



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

Ms. Santoriello

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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



- *Dragon Bonus is a standard Mini-Baccarat game but with optional wagers called Dragon Bonus, Dragon Bonus Progressive. All rules pertaining to Mini-Baccarat as posted on the WSGC's website remain the same and are not altered in this game.*
- *Additional LNW Gaming, Inc equipment can be used on this game. This equipment will be the i-Shoe with software Mico32 v2.0.141 or higher, Safe-Shoe DMC v1.2.0.0 or higher, and CardRec v4.0.014 or higher; and the i-Score with software v1.5.19 or higher.*
- *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 using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacture.*

## **RULES OF PLAY:**

### **Introduction**

Dragon Bonus is an optional wager for Mini-Baccarat. It is up to the sole discretion of the casino if the casino requires the player to make the original Mini-Baccarat wager. Players have two ways to win: 1) If their selected hand for the Dragon Bonus wager is a natural\* winner; or 2) is a non-natural that wins by four or more points. With non-natural\* winners, the higher the margin of victory, the higher the payout.

## **Dealing Procedures**

1. Players must make the Dragon Bonus wager before the dealer deals any cards.
  2. The dealer will then deal the traditional Mini-Baccarat hand according to house procedures.
  3. When the hand is over, the dealer will reconcile traditional Mini-Baccarat wagers according to house procedures.
  4. Casinos can reconcile bonus bets any way they like. Example: Remove losing bets immediately, and then pay winners.
  5. Notes on naturals:
    - a. Natural\* winners always pay even-money on the Dragon Bonus bet.
    - b. In the event of a natural\* tie (8-8, 9-9), the Dragon Bonus pushes.
      - i. All other ties will result in Dragon Bonus bet losing.
- \*Natural= Two-card total consisting of 8 or 9.



# Paytables

Paytable 1

Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH

\* Non-naturals

House edge

4 decks Player	2.70%
4 decks Banker	9.42%
6 decks Player	2.67%
6 decks Banker	9.39%
8 decks Player	2.65%
8 decks Banker	9.37%

Paytable 2

Win by 9 points*	20 to 1
Win by 8 points*	8 to 1
Win by 7 points*	7 to 1
Win by 6 points*	4 to 1
Win by 5 points*	3 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH

\* Non-naturals

House edge

4 decks Player	2.62%
4 decks Banker	8.88%
6 decks Player	2.59%
6 decks Banker	8.86%
8 decks Player	2.58%
8 decks Banker	8.85%

Paytable 3

Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 6-7 points*	4 to 1
Win by 4-5 points*	2 to 1
Natural winner	1 to 1
Natural ties	PUSH

\* Non-naturals

House edge

4 decks Player	2.54%
4 decks Banker	8.57%
6 decks Player	2.51%
6 decks Banker	8.54%
8 decks Player	2.50%
8 decks Banker	8.53%

# BONUS

Win by 4 points 1 to 1  
 Win by 5 points 2 to 1  
 Win by 6 points 4 to 1  
 Win by 7 points 6 to 1  
 Win by 8 points 10 to 1  
 Win by 9 points 10 to 1

NON-NATURALS  
 Natural Tie Push 1 to 1  
 Natural Winers 1 to 1

# DRAGON

8	7	6	5	3	2	1
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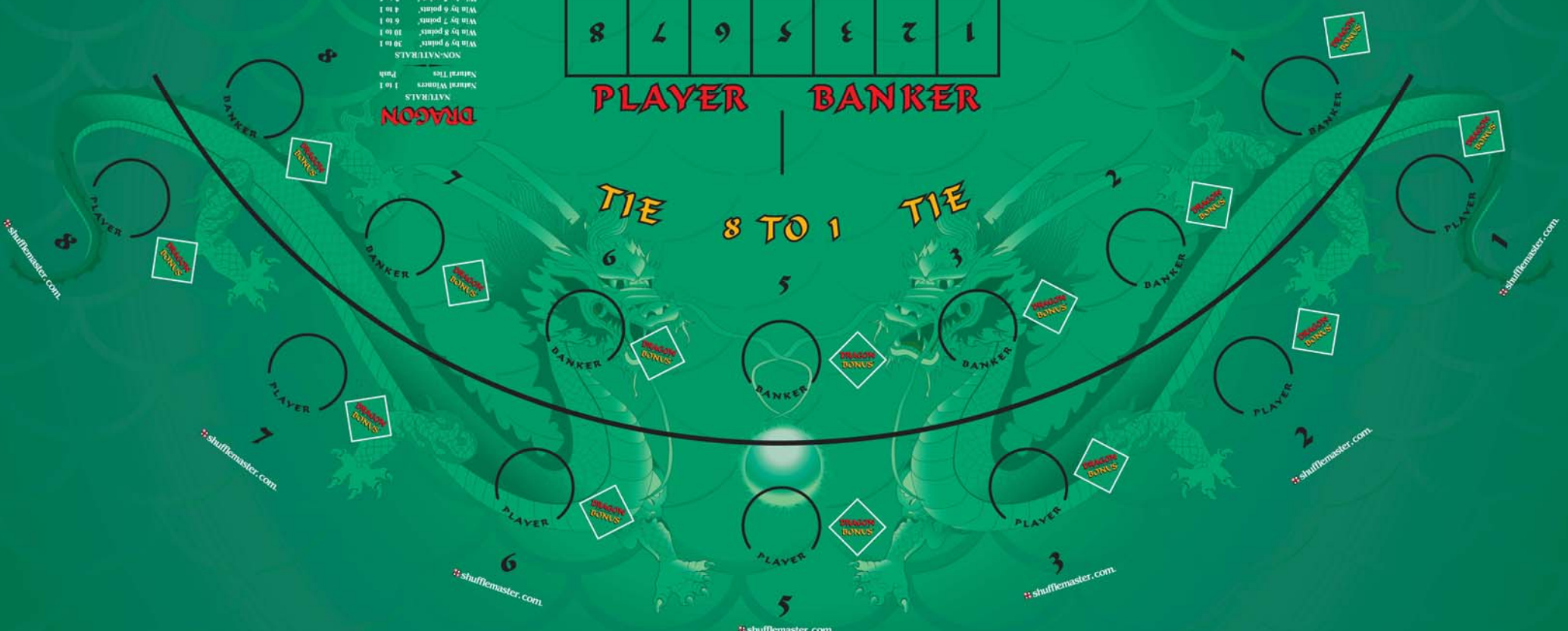
PLAYER

BANKER

TIE

8 TO 1

TIE





- *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 using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacture*
- *Dragon Bonus Progressive is a standard Mini-Baccarat game but with an optional Dragon Bonus Progressive wager. All rules pertaining to Mini-Baccarat are posted on the WSGC's website remain the same and are not altered in this game. Dragon Bonus Progressive cannot be linked to any other progressive game nor linked to any other base game.*
- *Additional LNW Gaming, Inc equipment can be used on this game. This equipment will be the i-Shoe with software Mico32 v2.0.141 or higher, Safe-Shoe DMC v1.2.0.0 or higher, and CardRec v4.0.014 or higher; and the i-Score with software v1.5.19 or higher.*
- *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+ v1.66P\$ or ViPS v1.2.0 or higher.*



## AQUARIUS

# RULES OF PLAY:

**Introduction – Paytable specific:** Dragon Bonus Progressive is an optional wager for Mini-Baccarat.

**Players have two ways to win when using Paytable #1:**

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning (non-natural) Mini-Baccarat hand wins 9 over 0.

**Players have three ways to win when using Paytable #2:**

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning Mini-Baccarat hand wins 8 or 9 (non-natural) over 0.
- 3) A natural win.

**Players have three ways to win when using Paytable #3:**

1. If the winning Mini-Baccarat hand is a same suit 6 card win by 9 points (equaling a total of 9 over 0).
2. If the winning Mini-Baccarat hand is a same suit 4 card win by 9 points (equaling a total of 9 over 0).
3. If the winning Mini-Baccarat hand is a natural or non-natural win by 9 points (equaling a total of 9 over 0).

The Progressive wager is tied to the winning Mini-Baccarat wager.

Ex. Make a bet on the player, and on the progressive wager. If the player wager wins with one of the qualifying progressive payouts listed below, the player will win according to the payable.

Ex. Make a bet on the banker, and on the progressive wager. If the banker wager wins with one of the qualifying progressive payouts listed below, the player will win according to the payable.

## Dealing Procedure

1. To begin each round, players must make the standard Mini-Baccarat game wager. They may also place the optional Dragon Bonus wager and progressive wagers. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up once wager is recognized.
2. 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 remove all \$1 progressive bets from bet sensors or, if applicable, leave the \$5 progressive wager on the coin spot.
3. The dealer then follows house procedures for dealing the regular game.
4. Once the hand is over, the dealer will reconcile traditional Mini-Baccarat wagers according to house procedures.
5. Casinos may reconcile bonus bets any way they like. Example: Remove losing bets immediately, and then pay winners.
6. Notes on Naturals for standard Dragon Bonus Wager (if applicable):
  - a. Natural\* winners always pay even-money on the Dragon Bonus bet.
  - b. In the event of a natural\* tie (8-8, 9-9), the Dragon Bonus pushes.
    - i. All other ties will result in Dragon Bonus bet loss.

7. Progressive winners:

- a. The percentage pays are paid from the progressive jackpot shown on the progressive meter. Other hands are paid from the tray or from the meter at the casino's requirements.
- b. The percentage prize pay amount shown on the meter is split among all players, at that table, participating in the progressive wager that round.
- c. 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 turn it off.)
- d. The dealer shall then contact a supervisor.
- e. 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.)
- f. Returning the supervisor key to the "Run" position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
- g. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
- h. 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

8. **Natural= Two-card total consisting of 8 or 9.**



- *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 using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacture.*
- *Dragon Bonus Progressive is a standard Mini-Baccarat game but with an optional Dragon Bonus Progressive wager. All rules pertaining to Mini-Baccarat are posted on the WSGC's website remain the same and are not altered in this game. Dragon Bonus Progressive cannot be linked to any other progressive game nor linked to any other base game.*
- *Additional LNW Gaming, Inc equipment can be used on this game. This equipment will be the i-Shoe with software Mico32 v2.0.141 or higher, Safe-Shoe DMC v1.2.0.0 or higher, and CardRec v4.0.014 or higher; and the i-Score with software v1.5.19 or higher.*
- *This game will use the approved LNW Gaming, Inc owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager v1.3.0 or higher, GM Atlas v5.4.0/Nexus command II v 5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc or the operator.*
- *This game will use the approved LNW Gaming, Inc owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager 2 v2.5.4 or higher, GM Atlas v5.4.0/Nexus Command II v5.4 or higher, 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), that has not been tested or approved for use with the progressive system. 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.*

## **NEXUS COMMAND/GM ATLAS**

### **RULES OF PLAY:**

**Introduction – Paytable specific:** Dragon Bonus Progressive is an optional wager for Mini-Baccarat.

**Players have two ways to win when using Paytable #1:**

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning (non-natural) Mini-Baccarat hand wins 9 over 0.

**Players have three ways to win when using Paytable #2:**

- 1) If the winning Mini-Baccarat hand is a 2, 3 and 4 (equaling a total of 9 over 0).
- 2) If the winning Mini-Baccarat hand wins 8 or 9 (non-natural) over 0.
- 3) A natural win.

**Players have three ways to win when using Paytable #3:**

1. If the winning Mini-Baccarat hand is a same suit 6 card win by 9 points (equaling a total of 9 over 0).
2. If the winning Mini-Baccarat hand is a same suit 4 card win by 9 points (equaling a total of 9 over 0).
3. If the winning Mini-Baccarat hand is a natural or non-natural win by 9 points (equaling a total of 9 over 0).

The Progressive wager is tied to the winning Mini-Baccarat wager.

Ex. Make a bet on the player, and on the progressive wager. If the player wager wins with one of the qualifying progressive payouts listed below, the player will win according to the payable.

Ex. Make a bet on the banker, and on the progressive wager. If the banker wager wins with one of the qualifying progressive payouts listed below, the player will win according to the payable.

## Dealing Procedure

1. To begin each round, players must make the standard Mini-Baccarat game wager. They may also place the optional Dragon Bonus wager and progressive wagers. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up once wager is recognized.
2. 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 remove all \$1 progressive bets from bet sensors or, if applicable, leave the \$5 progressive wager on the coin spot.
3. The dealer then follows house procedures for dealing the regular game.
4. Once the hand is over, the dealer will reconcile traditional Mini-Baccarat wagers according to house procedures.
5. Casinos may reconcile bonus bets any way they like. Example: Remove losing bets immediately, and then pay winners.
6. Notes on Naturals for standard Dragon Bonus Wager (if applicable):
  - a. Natural\* winners always pay even-money on the Dragon Bonus bet.
  - b. In the event of a natural\* tie (8-8, 9-9), the Dragon Bonus pushes.
    - i. All other ties will result in Dragon Bonus bet loss.

7. Progressive winners:

- a. The percentage pays are paid from the progressive jackpot shown on the progressive meter. Other hands are paid from the tray or from the meter at the casino's requirements.
- b. The percentage prize pay amount shown on the meter is split among all players, at that table, participating in the progressive wager that round.
- c. 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 turn it off.)
- d. The dealer shall then contact a supervisor.
- e. 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.)
- f. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
- g. 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.

**\*Natural= Two-card total consisting of 8 or 9.**

## Dragon Bonus Progressive

#1	\$1	\$5
Hand	Payouts	Payouts
2, 3 & 4 - 0 Diamonds	100%	100%
2, 3 & 4 - 0 Suited	10%	10%
2, 3 & 4 - 0 Unsited	1000 for 1	1000 to 1
9 - 0 (non-natural)	10 for 1	10 to 1
Seed amount	\$10,000	\$50,000
House advantage	22.90%	22.90%
Hit frequency	3.47%	3.47%
Probability of top payout	569,182	569,182
Top payout average	\$98,101	\$490,504

#2	1\$	
Hand	Payouts	
2, 3 & 4 - 0 Diamonds	100%	
2, 3 & 4 - 0 Suited	25%	
2, 3 & 4 - 0 Unsited	1000 for 1	
9 - 0 (Non-Natural)	40 for 1	
8 - 0 (Non-Natural)	20 for 1	
Natural Win	2 for 1	
Seed amount	\$10,000	
	Banker	Player
House advantage	25.52%	17.41%
Hit frequency	16.87%	16.99%
Probability of top payout	2,011,729	855,757
Top payout average	\$231,027	\$104,044

#3	\$1
Hand	Payouts
Suited 6 Card Win by 9	100%
Suited 4 Card Win by 9	300 for 1
Win by 9 (Other)	10 for 1
Seed amount	\$5,000
House advantage	24.22%
Hit frequency	3.48%
Probability of top payout	171,375
Top payout average	\$49,557





## 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.

