



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 15, 2020

William E. Stevens III
AGS
5475 S, Decatur Blvd.
Suite 100
Las Vegas, NV 89118

Dear Mr. Stevens,

Due to COVID-19 and at the manufacturer's request, games listed below can be dealt face-up until further notice:

- Cali Low Ball
- Chase the Flush
- Criss Cross Poker
- Jackpot Hold'em

No other modifications to the dealing procedures, game rules, or payouts are authorized.

Prior to implementing face-up dealing, licensees should

- Consider how play in this manner could affect the odds, play on the game, and be conducted in compliance with any state or county imposed COVID-19 public health requirements and
- Submit their internal controls and receive approval from the Commission.

If you have any questions on commercial implementation, please contact Brian Lane at (509) 387-7095. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Sincerely,

Tina Griffin
Assistant Director



STATE OF WASHINGTON
GAMBLING COMMISSION

PO Box 42400 Olympia WA 98504-2400 (360) 486-3440 TDD (360) 486-3637 FAX (360) 486-3626

January 6, 2020

William Stevens
AGS, LLC.
5475 S. Decatur Blvd.
Las Vegas, NV 89118

RE: Chase the Flush with STAX Progressive – Submission #2201

Dear Mr. Stevens,

We have reviewed the changes made to your Chase the Flush game. Based on our review of the documentation we received from AGS, LLC, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the “Chase the Flush” – rules of play you provided and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game 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 the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Before TGA allows your game 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.



Mr. Stevens
January 6, 2020
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Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Brian Lane at (509) 886-6231. 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,



Tina Griffin
Assistant Director
Licensing, Regulation, and Enforcement Division

Enclosure

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



CHASE THE FLUSH w/STAX PROGRESSIVE

RECOMMENDED RULES OF PLAY

Introduction:

Chase the Flush features head-to-head play against the dealer and an optional Same Suit Bonus wager. Players may also wager on the STAX Progressive jackpot wager. Ranking of hands are based upon the number of cards of the same suit (a flush) in the player or dealer's hand. Players and the dealer each receive three cards. They combine them with four community cards to make the longest flush possible.

If players bet pre-Flop, they may wager 3x their Ante or check. If the player bets after the Flop, they may bet 2x their Ante or check. If the player waits until the turn/river when all of the community cards are exposed, they may only bet 1x their Ante or fold.

- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *Electronic shuffler or dealing shoe may be used with this game. If the game is to be hand dealt using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC230-15-465. 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.*
- *Chase The Flush uses the AGS STAX Table Game Progressive System v1.0.1 or higher hardware and software.*
- *Side wagers between players are prohibited*
- *Progressive jackpot accumulation and prizes must follow WAC 230-15-680 and WAC230-15-720 and must be identified in the operator's internal controls.*
- *Upon completion of each hand and possible relevant pays associated with it, the dealer then touches "End Round" on the dealer terminal. This will allow the next round to begin.*
Note: See Stax Jackpot Approval Process for additional payout procedures.

To play:

1. Players must make equal bets on the Ante and the X-tra Bonus. They can also make an optional Same Suit Bonus wager.
2. Working from left to right, the dealer gives each player and himself three starting cards, face-down.
3. Players then make a choice:
 - a. Check (do nothing); or
 - b. Make an All In wager equal to 3x their Ante.

NOTE: Once players bet, they cannot bet again and they cannot change their bet.
4. The dealer then places the first two community cards (the Flop) face up on the layout.
5. Players that have not yet made an All In wager have a choice:
 - a. Check (do nothing); or
 - b. Make an All In wager equal to 2x their Ante.
6. The dealer then places the final two community cards (the Turn and the River) face up on the layout.
7. Players that have not yet made an All In wager have a choice:
 - a. Fold; or
 - b. Make an All In wager equal to 1x their Ante.
8. The dealer then reveals his three hole cards and announces his seven-card flush (using the community cards). *NOTE: The dealer needs a 9 high three-card flush in order to qualify.*
9. Working from right to left, the dealer combines each player's three hole cards with the community cards to make the best seven-card flush and compares the player's hand against the dealer's hand.

Winning and Losing:

1. When the dealer qualifies with a 9-high three card flush or higher:
 - a. If the dealer and the player both have the same number of cards in their flush, the winning hand is determined by the highest ranking card Ace (high) – 2 (low) of the flush in each hand. Straight flushes have no significance in the card ranking, they only have value in the Same Suit Bonus wager.
 - b. If the player's flush beats the dealers, the All In and Ante wagers win even money.
 - c. If the player's hand loses to the dealer, the All In, Ante and X-tra Bonus wagers lose.
 - d. When the hands tie, the All In, Ante and X-tra Bonus wagers push.
2. When the dealer doesn't qualify:
 - a. The dealer, working from right to left, refunds each player's Ante wager. He does this prior to looking at any of the player's hands.
 - b. If the dealer and the player both have the same number of cards in their flush, the winning hand is determined by the highest ranking card Ace (high) – 2 (low) of the flush in each hand. Straight flushes have no significance in the card ranking, they only have value in the Same Suit Bonus or Stax Progressive wager.
 - c. If the player's flush beats the dealers, the All In wager wins even money.
 - d. If the player's hand loses to the dealer, the All In and X-tra Bonus wagers lose.
 - e. When the hands tie, the All In and X-tra Bonus wagers push.

3. The X-tra Bonus wager wins when the player beats the dealer with four or more cards of the same suit. See payable for odds. If the player wins against the dealer with less than a four-card flush then the X-tra Bonus wager pushes.
4. The Same Suit Bonus wager wins if the player has a four-card flush or higher. Player does not have to win the hand to win the Same Suit Bonus. See payable for odds.
5. The STAX PROGRESSIVE BONUS wager wins if the player has a Three-Card Straight Flush or Higher. Player does not have to beat the dealer to win the STAX PROGRESSIVE BONUS wager. See posted payable.

Optional Wager(s):

This game also features an optional wager called Same Suit Bonus. Players win the Same Suit Bonus wager if they have a four-card flush or higher. Same Suit Bonus pays are based on the player's hand only and is still in play even if the player folds their base game hand. See payable for odds payout.

The optional STAX Progressive Bonus Wager wins if the player has a Three-Card Straight Flush or Higher. Player does not have to beat the dealer to win the STAX PROGRESSIVE BONUS wager. See STAX Progressive payable for payouts.

Same Suite Bonus Paytable		
Outcome	Pay Option A	Pay Option B
6-7 Card Straight Flush	2000 to 1	500 to 1
5 Card Straight Flush	100 to 1	500 to 1
4 Card Straight Flush	20 to 1	20 to 1
7 Card Flush	300 to 1	400 to 1
6 Card Flush	50 to 1	50 to 1
5 Card Flush	10 to 1	5 to 1
4 Card Flush	1 to 1	1 to 1

X-Tra Bonus Wager Paytables		
Outcome	Paytable A	Paytable B
7 Card Flush	250 to 1	400 to 1
6 Card Flush	20 to 1	70 to 1
5 Card Flush	5 to 1	7 to 1
4 Card Flush	1 to 1	Push
Other	Push	Push

STAX Progressive Paytable 1 - 4 Level Progressive			
Outcome		Reseed	Contribution
7-Card Straight Flush	100% Star Progressive	\$10,000	2.00%
6-Card Straight Flush	100% Spade Progressive	\$2,500	5.00%
Ace-King-Queen-Jack-Ten Suited	100% Heart Progressive	\$1,000	5.00%
5-Card Straight Flush	100% Diamond Progressive	\$500	5.00%
Ace-King-Queen-Jack Suited	\$250		
4-Card Straight Flush	\$150		
Ace-King-Queen Suited	\$100		
3-Card Straight Flush	\$25		

HE is 21.91% *All Static pays are made from the chip tray.



SAME SUIT



SAME SUIT PAYS

— Straight Flush —

5-7 Card 500 to 1

4 Card 20 to 1

— Flush —

7 Card 400 to 1

6 Card 50 to 1

5 Card 5 to 1

4 Card 1 to 1

*Highest hand paid only

ANTE



X-TRA BONUS



ALL IN



X-TRA BONUS PAYS

7 Card Flush ... 400 to 1

6 Card Flush 70 to 1

5 Card Flush 7 to 1

*Must beat dealer to win Ante,
All In, and X-tra Bonus bets

ALL IN BET

Before Flop..... 3x or Check

After Flop..... 2x or Check

After Turn/River.... 1x or Fold



ANTE PUSHES IF DEALER HAS LESS THAN A 3-CARD NINE HIGH FLUSH

Hand Rankings

Rank	Name	Points
1	Royal Flush	1000
2	Straight Flush	900
3	Four of a Kind	800
4	Full House	700
5	Flush	600
6	Straight	500
7	Three of a Kind	400
8	Two Pair	300
9	One Pair	200
10	High Card	100

Hand Rankings

- Royal Flush: 1000 points
- Straight Flush: 900 points
- Four of a Kind: 800 points
- Full House: 700 points
- Flush: 600 points
- Straight: 500 points
- Three of a Kind: 400 points
- Two Pair: 300 points
- One Pair: 200 points
- High Card: 100 points

ROULETTE

BLACKJACK

CRAPS

PACED BETS

Roulette Odds

Bet Type	Winning Odds	House Edge
Red/Black	1:1	2.7%
Even/Odd	1:1	2.7%
High/Low	1:1	2.7%
Single Number	35:1	2.7%
Double Number	17:1	2.7%
Triple Number	11:1	2.7%
Four Number	8:1	2.7%
Five Number	6:1	2.7%
Six Number	5:1	2.7%

Roulette Betting Rules

Before the game starts, the croupier will announce the starting bet. You can place bets on the numbers 1-36, 0, and 00. The game ends when the ball lands on a number. The winning number is the one that the ball lands on. The croupier will announce the winning number and the winning bets. The winning bets will be paid out according to the odds. The losing bets will be lost.

[illegible]

DOUBLE SUIT

5-7 Card - \$5 to \$1
 4 Card - \$5 to \$1
 3 Card - \$5 to \$1
 2 Card - \$5 to \$1
 1 Card - \$5 to \$1
 0 Card - \$5 to \$1
 *Minimum hand paid only

WHEEL

5-7 Card - \$5 to \$1
 4 Card - \$5 to \$1
 3 Card - \$5 to \$1
 2 Card - \$5 to \$1
 1 Card - \$5 to \$1
 0 Card - \$5 to \$1
 *Minimum hand paid only

WHEEL BONUS

5-7 Card - \$5 to \$1
 4 Card - \$5 to \$1
 3 Card - \$5 to \$1
 2 Card - \$5 to \$1
 1 Card - \$5 to \$1
 0 Card - \$5 to \$1
 *Minimum hand paid only

ALL IN

5-7 Card - \$5 to \$1
 4 Card - \$5 to \$1
 3 Card - \$5 to \$1
 2 Card - \$5 to \$1
 1 Card - \$5 to \$1
 0 Card - \$5 to \$1
 *Minimum hand paid only

ALL IN BAZ

5-7 Card - \$5 to \$1
 4 Card - \$5 to \$1
 3 Card - \$5 to \$1
 2 Card - \$5 to \$1
 1 Card - \$5 to \$1
 0 Card - \$5 to \$1
 *Minimum hand paid only

[illegible]

A close-up photograph of a green roulette table. The table features several betting areas with white text and numbers. A large red chip is visible in the top left corner. In the center, there are four circular buttons labeled 'RED', 'BLACK', 'EVEN', and 'ODD'. To the right of these buttons is a '+' sign. Below the buttons is a '0' button. Further right is a '00' button. The table also has various betting lines and numbers, including '1 to 18', '19 to 36', '1 to 12', '13 to 24', '25 to 36', and '1 to 36'. There are also some smaller betting areas with numbers like '2 to 1', '3 to 1', and '4 to 1'. The table is surrounded by a dark green felt border.

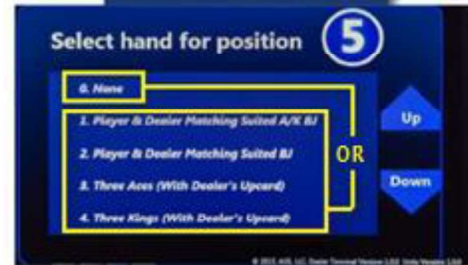
STAX

JACKPOT APPROVAL PROCESS

1 During normal play, a hand which achieves a payout on the payable is identified, and the dealer touches the seat of the player on the Dealer Terminal.



2 (Note: hands shown on images are just examples) After touching the seat number, the hand achieved is selected, OR "None" is selected to undo the erroneous process if a hand was not achieved.



Touching "None" would be the first chance for undoing/erasing an incorrect entry.

3 If the hand is selected, it will then display on the main screen with the "Pending Jackpot" button. The amount is not shown at this point because it is not yet authorized to be paid, but the hand achieved does now display under the player's seat number. Touch "Pending Jackpot" to proceed with the selected hand.



4 A second confirmation screen appears. Touch "Pay Jackpot" to proceed, OR touch "Cancel Jackpot" if the jackpot should not be awarded.



The Cancel Jackpot is your opportunity to undo the jackpot process if it is entered improperly.



STAX

JACKPOT APPROVAL PROCESS

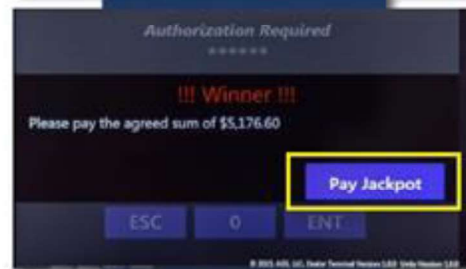
- 5 If "Pay Jackpot" is touched, the hand should be confirmed as valid and at this point, the entry of an Authorization Code is required.

ESC to exit the entry of a code is the third and final opportunity to avoid awarding an improper jackpot award; entering the code verifies it was correctly awarded.



- 6 At this point, the amount of the win is now shown. Up until this point it is not shown because it was not yet validated to be a proper jackpot without the prior steps.

Touch "Pay Jackpot" to award the amount.



- 7 The winning amount is now also shown/communicated to the player(s) at the table on the table sign.

Leave the sign and Dealer Terminal in this state until the player's amount is paid according to your ICs.

Final notes on an incorrectly paid jackpot:

If all three points of exiting the jackpot process are bypassed, and it is still determined later that the meter amount needs to be put back to its previous position, this can be accomplished with the PC that administers the game settings. Please contact AGS Service at 877-358-6300 or TACHelp@PlayAGS.com for additional information.

