

January 20, 2021

Sent via email to bo.zarach@scientificgames.com

SG Gaming Inc. 6601 S Bermuda Road Las Vegas. NV 89119 Attn: Bo Zarach

RE: Cover All Bonus

Dear Ms. Zarach

Thank you for requesting approval to market the game "Cover All Bonus" to Washington State Tribal casinos. Cover All Bonus is an additional, optional wager for the following games.

- Caribbean Stud
- Crazy 4 Poker
- DJ Wild Stud Poker
- Four Card Poker
- Let It Ride
- Mississippi Stud
- Three Card Poker
- Ultimate Texas Hold'em

Based on our review of the documentation we received from SG Gaming Inc., the Washington State Gambling Commission will approve the game under the conditions listed below:

Tribal Casinos

- The game shall be played and operated under the terms and conditions set forth under the "Cover All Bonus Rules of Play" you provided.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- No modifications may be made to allow the game to be played online or via the internet in Washington State.

P.O. Box 42400, Olympia, WA 98504 | (360) 486-3440¶ 901 N. Monroe St., Suite 240, Spokane, WA 99201 | (509) 325-7900¶ wsgc.wa.gov¶ B. Zarach January 20, 2021 Page 2 of 2

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.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. 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,

Cathy Harvey Agent in Charge Tribal Gaming Unit

 cc: Tina Griffin, Assistant Director Licensing Operations Division Julie Lies, Tribal Liaison Kelly Main, Special Agent Supervisor Tribal Gaming File

Cover All Bonus

EXHIBIT 2

Rules of Play

- Caribbean Stud
 - Crazy 4 Poker
- DJ Wild Stud Poker
 - Four Card Poker
 - Let it Ride
 - Mississippi Stud
- Three Card Poker
- Ultimate Texas Hold'em

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 Bally 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.

- 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 for Crazy 4 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 "Crazy 4 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 Crazy 4 Poker game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's three of a kind 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 for DJ Wild 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 a full house 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 "DJ Wild 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 four of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- 7. The dealer resolves the DJ Wild game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's a full house 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 for Four Card 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 a 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 "Four Card 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 four of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- 7. The dealer resolves the Four Card Poker game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's three of a kind 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 for Let it Ride

- 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 is a 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 "Let it Ride 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 one player has four of a kind and another has a straight flush, the bonus is paid for the straight flush.
- 7. The dealer resolves the Let it Ride game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's three of a kind or higher, 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 for Mississippi Stud

- 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 is a 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 "Mississippi Stud 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 one player has four of a kind and another has a straight flush, the bonus is paid for the straight flush.
- 7. The dealer resolves the Mississippi Stud game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's three of a kind or higher, 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 for Three Card 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 a straight 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 "Three Card 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 Three Card 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 for Ultimate Texas Hold'em

- 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 Scientific Games equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher.

- 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 (including the dealer's) is a full house 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 "Ultimate Texas Hold'em 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 four of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- 7. The dealer resolves the Ultimate Texas Hold'em game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's a full house or higher, 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

EXHIBIT 3

Paytables

Cover All Bonus Paytables

Cover All Bonus 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	
yal 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

Cover All Bonus for use with Crazy 4 Poker								
Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands		
Four Aces	100	125	150	200	250	300		
Royal Flush	50	80	100	125	150	200		
Four of a Kind (Other)	25	50	60	80	100	150		
Straight Flush	20	35	40	60	90	125		
Three of a Kind	4	4	5	6	8	13		

All Pays are TO 1

	Cover All Bonus for use with DJ Wild							
Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands		
Five Wilds	100	150	200	300	400	500		
Royal Flush	40	50	60	80	90	100		
Five of a Kind	35	40	50	70	80	90		
Straight Flush	20	20	25	30	40	70		
Four of a Kind	3	4	5	6	9	15		

All	Pays	are	10

Cover All Bonus for use with Four Card Poker								
7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands			
100	100	125	150	200	250			
50	50	80	90	100	125			
35	30	50	60	80	90			
20	15	30	30	50	70			
3	4	4	5	6	8			
	7 Total Hands 100 50 35	7 Total Hands 6 Total Hands 100 100 50 50 35 30	7 Total Hands 6 Total Hands 5 Total Hands 100 100 125 50 50 80 35 30 50	7 Total Hands 6 Total Hands 5 Total Hands 4 Total Hands 100 100 125 150 50 50 80 90 35 30 50 60	7 Total Hands 6 Total Hands 5 Total Hands 4 Total Hands 3 Total Hands 100 100 125 150 200 50 50 80 90 100 35 30 50 60 80			

All	Pays	are	TO	1
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Cover All Bonus for use with Let It Ride								
Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands	1 Total Hand	
Royal Flush	90	100	150	200	250	300	500	
Straight Flush	40	50	60	70	80	100	200	
Four of a Kind	20	30	35	40	50	80	150	
Full House	10	15	17	20	25	40	100	
Flush	7	10	11	15	20	30	70	
Straight	4	5	6	8	10	15	30	
Three of a Kind	3	3	4	5	7	11	20	

All Pays are TO 1

Cover All Bonus for use with Mississippi Stud Poker								
Highest Hand Rank	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands	1 Total Hand		
Royal Flush	100	125	150	200	250	500		
Straight Flush	50	60	70	80	100	200		
Four of a Kind	30	35	40	50	80	150		
Full House	20	20	25	35	50	100		
Flush	10	11	15	20	30	60		
Straight	6	8	10	12	20	40		
Three of a Kind	3	4	5	7	10	20		

Cover All Bonus for use with Three Card Poker								
Highest Hand Rank	8 Total Hands	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands	
Royal Flush	40	50	60	70	80	90	100	
Straight Flush	12	15	20	25	30	40	60	
Three of a Kind	9	12	15	20	25	35	50	
Straight	1	1	1	1.5	2	3	5	

All	Pays	are	то	1
All	rays	are	10	1

Cover All Bonus for use with Ultimate Texas Hold'em								
Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands		
Royal Flush	70	80	100	125	150	200		
Straight Flush	30	40	40	70	80	100		
Four of a Kind	20	30	35	40	50	70		
Full House	4	4	5	6	8	12		

Cover All Bonus

EXHIBIT 4

Math Analysis

- Caribbean Stud
 - Crazy 4 Poker
- DJ Wild Stud Poker
 - Four Card Poker
 - Let it Ride
 - Mississippi Stud
- Three Card Poker
- Ultimate Texas Hold'em

Analysis of Caribbean Stud Poker Cover All Bonus Sidebet

August 13, 2016

Prepared by Elliot Frome



Analysis of Caribbean Stud Poker Cover All Bonus Sidebet

Game Description:

The Caribbean Stud Poker Cover All Bonus Sidebet is an optional wager for the approved casino game of Caribbean Stud Poker. The Player will be paid if any hand dealt (to ANY Player or the Dealer) is at least a Three of a Kind. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt.

The paytable is as follows:

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

All Pays are TO 1

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

Analysis Methodology:

A simple simulation of 100 million hands was created to play X number of hands of Caribbean Stud Poker per Deal. This was repeated for 2 through 8 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 2 through 8 hands is shown in the tables below:

	Paytable Calcu	lation - 8 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	1,229	0.0012%	101	0.1241%
Straight Flush	10,870	0.0109%	41	0.4457%
Four of a Kind	190,941	0.1909%	8	1.5275%
Full House	1,142,863	1.1429%	7	8.0000%
Flush	1,538,981	1.5390%	6	9.2339%
Straight	3,019,186	3.0192%	5	15.0959%
Three of a Kind	14,771,202	14.7712%	4	59.0848%
Total	20,675,272	20.6753%		93.5120%

	Paytable Calcu	lation - 7 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	1,046	0.0010%	126	0.1318%
Straight Flush	9,733	0.0097%	71	0.6910%
Four of a Kind	169,630	0.1696%	16	2.7141%
Full House	1,001,634	1.0016%	10	10.0163%
Flush	1,353,689	1.3537%	8	10.8295%
Straight	2,655,542	2.6555%	6	15.9333%
Three of a Kind	13,174,224	13.1742%	4	52.6969%
Total	18,365,498	18.3655%		93.0129%

	Paytable Calcu	lation - 6 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	791	0.0008%	151	0.1194%
Straight Flush	8,698	0.0087%	81	0.7045%
Four of a Kind	141,319	0.1413%	18	2.5437%
Full House	861,397	0.8614%	13	11.1982%
Flush	1,161,418	1.1614%	10	11.6142%
Straight	2,290,435	2.2904%	8	18.3235%
Three of a Kind	11,511,628	11.5116%	4	46.0465%
Total	15,975,686	15.9757%		90.5501%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	657	0.0007%	201	0.1321%
Straight Flush	6,843	0.0068%	91	0.6227%
Four of a Kind	120,901	0.1209%	21	2.5389%
Full House	713,886	0.7139%	16	11.4222%
Flush	975,793	0.9758%	11	10.7337%
Straight	1,913,781	1.9138%	9	17.2240%
Three of a Kind	9,772,958	9.7730%	5	48.8648%
Total	13,504,819	13.5048%		91.5384%

	Paytable Calcu	lation - 4 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	642	0.0006%	251	0.1611%
Straight Flush	5,474	0.0055%	101	0.5529%
Four of a Kind	96,119	0.0961%	31	2.9797%
Full House	574,547	0.5745%	21	12.0655%
Flush	779,566	0.7796%	16	12.4731%
Straight	1,545,898	1.5459%	11	17.0049%
Three of a Kind	7,969,767	7.9698%	6	47.8186%
Total	10,972,013	10.9720%		93.0557%

	Paytable Calcu	lation - 3 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	432	0.0004%	301	0.1300%
Straight Flush	4,217	0.0042%	126	0.5313%
Four of a Kind	71,914	0.0719%	41	2.9485%
Full House	429,247	0.4292%	31	13.3067%
Flush	585,434	0.5854%	21	12.2941%
Straight	1,168,522	1.1685%	18	21.0334%
Three of a Kind	6,099,319	6.0993%	7	42.6952%
Total	8,359,085	8.3591%		92.9392%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	291	0.0003%	501	0.1458%
Straight Flush	2,796	0.0028%	201	0.5620%
Four of a Kind	48,350	0.0484%	61	2.9494%
Full House	287,179	0.2872%	41	11.7743%
Flush	390,920	0.3909%	36	14.0731%
Straight	780,286	0.7803%	26	20.2874%
Three of a Kind	4,145,719	4.1457%	10	41.4572%
Total	5,655,541	5.6555%		91.2492%

Number of Hands	Hit Frequency	Payback
8	20.6753%	93.5120%
7	18.3655%	93.0129%
6	15.9757%	90.5501%
5	13.5048%	91.5384%
4	10.9720%	93.0557%
3	8.3591%	92.9392%
2	5.6555%	91.2492%

Analysis of Crazy 4 Poker Cover All Bonus Sidebet

October 14, 2015

Prepared by Elliot Frome



Analysis of Crazy 4 Poker High Hand Bonus Sidebet

Game Description:

The Crazy 4 Poker High Hand Bonus Sidebet is an optional wager for the approved casino game of Crazy 4 Poker. The Player will be paid if any hand dealt (to ANY Player or the Dealer) is at least a Three of a Kind. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt (Players + 1 Dealer Hand).

The paytable is as follows (based on best 4-card Hand from the five dealt cards):

7 Total Hands	6 Total Hands	5 Total Hands
100	125	150
50	80	100
25	50	60
20	35	40
4	4	5
	100 50 25	100 125 50 80 25 50

All Pays are TO 1

Highest Hand Rank	4 Total Hands	3 Total Hands	2 Total Hands
Four Aces	200	250	300
Royal Flush	125	150	200
Four of a Kind (Other)	80	100	150
Straight Flush	60	90	125
Three of a Kind	6	8	13

Analysis Methodology:

A simple simulation of 100 million hands was created to play X number of hands of Crazy 4 Poker per Deal. This was repeated for 2 through 7 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 2 through 7 hands is shown in the tables below:

	Paytable Calculat	ion - 7 Hands		
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	13,054	0.0131%	101	1.3185%
Royal Flush	51,176	0.0512%	51	2.6100%
Four of a Kind (Other)	156,587	0.1566%	26	4.0713%
Straight Flush	503,269	0.5033%	21	10.5686%
Three of a Kind	14,573,951	14.5740%	5	72.8698%
Total	15,298,037	15.2980%		91.4381%

	Paytable Calculat	ion - 6 Hands	-	
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	11,305	0.0113%	126	1.4244%
Royal Flush	44,787	0.0448%	81	3.6277%
Four of a Kind (Other)	130,150	0.1302%	51	6.6377%
Straight Flush	432,015	0.4320%	36	15.5525%
Three of a Kind	12,664,206	12.6642%	5	63.3210%
Total	13,282,463	13.2825%	1	90.5634%

	Paytable Calculat	tion - 5 Hands		
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	9,516	0.0095%	151	1.4369%
Royal Flush	37,049	0.0370%	101	3.7419%
Four of a Kind (Other)	111,325	0.1113%	61	6.7908%
Straight Flush	359,096	0.3591%	41	14.7229%
Three of a Kind	10,681,468	10.6815%	6	64.0888%
Total	11,198,454	11.1985%		90.7814%

Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	7,507	0.0075%	201	1.5089%
Royal Flush	29,201	0.0292%	126	3.6793%
Four of a Kind (Other)	88,470	0.0885%	81	7.1661%
Straight Flush	287,942	0.2879%	61	17.5645%
Three of a Kind	8,669,996	8.6700%	7	60.6900%
Total	9,083,116	9.0831%	1	90.6087%

	Paytable Calculat	tion - 3 Hands		
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	5396	0.0054%	251	1.3544%
Royal Flush	22151	0.0222%	151	3.3448%
Four of a Kind (Other)	66719	0.0667%	101	6.7386%
Straight Flush	215952	0.2160%	91	19.6516%
Three of a Kind	6596216	6.5962%	9	59.3659%
Total	6,906,434	6.9064%		90.4554%
Total	0,500,151	0.2004 /0		90.1331 70
xotar	Paytable Calculat			JU.1351 /0
Hand			Pays	
	Paytable Calculat	tion - 2 Hands	Pays 301	Contribution
Hand Four Aces	Paytable Calculat Occurrences	tion - 2 Hands Frequency		Contribution 1.1555%
Hand Four Aces Royal Flush	Paytable Calculat Occurrences 3839	tion - 2 Hands Frequency 0.0038%	301	Contribution 1.1555% 2.9517%
Hand Four Aces Royal Flush Four of a Kind (Other)	Paytable Calculat Occurrences 3839 14685	tion - 2 Hands Frequency 0.0038% 0.0147%	301 201	Contribution 1.1555% 2.9517% 6.7136%
Hand	Paytable Calculat Occurrences 3839 14685 44461	tion - 2 Hands Frequency 0.0038% 0.0147% 0.0445%	301 201 151	Contribution 1.1555% 2.9517% 6.7136% 18.2201% 62.3528%

Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	3839	0.0038%	301	1.1555%
Royal Flush	14685	0.0147%	201	2.9517%
Four of a Kind (Other)	44461	0.0445%	151	6.7136%
Straight Flush	144604	0.1446%	126	18.2201%
Three of a Kind	4453771	4.4538%	14	62.3528%
Total	4,661,360	4.6614%	1.1.1.1	91.3937%

Summary Hit H	Frequencies and Pa	ybacks
Number of Hands	Hit Frequency	Payback
7	15.2980%	91.4381%
6	13.2825%	90.5634%
5	11.1985%	90.7814%
4	9.0831%	90.6087%
3	6.9064%	90.4554%
2	4.6614%	91.3937%

Analysis of DJ Wild Cover All Bonus Sidebet

October 12, 2015

Prepared by Elliot Frome



Analysis of DJ Wild High Hand Bonus Sidebet

Game Description:

The DJ Wild High Hand Bonus Sidebet is an optional wager for the approved casino game of DJ Wild. The Player will be paid if any hand dealt (to ANY Player or the Dealer) is at least a Four of a Kind. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt (Players + 1 Dealer Hand).

The paytable is as follows:

7 Total Hands	6 Total Hands	5 Total Hands
100	150	200
40	50	60
35	40	50
20	20	25
3	4	5
	100 40 35	100 150 40 50 35 40

All Pays are TO 1

Highest Hand Rank	4 Total Hands	3 Total Hands	2 Total Hands
Five Wilds	300	400	500
Royal Flush	80	90	100
Five of a Kind	70	80	90
Straight Flush	30	40	70
Four of a Kind	6	9	15

Analysis Methodology:

A simple simulation of 10 million hands was created to play X number of hands of Ultimate Texas Hold'em Poker per Deal. This was repeated for 2 through 7 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 2 through 7 hands is shown in the tables below:

	Paytable Calcu	lation - 7 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Five Wilds	278	0.0003%	101	0.0281%
Royal Flush	245,648	0.2456%	41	10.0716%
Five of a Kind	340,549	0.3405%	36	12.2598%
Straight Flush	885,339	0.8853%	21	18.5921%
Four of a Kind	12,192,925	12.1929%	4	48.7717%
Total	13,664,739	13.6647%		89.7232%

	Paytable Calcu	lation - 6 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Five Wilds	184	0.0002%	151	0.0278%
Royal Flush	207,931	0.2079%	51	10.6045%
Five of a Kind	291,271	0.2913%	41	11.9421%
Straight Flush	763,182	0.7632%	21	16.0268%
Four of a Kind	10,522,018	10.5220%	5	52.6101%
Total	11,784,586	11.7846%		91.2113%

	Paytable Calcu	lation - 5 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Five Wilds	175	0.0002%	201	0.0352%
Royal Flush	175,041	0.1750%	61	10.6775%
Five of a Kind	245,007	0.2450%	51	12.4954%
Straight Flush	633,493	0.6335%	26	16.4708%
Four of a Kind	8,817,491	8.8175%	6	52.9049%
Total	9,871,207	9.8712%		92.5838%

Hand	Occurrences	Frequency	Pays	Contribution
Five Wilds	152	0.0002%	301	0.0458%
Royal Flush	140,083	0.1401%	81	11.3467%
Five of a Kind	194,594	0.1946%	71	13.8162%
Straight Flush	511,461	0.5115%	31	15.8553%
Four of a Kind	7,101,928	7.1019%	7	49.7135%
Total	7,948,218	7.9482%		90.7774%

Hand	Occurrences	Frequency	Pays	Contribution
Five Wilds	155	0.0002%	401	0.0622%
Royal Flush	106,613	0.1066%	91	9.7018%
Five of a Kind	145,596	0.1456%	81	11.7933%
Straight Flush	380,451	0.3805%	41	15.5985%
Four of a Kind	5,345,844	5.3458%	10	53.4584%
Total	5,978,659	5.9787%		90.6142%

Hand	Occurrences	Frequency	Pays	Contribution
Five Wilds	62	0.0001%	501	0.0311%
Royal Flush	70,904	0.0709%	101	7.1613%
Five of a Kind	96,871	0.0969%	91	8.8153%
Straight Flush	252,590	0.2526%	71	17.9339%
Four of a Kind	3,580,021	3.5800%	16	57.2803%
Total	4,000,448	4.0004%		91.2219%

Summary Hit F	Frequencies and Pa	ybacks
Number of Hands	Hit Frequency	Payback
7	13.6647%	89.7232%
6	11.7846%	91.2113%
5	9.8712%	92.5838%
4	7.9482%	90.7774%
3	5.9787%	90.6142%
2	4.0004%	91.2219%

Analysis of Four Card Poker Cover All Bonus Sidebet

December 13, 2016

Prepared by Elliot Frome



Analysis of Four Card Poker Cover All Bonus Sidebet

Game Description:

The Four Card Poker Cove All Bonus Sidebet is an optional wager for the approved casino game of Crazy 4 Poker. The Player will be paid if any hand dealt (to ANY Player or the Dealer) is at least a Three of a Kind. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt (Players + 1 Dealer Hand).

The paytable is as follows (based on best 4-card Hand from the five/six dealt cards):

7 Total Hands	6 Total Hands	5 Total Hands
100	100	125
50	50	80
35	30	50
20	15	30
3	4	4
	100 50 35	50 50 35 30

All Pays are TO 1

Highest Hand Rank	4 Total Hands	3 Total Hands	2 Total Hands
Four Aces	150	200	250
Royal Flush	90	100	125
Four of a Kind (Other)	60	80	90
Straight Flush	30	50	70
Three of a Kind	5	6	8

Analysis Methodology:

A simple simulation of 100 million hands was created to play X number of hands of Crazy 4 Poker per Deal. This was repeated for 2 through 7 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 2 through 7 hands is shown in the tables below:

	Paytable Calculat	ion - 7 Hands		
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	16,787	0.0168%	101	1.6955%
Royal Flush	66,555	0.0666%	51	3.3943%
Four of a Kind (Other)	199,162	0.1992%	36	7.1698%
Straight Flush	644,723	0.6447%	21	13.5392%
Three of a Kind	16,397,730	16.3977%	4	65.5910%
Total	15,338,564	17.3250%		91.3898%

· · · · · · · · · · · · · · · · · · ·	Paytable Calculat	ion - 6 Hands	1	
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	15,228	0.0152%	101	1.5380%
Royal Flush	59,880	0.0599%	51	3.0539%
Four of a Kind (Other)	176,337	0.1763%	31	5.4665%
Straight Flush	570,655	0.5707%	16	9.1305%
Three of a Kind	14,516,464	14.5165%	5	72.5824%
Total	15,338,564	15.3386%		91.7712%

	Paytable Calculat	tion - 5 Hands		1
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	12,591	0.0126%	126	1.5865%
Royal Flush	51,663	0.0517%	81	4.1847%
Four of a Kind (Other)	154,434	0.1544%	51	7.8761%
Straight Flush	498,099	0.4981%	31	15.4411%
Three of a Kind	12,611,998	12.6120%	5	63.0601%
Total	13,328,785	13.3288%		92.1485%

Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	11,357	0.0114%	151	1.7149%
Royal Flush	43,971	0.0440%	91	4.0014%
Four of a Kind (Other)	133,494	0.1335%	61	8.1431%
Straight Flush	427,836	0.4278%	31	13.2629%
Three of a Kind	10,646,299	10.6463%	6	63.8779%
Total	11,262,957	11.2630%		91.0002%

Total	11,202,957	11.2030 70		91.0002%
	Paytable Calculat	ion - 3 Hands		
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	8,880	0.0089%	201	1.7849%
Royal Flush	36,773	0.0368%	101	3.7141%
Four of a Kind (Other)	109,845	0.1098%	81	8.8975%
Straight Flush	354,086	0.3541%	51	18.0584%
Three of a Kind	8,634,307	8.6343%	7	60.4402%
Total	9,143,891	9.1439%		92.8950%

	Paytable Calculat	tion - 2 Hands		
Hand	Occurrences	Frequency	Pays	Contribution
Four Aces	7,409	0.0074%	251	1.8597%
Royal Flush	30,021	0.0300%	126	3.7826%
Four of a Kind (Other)	88,017	0.0880%	91	8.0096%
Straight Flush	285,862	0.2859%	71	20.2962%
Three of a Kind	6,542,026	6.5420%	9	58.8783%
Total	6,953,335	6.9533%		92.8264%

Number of Hands	Hit Frequency	Payback	
7	17.3250%	91.3898%	
6	15.3386%	91.7712%	
5	13.3288%	92.1485%	
4	11.2630%	93.1394%	
3	9.1439%	92.8950%	
2	6.9533%	92.8264%	

Analysis of Let It Ride Cover All Bonus Sidebet

September 16, 2015

Prepared by Elliot Frome



Analysis of Let It Ride Cover All Bonus Sidebet

Game Description:

The Let It Ride Cover All Bonus Sidebet is an optional wager for the approved casino game of Let It Ride. The Player will be paid if any hand dealt (to ANY Player) is at least a Three of a Kind. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt.

The paytable is as follows:

7 Total Hands	6 Total Hands	5 Total Hands
90	100	150
40	50	60
20	30	35
10	15	17
7	10	11
4	5	6
3	3	4
	90 40 20	90 100 40 50 20 30 10 15

All Pays are TO 1

Highest Hand Rank	4 Total Hands	3 Total Hands	2 Total Hands	1 Total Hand
Royal Flush	200	250	300	500
Straight Flush	70	80	100	200
Four of a Kind	40	50	80	150
Full House	20	25	40	100
Flush	15	20	30	70
Straight	8	10	15	30
Three of a Kind	5	7	11	20

Analysis Methodology:

A simple simulation of 10 million hands was created to play X number of hands of Let It Ride per Deal. This was repeated for 1 through 7 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

	Paytable Calcu	lation - 7 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	99	0.0010%	91	0.0901%
Straight Flush	934	0.0093%	41	0.3829%
Four of a Kind	16,994	0.1699%	21	3.5687%
Full House	99,112	0.9911%	11	10.9023%
Flush	134,740	1.3474%	8	10.7792%
Straight	264,165	2.6417%	5	13.2083%
Three of a Kind	1,303,913	13.0391%	4	52.1565%
Total	1,819,957	18.1996%		91.0881%

The payback calculation for 1 through 7 hands is shown in the tables below:

	Paytable Calcu	lation - 6 Hand	ls	1. Sec. 1. Sec
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	91	0.0009%	101	0.0919%
Straight Flush	798	0.0080%	51	0.4070%
Four of a Kind	14,424	0.1442%	31	4.4714%
Full House	85,350	0.8535%	16	13.6560%
Flush	116,172	1.1617%	11	12.7789%
Straight	227,900	2.2790%	6	13.6740%
Three of a Kind	1,142,308	11.4231%	4	45.6923%
Total	1,587,043	15.8704%		90.7716%

	Paytable Calcu	lation - 5 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	79	0.0008%	151	0.1193%
Straight Flush	746	0.0075%	61	0.4551%
Four of a Kind	11,969	0.1197%	36	4.3088%
Full House	71,736	0.7174%	18	12.9125%
Flush	97,391	0.9739%	12	11.6869%
Straight	190,728	1.9073%	7	13.3510%
Three of a Kind	972,740	9.7274%	5	48.6370%
Total	1,345,389	13.4539%		91.4706%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	53	0.0005%	201	0.1065%
Straight Flush	563	0.0056%	71	0.3997%
Four of a Kind	9,356	0.0936%	41	3.8360%
Full House	57,760	0.5776%	21	12.1296%
Flush	77,884	0.7788%	16	12.4614%
Straight	153,583	1.5358%	9	13.8225%
Three of a Kind	794,388	7.9439%	6	47.6633%
Total	1,093,587	10.9359%		90.4190%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	47	0.0005%	251	0.1180%
Straight Flush	442	0.0044%	81	0.3580%
Four of a Kind	7,021	0.0702%	51	3.5807%
Full House	43,162	0.4316%	26	11.2221%
Flush	58,398	0.5840%	21	12.2636%
Straight	115,832	1.1583%	11	12.7415%
Three of a Kind	608,155	6.0816%	8	48.6524%
Total	833,057	8.3306%		88.9363%

	Paytable Calcu	lation - 2 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	37	0.0004%	301	0.1114%
Straight Flush	262	0.0026%	101	0.2646%
Four of a Kind	4,817	0.0482%	81	3.9018%
Full House	28,920	0.2892%	41	11.8572%
Flush	39,442	0.3944%	31	12.2270%
Straight	78,057	0.7806%	16	12.4891%
Three of a Kind	414,480	4.1448%	12	49.7376%
Total	566,015	5.6602%		90.5887%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	9	0.0001%	501	0.0451%
Straight Flush	137	0.0014%	201	0.2754%
Four of a Kind	2,388	0.0239%	151	3.6059%
Full House	14,417	0.1442%	101	14.5612%
Flush	19,714	0.1971%	71	13.9969%
Straight	39,294	0.3929%	31	12.1811%
Three of a Kind	211,588	2.1159%	21	44.4335%
Total	287,547	2.8755%		89.0991%

Number of Hands	Hit Frequency	Payback
7	18.1996%	91.0881%
6	15.8704%	90.7716%
5	13.4539%	91.4706%
4	10.9359%	90.4190%
3	8.3306%	88.9363%
2	5.6602%	90.5887%
1	2.8755%	89.0991%

Analysis of Mississippi Stud Poker Cover All Bonus Sidebet

April 7, 2016

Prepared by Elliot Frome



Analysis of Mississippi Stud Poker Cover All Bonus Sidebet

Game Description:

The Mississippi Stud Poker Cover All Bonus Sidebet is an optional wager for the approved casino game of Mississippi Stud Poker. The Player will be paid if any hand dealt (to ANY Player) is at least a Three of a Kind. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt.

The paytable is as follows:

Highest Hand Rank	6 Total Hands	5 Total Hands	4 Total Hands
Royal Flush	100	125	150
Straight Flush	50	60	70
Four of a Kind	30	35	40
Full House	20	20	25
Flush	10	11	15
Straight	6	8	10
Three of a Kind	3	4	5

All Pays are TO 1

Highest Hand Rank	3 Total Hands	2 Total Hands	1 Total Hand
Royal Flush	200	250	500
Straight Flush	80	100	200
Four of a Kind	50	80	150
Full House	35	50	100
Flush	20	30	60
Straight	12	20	40
Three of a Kind	7	10	20

All Pays are TO 1

Analysis Methodology:

A simple simulation of 100 million hands was created to play X number of hands of Mississippi Stud Poker per Deal. This was repeated for 1 through 6 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 1 through 6 hands is shown in the tables below:

	Paytable Calcu	lation - 6 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	1,029	0.0010%	101	0.1039%
Straight Flush	8,150	0.0082%	51	0.4157%
Four of a Kind	144,207	0.1442%	31	4.4704%
Full House	833,913	0.8339%	21	17.5122%
Flush	1,102,210	1.1022%	11	12.1243%
Straight	2,231,488	2.2315%	7	15.6204%
Three of a Kind	10,382,584	10.3826%	4	41.5303%
Total	14,703,581	14.7036%		91.7772%

	Paytable Calcu	lation - 5 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	804	0.0008%	126	0.1013%
Straight Flush	7,342	0.0073%	61	0.4479%
Four of a Kind	120,745	0.1207%	36	4.3468%
Full House	693,921	0.6939%	21	14.5723%
Flush	929,147	0.9291%	12	11.1498%
Straight	1,869,226	1.8692%	9	16.8230%
Three of a Kind	8,874,279	8.8743%	5	44.3714%
Total	12,495,464	12.4955%		91.8125%

	Paytable Calcu	lation - 4 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	619	0.0006%	151	0.0935%
Straight Flush	5,572	0.0056%	71	0.3956%
Four of a Kind	95,796	0.0958%	41	3.9276%
Full House	560,269	0.5603%	26	14.5670%
Flush	758,816	0.7588%	16	12.1411%
Straight	1,515,068	1.5151%	11	16.6657%
Three of a Kind	7,287,895	7.2879%	6	43.7274%
Total	10,224,035	10.2240%		91.5179%

Hand	Occurrences	Frequency	Pays	Contribution	
Royal Flush	457	0.0005%	250	0.0919%	
Straight Flush	4,075	0.0041%	81	0.3301%	
Four of a Kind	72,620	0.0726%	51	3.7036%	
Full House	425,915	0.4259%	36	15.3329%	
Flush	573,853	0.5739%	21	12.0509%	
Straight	1,149,439	1.1494%	13	14.9427%	
Three of a Kind	5,636,278	5.6363%	8	45.0902%	
Total	7,862,637	7.8626%		91.5423%	

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	355	0.0004%	251	0.1114%
Straight Flush	2,814	0.0028%	101	0.2646%
Four of a Kind	48,283	0.0483%	81	3.9018%
Full House	285,765	0.2858%	51	11.8572%
Flush	389,066	0.3891%	31	12.2270%
Straight	773,208	0.7732%	21	12.4891%
Three of a Kind	3,912,300	3.9123%	11	49.7376%
Total	5,411,791	5.4118%		90.1920%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	136	0.0001%	501	0.0681%
Straight Flush	1,416	0.0014%	201	0.2846%
Four of a Kind	24,225	0.0242%	151	3.6580%
Full House	144,480	0.1445%	101	14.5925%
Flush	198,568	0.1986%	61	12.1126%
Straight	392,400	0.3924%	41	16.0884%
Three of a Kind	2,112,133	2.1121%	21	44.3548%
Total	2,873,358	2.8734%		91.1590%

Summary Hit F	Frequencies and Pa	ybacks
Number of Hands	Hit Frequency	Payback
6	14.7036%	91.7772%
5	12.4955%	91.8125%
4	10.2240%	91.5179%
3	7.8626%	91.5423%
2	5.4118%	90.1920%
1	2.8734%	91.1590%

Analysis of Three Card Poker Cover All Sidebet

September 12, 2015

Prepared by Elliot Frome



Analysis of Three Card Poker Cover All Sidebet

Game Description:

The Three Card Poker Cover All Sidebet is an optional wager for the approved casino game of Three Card Poker. The Player will be paid if any hand dealt (to ANY Player or the Dealer) is at least a Straight. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt (Players + 1 Dealer Hand).

The paytable is as follows:

Highest Hand Rank	8 Total Hands	7 Total Hands	6 Total Hands	5 Total Hands
Royal Flush	40	50	60	70
Straight Flush	12	15	20	25
Three of a Kind	9	12	15	20
Straight	1	1	1	1.5

All Pays are TO 1

Highest Hand Rank	4 Total Hands	3 Total Hands	2 Total Hands
Royal Flush	80	90	100
Straight Flush	30	40	60
Three of a Kind	25	35	50
Straight	2	3	5

All Pays are TO 1

Analysis Methodology:

A simple simulation of 10 million hands was created to play X number of hands of Three Card Poker per Deal. This was repeated for 2 through 8 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 2 through 8 hands is shown in the tables below:

	Paytable Calcu	lation - 8 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	14,516	0.1452%	41	5.9516%
Straight Flush	158,136	1.5814%	13	20.5577%
Three of a Kind	184,100	1.8410%	10	18.4100%
Straight	2,251,083	22.5108%	2	45.0217%
Total	2,607,835	26.0784%		89.9409%

	Paytable Calcu	lation - 7 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	12,763	0.1276%	51	6.5091%
Straight Flush	138,524	1.3852%	16	22.1638%
Three of a Kind	161,817	1.6182%	13	21.0362%
Straight	2,007,560	20.0756%	2	40.1512%
Total	2,320,664	23.2066%		89.8604%

	Paytable Calcu	lation - 6 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	10,789	0.1079%	61	6.5813%
Straight Flush	117,999	1.1800%	21	24.7798%
Three of a Kind	139,100	1.3910%	16	22.2560%
Straight	1,759,837	17.5984%	2	35.1967%
Total	2,027,725	20.2773%		88.8138%

	Paytable Calcu	lation - 5 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	8,998	0.0900%	71	6.3886%
Straight Flush	98,720	0.9872%	26	25.6672%
Three of a Kind	115,865	1.1587%	21	24.3317%
Straight	1,497,810	14.9781%	2.5	37.4453%
Total	1,721,393	17.2139%		93.8327%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	7,166	0.0717%	81	5.8045%
Straight Flush	79,612	0.7961%	31	24.6797%
Three of a Kind	93,082	0.9308%	26	24.2013%
Straight	1,223,398	12.2340%	3	36.7019%
Total	1,403,258	14.0326%		91.3874%

U

Hand	Paytable Calcu Occurrences	Frequency	Pays	Contribution
Royal Flush	5,504	0.0550%	91	5.0086%
Straight Flush	59,279	0.5928%	41	24.3044%
Three of a Kind	69,810	0.6981%	36	25.1316%
Straight	936,212	9.3621%	4	37.4485%
Total	1,070,805	10.7081%		91.8931%

	Paytable Calcu	lation - 2 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	3,693	0.0369%	101	3.7299%
Straight Flush	39,477	0.3948%	61	24.0810%
Three of a Kind	46,926	0.4693%	51	23.9323%
Straight	637,992	6.3799%	6	38.2795%
Total	728,088	7.2809%		90.0227%

Summary Hit H	Frequencies and Pa	ybacks
Number of Hands	Hit Frequency	Payback
8	26.0784%	89.9409%
7	23.2066%	89.8604%
6	20.2773%	88.8138%
5	17.2139%	93.8327%
4	14.0326%	91.3874%
3	10.7081%	91.8931%
2	7.2809%	90.0227%

Analysis of Ultimate Texas Hold'em Cover All Bonus Sidebet

September 16, 2015

Prepared by Elliot Frome



Analysis of Ultimate Texas Hold'em Cover All Bonus Sidebet

Game Description:

The Ultimate Texas Hold'em Cover All Bonus Sidebet is an optional wager for the approved casino game of Ultimate Texas Hold'em. The Player will be paid if any hand dealt (to ANY Player or the Dealer) is at least a Full House. The Player is paid for the single highest hand of any of the hands dealt.

The exact amount paid is dependent on the rank of the highest hand and the number of total hands dealt (Players + 1 Dealer Hand).

The paytable is as follows:

Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands
Royal Flush	70	80	100
Straight Flush	30	40	40
Four of a Kind	20	30	35
Full House	4	4	5

All Pays are TO 1

Highest Hand Rank	4 Total Hands	3 Total Hands	2 Total Hands	
Royal Flush	125	150	200	
Straight Flush	70	80	100	
Four of a Kind	40	50	70	
Full House	6	8	12	

All Pays are TO 1

Analysis Methodology:

A simple simulation of 10 million hands was created to play X number of hands of Ultimate Texas Hold'em Poker per Deal. This was repeated for 2 through 7 hands. The frequency of each winning hand is multiplied by the payout of that hands and these values are summed to arrive at the overall payback of the sidebet for each number of hands.

Results:

The payback calculation for 2 through 7 hands is shown in the tables below:

	Paytable Calcu	lation - 7 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	2,147	0.0215%	71	1.5244%
Straight Flush	18,263	0.1826%	31	5.6615%
Four of a Kind	103,061	1.0306%	21	21.6428%
Full House	1,212,405	12.1241%	5	60.6203%
Total	1,335,876	13.3588%		89.4490%

	Paytable Calcu	lation - 6 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	1,847	0.0185%	81	1.4961%
Straight Flush	15,725	0.1573%	41	6.4473%
Four of a Kind	88,181	0.8818%	31	27.3361%
Full House	1,092,529	10.9253%	5	54.6265%
Total	1,198,282	11.9828%		89.9059%

	Paytable Calcu	lation - 5 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	1,524	0.0152%	101	1.5392%
Straight Flush	13,173	0.1317%	41	5.4009%
Four of a Kind	74,412	0.7441%	36	26.7883%
Full House	960,420	9.6042%	6	57.6252%
Total	1,049,529	10.4953%		91.3537%

and the state	Paytable Calcu	lation - 4 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	1,242	0.0124%	126	1.5649%
Straight Flush	10,566	0.1057%	71	7.5019%
Four of a Kind	60,262	0.6026%	41	24.7074%
Full House	816,044	8.1604%	7	57.1231%
Total	888,114	8.8811%	11.00	90.8973%

Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	939	0.0094%	151	1.4179%
Straight Flush	8,057	0.0806%	81	6.5262%
Four of a Kind	45,690	0.4569%	51	23.3019%
Full House	654,111	6.5411%	9	58.8700%
Total	708,797	7.0880%		90.1160%

U

	Paytable Calcu	lation - 2 Hand	ls	
Hand	Occurrences	Frequency	Pays	Contribution
Royal Flush	628	0.0063%	201	1.2623%
Straight Flush	5,454	0.0545%	101	5.5085%
Four of a Kind	31,368	0.3137%	71	22.2713%
Full House	470,089	4.7009%	13	61.1116%
Total	507,539	5.0754%		90.1537%

Number of Hands	Hit Frequency	Payback
7	13.3588%	89.4490%
6	11.9828%	89.9059%
5	10.4953%	91.3537%
4	8.8811%	90.8973%
3	7.0880%	90.1160%
2	5.0754%	90.1537%

Cover All Bonus

EXHIBIT 5

Rack Cards

- Caribbean Stud
- Crazy 4 Poker
- DJ Wild Stud Poker
 - Four Card Poker
 - Let it Ride
 - Mississippi Stud
- Three Card Poker
- Ultimate Texas Hold'em



Caribbean Stud[®] Poker is a five-card game played against the dealer. Caribbean Stud Poker also offers the optional Cover All Bonus and progressive wagers.

GETTING STARTED

Make an ante wager to compete against the dealer. You may also make the Cover All Bonus and progressive wagers. You and the dealer will each receive five cards, and the dealer will expose their top card. After looking at your hand, you have a choice: fold and lose your ante wager, or stay in the game by making the call bet of 2x your ante.

WINNING AND LOSING

The dealer needs an ace-king or better to qualify. If the dealer does not qualify, your ante bet automatically wins even money and your call bet pushes.

If the dealer qualifies, they compare their five-card hand to your your five-card hand. If you win, your ante bet pays even money and your call bet pays according to the posted paytable. If the dealer wins, your ante and call bets lose.

COVER ALL BONUS

The Cover All Bonus pays if you, another player, or the dealer receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.

PROGRESSIVE PAYOUTS

The progressive bet qualifies you for payouts from the progressive jackpot. See paytable for odds.

ENVY BONUS

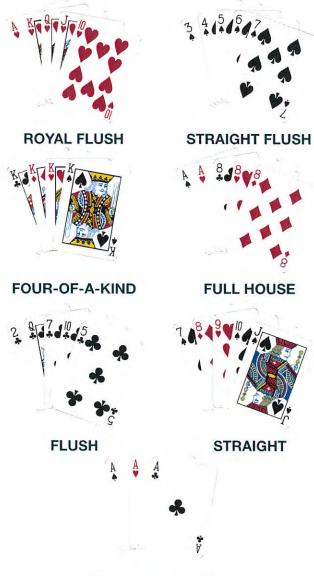
Tops hands trigger envy bonuses. You can win multiple envy bonuses in a round, but you cannot receive an envy bonus for your own hand or the dealer's hand. See paytable for odds.

RK1080-07





HAND RANKINGS



THREE-OF-A-KIND

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Crazy 4 Poker[®] is an easy game to master. It offers play against the dealer and the optional *Queens* Up^{SM} and Cover All Bonus side bet.

HOW TO PLAY

You receive five cards to make your best four-card poker hand. A fourcard straight is a straight, a four-card flush is a flush, etc.

PLAYER VS. DEALER

Make equal bets on the ante and *Super Bonus spots*. After seeing your cards, you can fold or stay in the game by making the play wager. The play wager must match your ante unless you have a pair of aces or better. If you have at least a pair of aces, you may bet up to three times your ante. The dealer qualifies with king-high or better.

When you beat the dealer's qualifying hand, your ante and play bets win even money. When the dealer qualifies and beats your hand, your ante and play bets lose. When the dealer does not qualify your play bet wins and your ante bet pushes. *Super Bonus* and *Queens Up* wagers are resolved normally.

SUPER BONUS

The *Super Bonus* wins if you have a straight or better. Failure to get at least a straight, however, does not result in an automatic loss. Your Super Bonus bet pushes if you tie or beat the dealer with less than a straight. If the dealer beats you and your hand doesn't contain a straight or better your ante, play and Super Bonus bets lose. However, If the dealer beats you and your hand does contain a straight or better your Super Bonus bet is paid and your original Super Bonus bet is NOT removed.

QUEENS UP

The *Queens Up* bonus bet wins when you receive a pair of queens or better. See layout for odds. **Note:** Winning *Queens Up* wagers are paid regardless of the dealer's hand.

COVER ALL BONUS

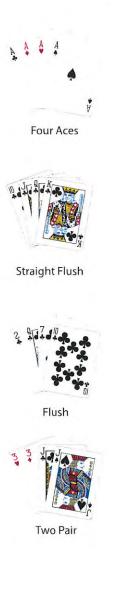
The Cover All Bonus pays if you, another player or the dealer receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.



RK1035-02



HAND RANKINGS







Three-of-a-Kind



Straight



Queens or Better

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The object of *DJ Wild* Stud Poker is to get a higher five-card poker hand than the dealer. The game is played with five wild cards—the four deuces and one joker. *DJ Wild* Stud Poker also offers the optional Trips and Cover All Bonus side bets.

GETTING STARTED

You make equal bets on the Ante and Blind to play the game. You may also wager on the Trips and Cover All Bonus side bets.

You will then get five cards and make a decision: Fold or make a Play bet of 2x your Ante.

WINNING & LOSING

The dealer will then reveal his five cards and announce his hand. If the dealer beats your hand, your Ante, Play and Blind bets lose. If the dealer ties your hand, your Ante, Play and Blind bets push. If your hand wins, your Ante and Play bets pay 1 to 1 and your Blind pays according to the paytable (see layout).

TRIPS BONUS

The Trips bet wins if you have three-of-a-kind or better. Natural hands pay more than ones that use wild cards. Not all hands with a deuce are considered "wild." If the deuce is not used as a wild card to make a winning Trips hand, it will be considered its natural rank. You may use the deuce as a wild card in the base game and use it as a natural for the Trips bet. See layout for odds.

COVER ALL BONUS

The Cover All Bonus pays if you, another player, or the dealer receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.

RK1232-03

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In *Four Card Poker*[®] you receive five cards to make your best four-card poker hand, and the dealer receives six cards to make his best four-card poker hand. *Four Card Poker* also features the optional Aces Up[®] and Cover All bonus side bets.

GETTING STARTED

Make an ante bet to play against the dealer. Make an Aces Up bet to play against the bonus paytable. You will then receive five cards to make your best four-card poker hand. Four-card straights are straights, fourcard flushes are flushes, etc. The dealer receives six cards and turns his top card face-up.

DECISION TIME

After looking at your hand, you have a choice: fold or bet 1x to 3x your ante.

WINNING AND LOSING

The dealer then reveals his cards and announces his four-card poker hand. If your hand beats or ties the dealer's, your ante and play bets win even money. If your hand loses to the dealer's your ante and play bets lose. If your four card hand ties the dealer's four card hand, your ante and play bets win.

AUTOMATIC BONUSES

The top three hands in the game (four-of-a-kind, straight flush and threeof-a-kind) receive automatic bonuses, paid on the ante. You receive these bonuses even if you lose to the dealer. See layout for odds.

ACES UP

The Aces Up side bet pays if your hand is a pair of aces or better. The Aces Up bonus always pays, even if the dealer has a better hand. The higher your hand, the more you win. See layout for odds.

COVERALL BONUS

The Cover All Bonus pays if you, another player, or the dealer receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.

RK1025-02





HAND RANKINGS



Four-of-a-Kind



Three-of-a-Kind



Straight



Straight Flush



Flush



Two Pair

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Let It Ride[®] is a five-card poker game where you compete against a paytable, not against the dealer or other players. If your five-card hand is a pair of 10s or better, you win! Let it Ride also offers the optional Cover All Bonus side bet.

GETTING STARTED

Make three equal bets as indicated on the layout. You will then receive three cards. The dealer will place two community cards face down in front of the chip tray. You will eventually combine your three cards with the community cards to make a five-card poker hand.

DECISION TIME

After looking at your first three cards, you have a choice: remove your first bet or let it stand. The dealer will then reveal the first community card. Again, you have a choice: remove your second bet or let it stand.

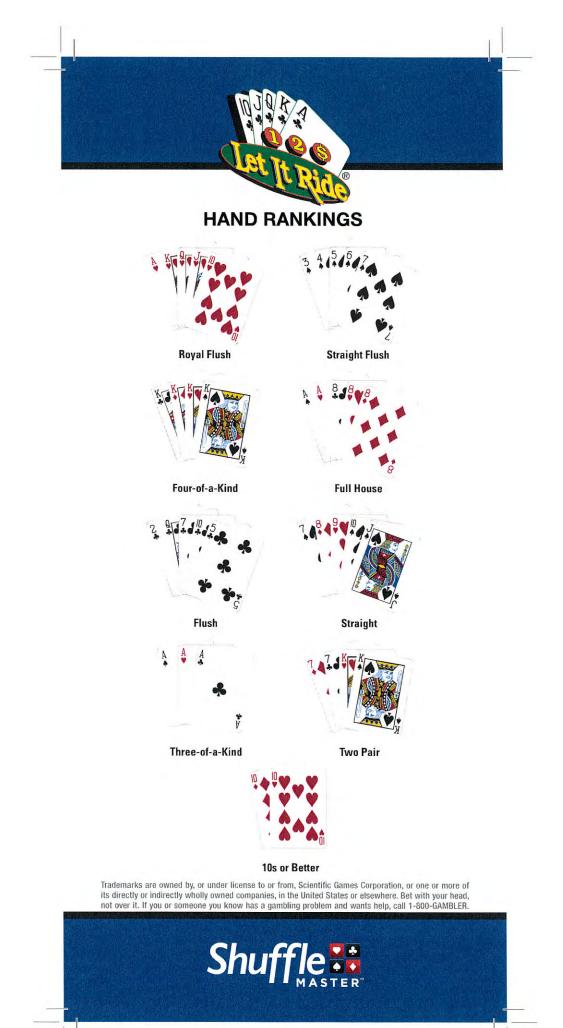
The dealer will then reveal the second community card and your cards. If you have a pair of 10s or better, all bets left in action win according to the posted paytable. If you have less than a pair of 10s, all bets left in action lose.

COVER ALL BONUS

The Cover All Bonus pays if you or another player receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.

RK1000-02







Mississippi Stud[®] is a five-card poker game that lets you bet up to 10 units on a single hand. In *Mississippi Stud*, you compete against a paytable, not against the dealer, and you win if your hand is a pair of jacks or better. *Mississippi Stud also* features the optional Cover All Bonus side bet.

GETTING STARTED

Make an ante bet to receive your first two cards. The dealer will place three community cards face down in the middle of the layout.

PLAY OR FOLD?

At this point, you may either fold or make the 3rd Street bet of 1x to 3x your ante. The dealer then reveals the first community card. Once you see the first community card, you have a choice: fold or make the 4th Street bet of 1x to 3x your ante. The dealer then reveals the second community card. Once again, you can fold or stay in the game by making the 5th Street bet of 1x to 3x your ante.

Note: When you fold, you forfeit your ante and any additional main game bets placed. The Cover All Bonus bet remains in action until all three community cards are exposed.

WINNING AND LOSING

After the dealer turns over the final community card, he resolves all wagers left in action. You win if your five-card hand is a pair of jacks or better (pairs of 6s-10s push). See paytable for odds.

COVER ALL BONUS

The Cover All Bonus pays if you or another player receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.





Shuffle

THREE CARD POKER

Three Card Poker[®] is an exciting stud poker game. You may bet against the dealer, bet on the value of your own three-card hand, or bet both. Bonus payouts may be had for certain hands when wagering against the dealer. Three Card Poker also features the optional Pair Plus and Cover All Bonus side bets.

PAIR PLUS

The Pair Plus side bet wins if your three card hand contains a pair or better. See paytable for odds.

ANTE

Ante lets you play against the dealer's hand. It's just your cards against the dealer's. If you make an ante bet and like your hand, you must place an equal wager on the play spot. It's your hand against the dealer's poker hand, and the best hand wins!

TO PLAY BOTH

It's you and your cards for a pair of better, and it's you against the dealer for the best poker hand. You must also make the play wager or you will forfeit the ante wager.

ANTE BONUS

If you make the ante and play wagers, you may win a bonus payout even if the dealer doesn't qualify, and even if the dealer's hand beats your hand.

COVER ALL BONUS

The Cover All Bonus pays if you, another player, or the dealer receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.

RK1010-02





HAND RANKINGS



Straight Flush



Straight



Three-of-a-Kind



Flush



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Ultimate Texas Hold'em[®] features heads-up play against the dealer, the optional Trips and Cover All Bonus side bets. This game gives you several advantages:

- The earlier you bet, the more you can bet.
- You don't have to fold until you see all the community cards.
- The Trips bonus pays odds if your final five-card hand is a three-ofa-kind or better.

GETTING STARTED

Make equal bets in the ante and blind circles. You may also make the optional Trips and Cover All Bonus side bets. You will then receive two cards.

BET BIG... OR SMALL ... OR NOT AT ALL

When you get your two hole cards, you can either check or bet 3x-4x your ante. The dealer then reveals the three-card flop. If you haven't already made a play bet, you have a choice: check or bet 2x your ante. The dealer then reveals the final two community cards. If you haven't already made a play bet, you have a choice: fold or bet 1x your ante.

WINNING & LOSING

The dealer will reveal his two hole cards and announce his hand. If your hand beats the dealer's, your play and ante bets win even money. If the dealer's hand beats yours, your play, ante and blind wagers lose. If you tie, these bets push. The blind pays if your winning hand is at least a straight (see layout for odds). If you beat the dealer with less than a straight, it pushes.

DEALER QUALIFYING

The dealer needs at least a pair to qualify. When the dealer doesn't qualify, he returns your ante. All other bets receive action.

COVER ALL BONUS

The Cover All Bonus pays if you, another player, or the dealer receives one of the qualifying hands. Payouts are based on the highest hand only. See paytable for odds.

RK1045-02





HAND RANKINGS



ROYAL FLUSH



FOUR-OF-A-KIND



FULL HOUSE





STRAIGHT



Y

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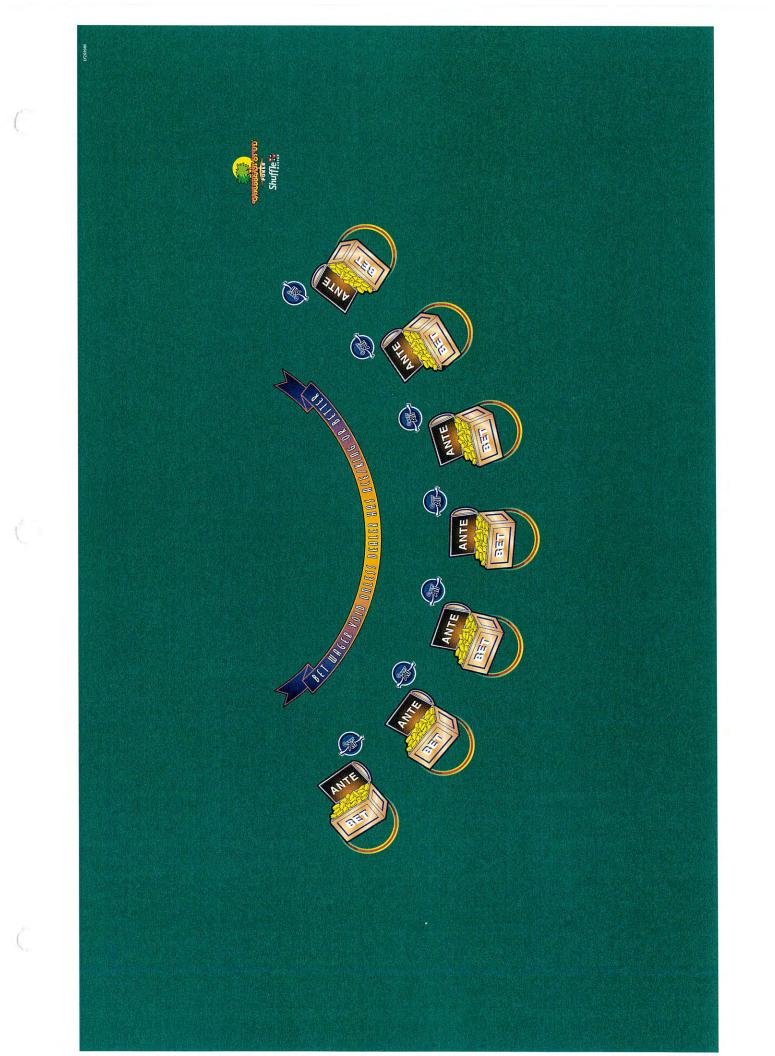


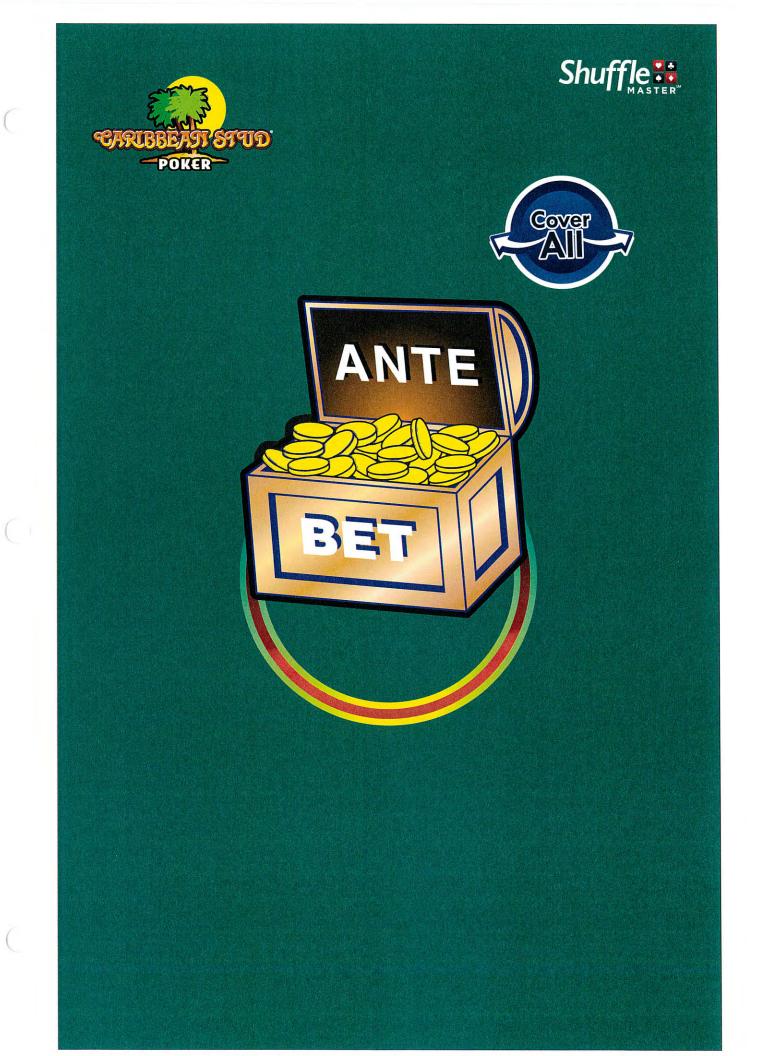
Cover All Bonus

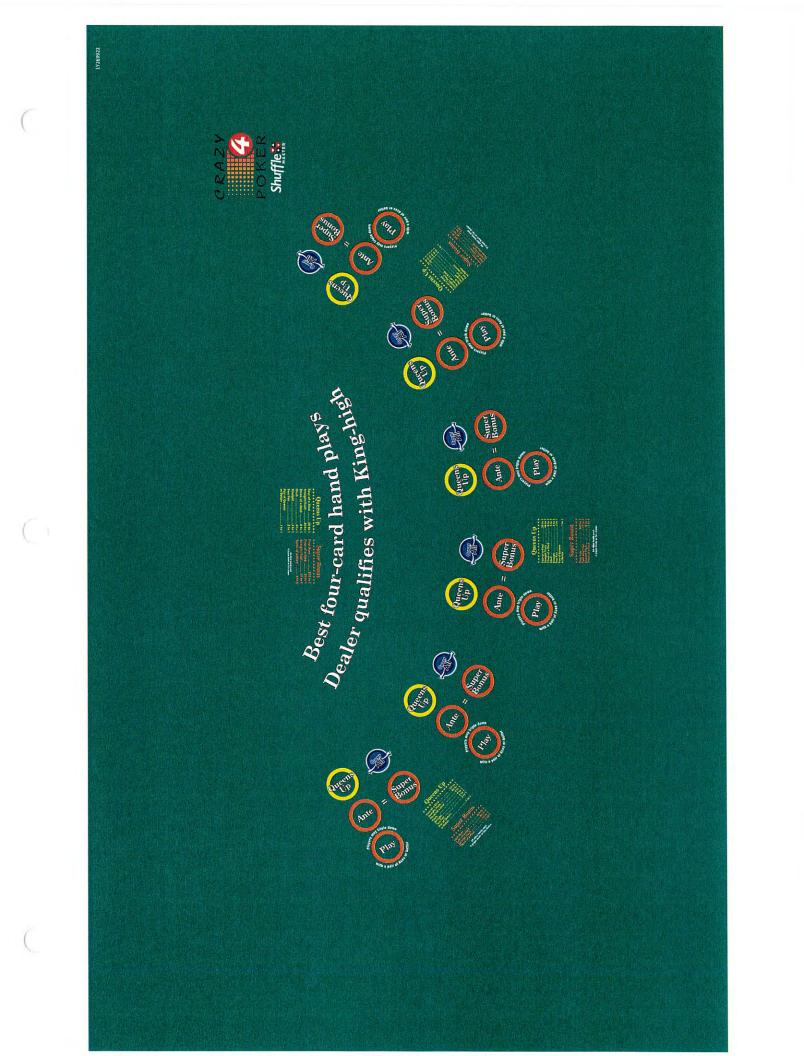
EXHIBIT 6

Layouts and Player Spots

- Caribbean Stud
 - Crazy 4 Poker
- DJ Wild Stud Poker
 - Four Card Poker
 - Let it Ride
 - Mississippi Stud
- Three Card Poker
- Ultimate Texas Hold'em

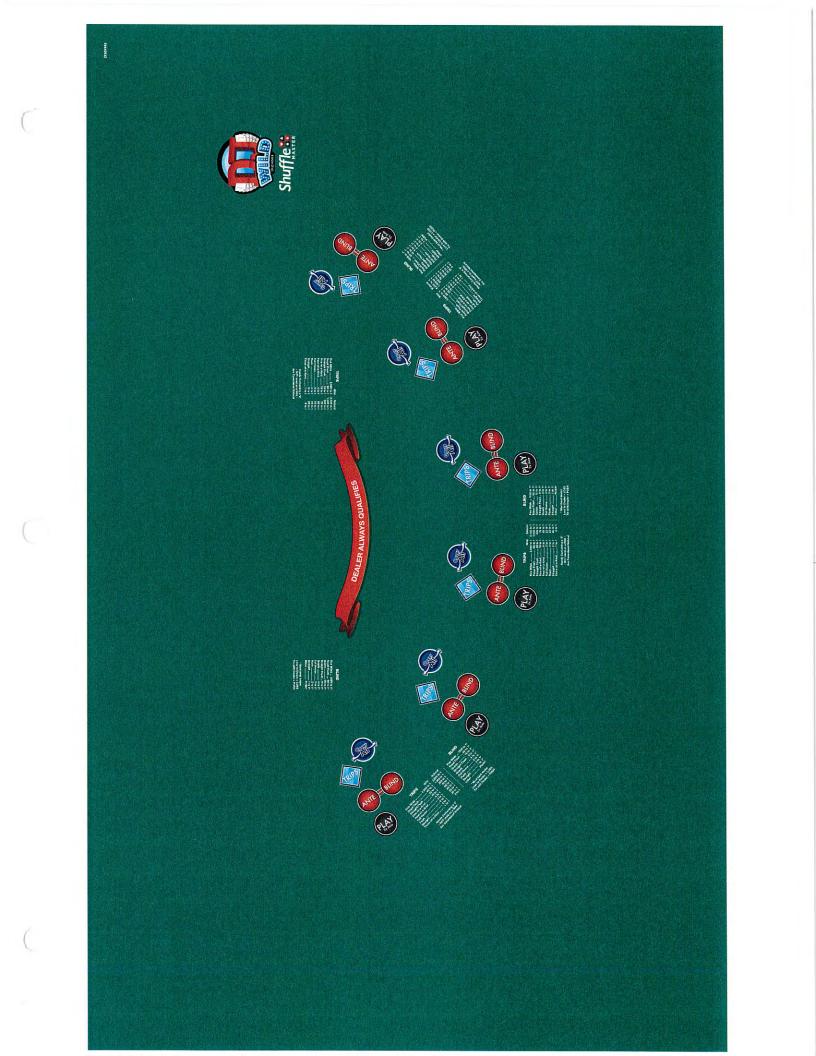








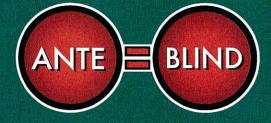
All other hands push if player beats or ties dealer.













Mat

TRIPS

TAIL CALL OF THE PARTY OF THE	Natural
Five Wilds 2,000 to 1	2,000 to 1
Royal Flush 90 to 1	1,000 to 1
Straight Flush 25 to 1	200 to 1
Five-of-a-Kind 70 to 1	70 to 1
Four-of-a-Kind 6 to 1	60 to 1
Full House 5 to 1	30 to 1
Flush 4 to 1	25 to 1
Straight 3 to 1	20 to 1
Three-of-a-Kind 1 to 1	6 to 1

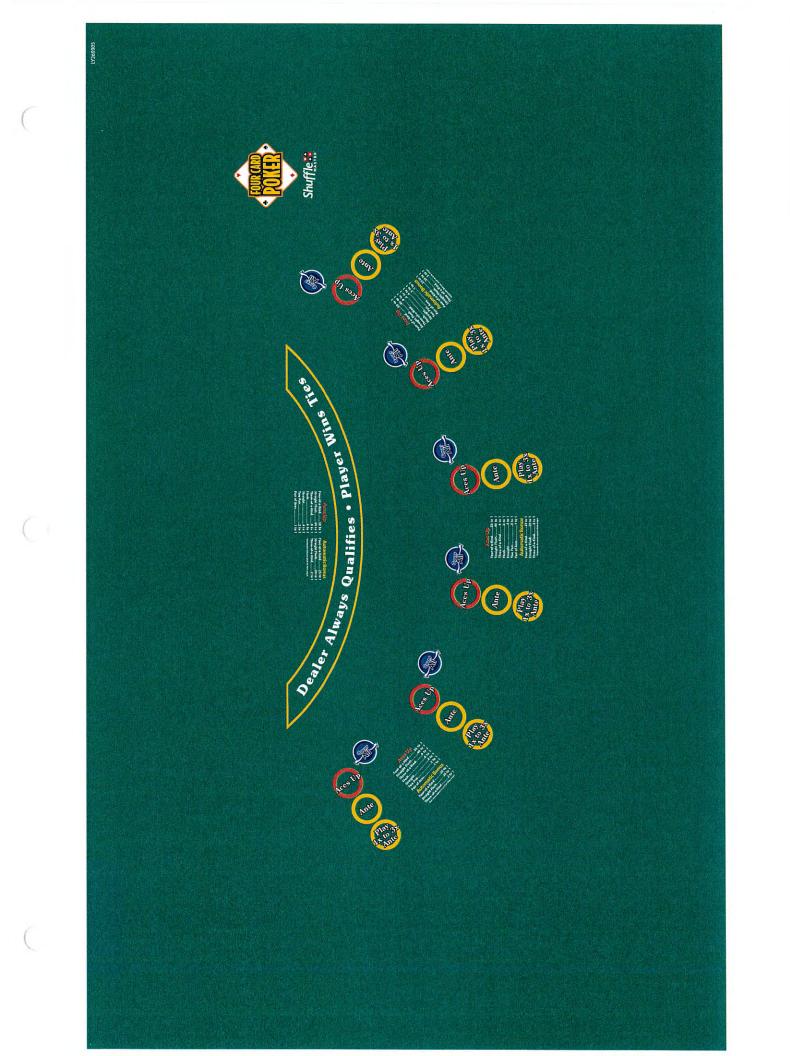
Wild

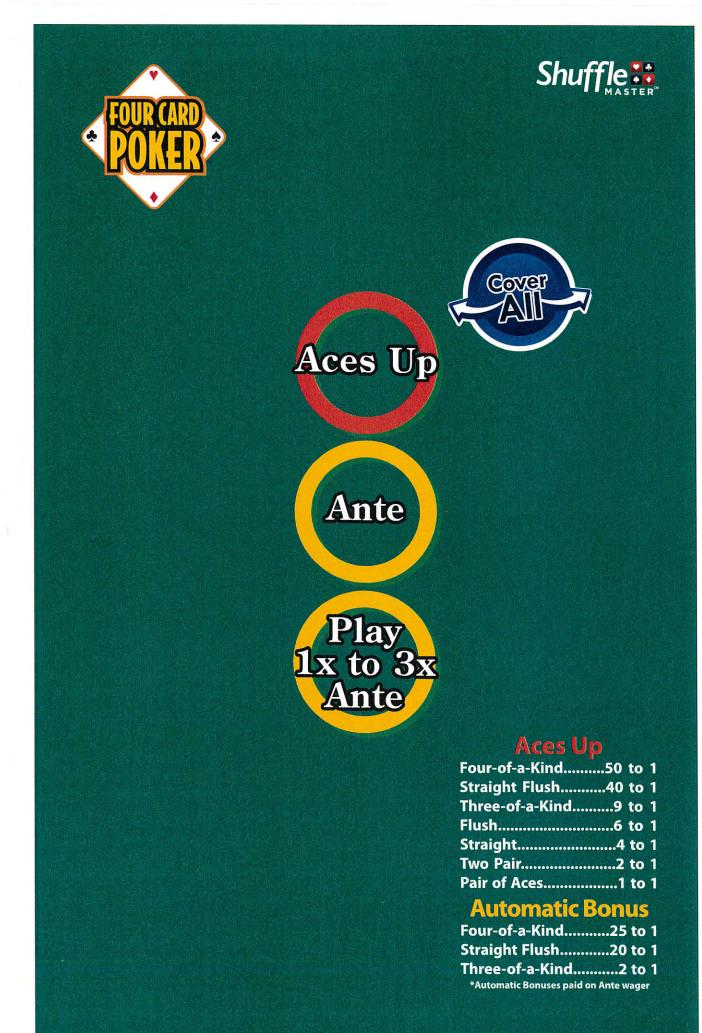
Hands Containing a '2' - NOT used as a Wild -Are Considered Natural

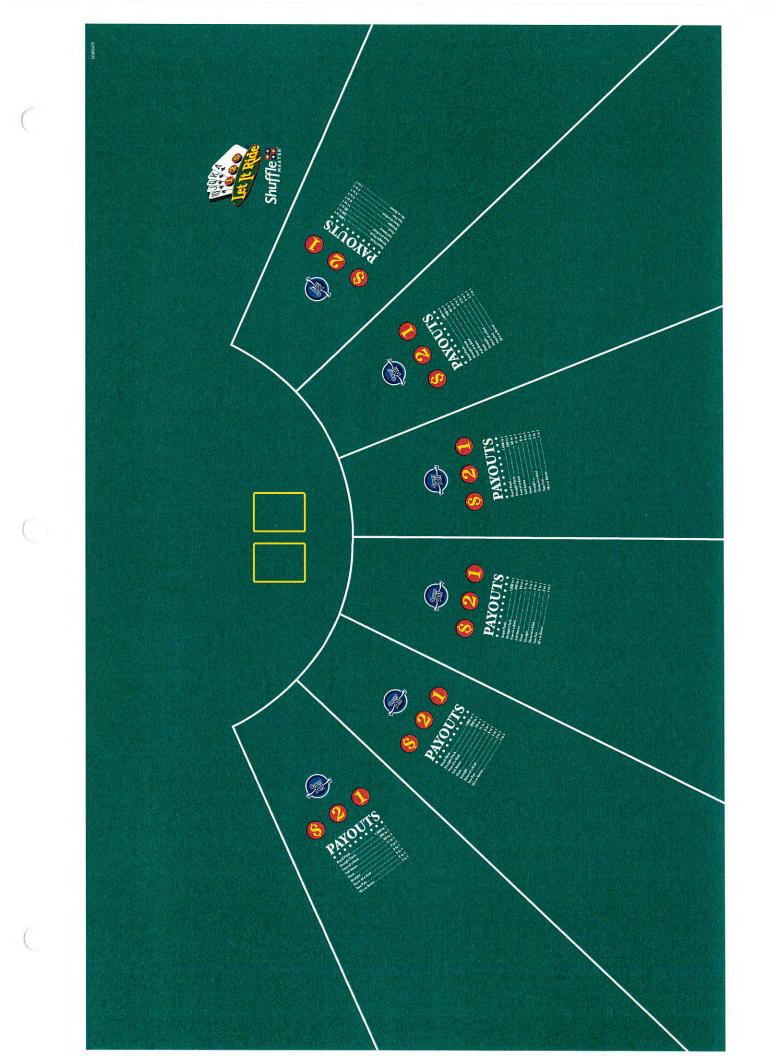
BLIND

Five Wilds 1000 to 1*
Royal Flush 50 to 1*
Quints 10 to 1*
Straight Flush 9 to 1*
Quads 4 to 1*
Full House 3 to 1*
Flush 2 to 1*
Straight 1 to 1*
Other PUSH*

* Must beat dealer Lose to Dealer = LOSS Tie with Dealer = PUSH











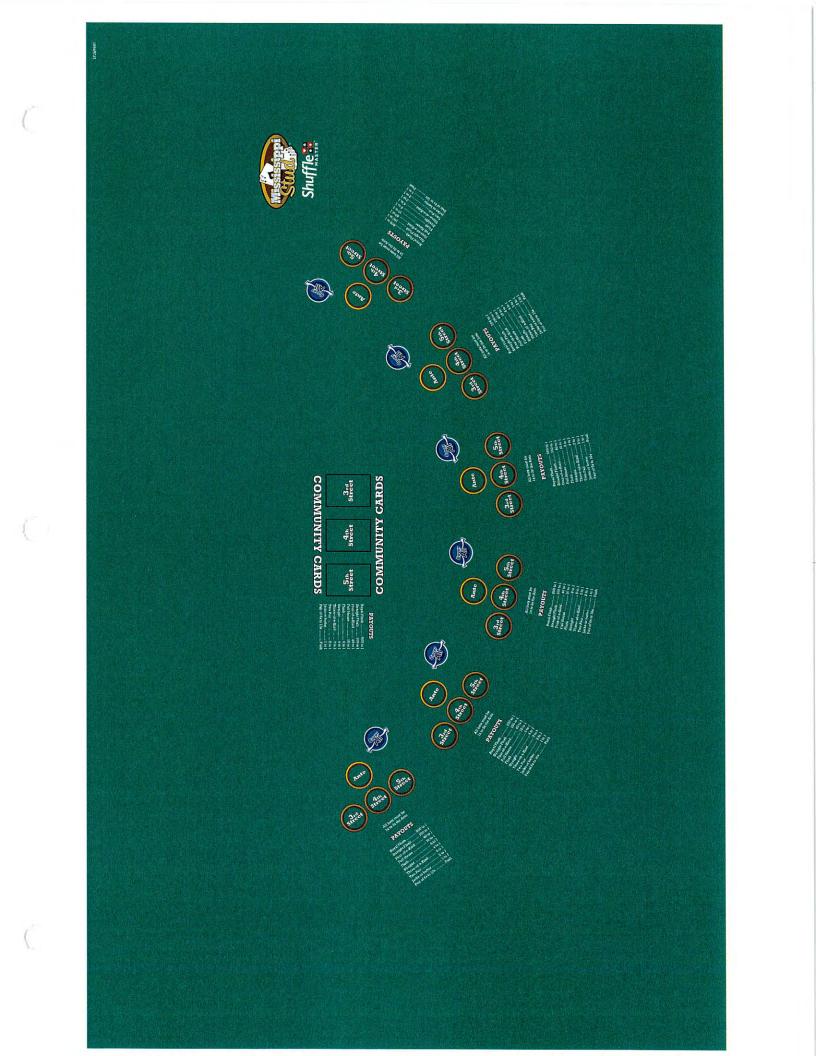
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PAYOUTS

Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-Kind	50 to 1
Full House	
Flush	8 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
10's or Better	1 to 1

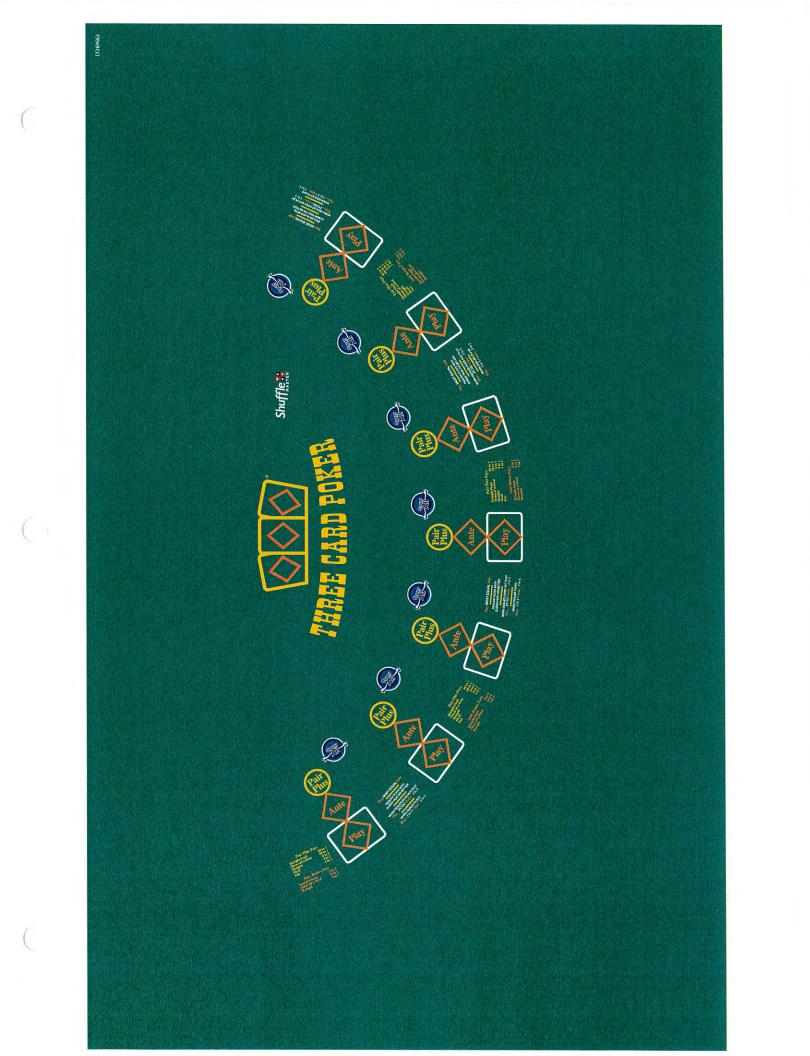




All bets must be lx to 3x the Ante

PAYOUTS

Royal Flush	. 500 to 1
Straight Flush	. 100 to 1
Four-of-a-Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
Jacks or better	1 to 1
Pair of 6s to 10s	Push







Shuffle



Ante

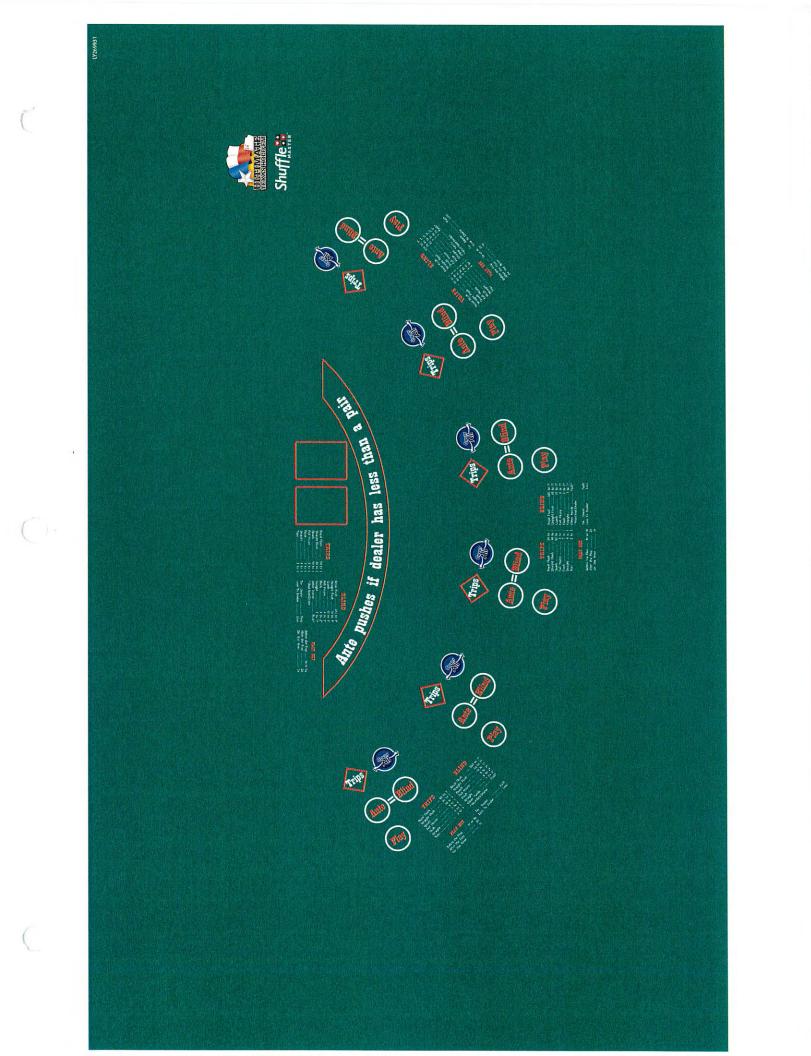
Pair Plus

Pair Plus Pays

Straight Flush	40 to 1
Three-of-a-Kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Ante Bonus Pays

Straight Flush	5 to 1
Three-of-a-Kind	4 to 1
Straight	1 to 1



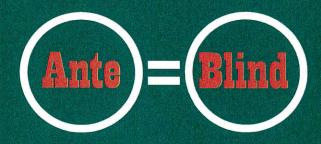


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TRIPS

Royal Flush			
Straight Flush	40	to	1
Quads	30	to	1
Full House	9	to	1
Flush	7	to	1
Straight	4	to	1
Trips	3	to	1

BLIND

Royal Flush 500 to 1*
Straight Flush 50 to 1*
Quads 10 to 1*
Full House 3 to 1*
Flush 3 to 2*
Straight 1 to 1*
Other hands Push*
* Must Beat Dealer

PLAY BET

Before the Flop 3x or	4 x
After the Flop	2x
On the River	

Tie	Dea	ler	 Push
Lose	То	Dealer	 Loss

Cover All Bonus

EXHIBIT 7

Contact List

WASHINGTON STATE GAMBLING COMMISSION Game Endorsement Information Form

Contact Information

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> Submitted by: Bally Technologies 6601 Bermuda Road Las Vegas, Nevada 89119

ACH Credit Payments Received

10/18/2019

021120	GAMBLING MANUFACTURERS & REPRESENTATIVES	\$1,000.00	Amount \$1,000.00		
	ACH Credit	\$1,000.00			

<u>ValNo</u>	Account Detail	Routing No Account No.	<u>Name / Email / For</u>	AfrsCode	<u>Amount</u>
E240689 Additional Fees	bo.zarach@scientific	xxxxxx coames.com	20-00227 For 20-00227 Cover All bonus BALLY TECHNOLOGIES	021120	\$1000.00
1.1.1				021120	\$1,000.00
				ACH Credit	\$1,000.00

Pd 11/6/19