	10	17	25
Three of a Kind	3	3	3	4	5	6	9

**All Pays
are TO 1**