



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



RULES AND DEALING PROCEDURES

Flushes Gone Wild features head-to-head play against the dealer and an optional Flush Rush bonus bet. Players and the dealer are dealt 5 cards and combine them with the community hand (2 cards) to make their longest flush hand possible. Deuces (two-valued cards) are always wild and can be used to complete the Flush hand.

If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h.

Copied hands push.

Ace will be the highest card in the flush.

Rules and Dealing Procedures

1. Set the i-Deal shuffler, i-Deal Plus shuffler to “Flushes Gone Wild,” or any game that deals packets of five cards.
2. To begin the game, players make equal wagers on the Ante and Blind. Players may also make the optional Flush Rush Bonus. See paytable for odds.
3. The dealer presses the green button to dispense the first packet of cards. This packet will be used for the community hand.
4. The dealer, working clockwise from his left to his right, gives each player and himself a packet of five cards.
5. The dealer then presses the green button on the i-Deal, i-Deal Plus to dispense all the remaining cards and begin shuffling the next deck.
6. The dealer will then burn the first card from the community hand, and spread two cards. The dealer will burn the bottom two cards from the hand at this time.
7. Players look at their hands and have a choice:
 - a. Fold or stay in the game by making a Play bet of 2x their Ante.
 - b. The Flush Rush bonus wager (if played) is always in action. If the player folds, the dealer will pick up the players Ante and Blind wagers and tuck the cards face down under the Flush Rush bonus bet.

8. The dealer then reveals his hand and the two community cards.
9. The dealer, working counter-clockwise from right to left, compares his hand with the hand of each player that stayed in the game.
10. If players win, their Ante and Play bets pay 1 to 1, and their Blind bet is resolved based on their margin of victory over the dealer. See below:

Win By	Pays
5 Cards or more	200 to 1
4 Cards	25 to 1
3 Cards	5 to 1
2 Cards	3 to 1
0 or 1	Push

11. If players lose, their Ante, Play and Blind bets lose.
12. If players tie, their Ante, Play and Blind bets push.
13. Players win the Flush Rush bonus bet if they can make a four-card flush or better, even if they lose to the dealer. Sample payable below:

Length of Flush	Pays
7-Card Natural Flush	250 to 1
7-Card Wild Flush	100 to 1
6-Card Natural Flush	50 to 1
6-Card Wild Flush	10 to 1
5-Card Natural Flush	6 to 1
5-Card Wild Flush	3 to 1
4-Card Natural Flush	1 to 1

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

Flushes Gone Wild

Blind*	
Win By	Pays
5	200 to 1
4	25 to 1
3	5 to 1
2	3 to 1
1 or 0	Push

*Blind payouts are based on the players margin of victory

Flush Rush Bonus Wager	1
Hand	Pays
7- Card Natural Flush	250 to 1
7- Card Wild Flush	100 to 1
6- Card Natural Flush	50 to 1
6- Card Wild Flush	10 to 1
5- Card Natural Flush	6 to 1
5- Card Wild Flush	3 to 1
4- Card Natural Flush	1 to 1



Shuffle MASTER



FLUSH RUSH

Bankroll: \$1000
 Total: \$1000
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10

COPIED HANDS PUSH

Hand: \$10
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10



FLUSH RUSH

Bankroll: \$1000
 Total: \$1000
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10

COPIED HANDS PUSH

Hand: \$10
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10



FLUSH RUSH

Bankroll: \$1000
 Total: \$1000
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10

COPIED HANDS PUSH

Hand: \$10
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10



FLUSH RUSH

Bankroll: \$1000
 Total: \$1000
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10

COPIED HANDS PUSH

Hand: \$10
 Ante: \$10
 Blind: \$10
 Play: \$10
 Flush: \$10
 Royal: \$10
 Straight: \$10
 Three of a Kind: \$10
 Two Pair: \$10
 One Pair: \$10
 High Card: \$10





- *These game rules and paytable are for use with the approved LNW Gaming, Inc owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, GM Atlas v5.4.0/Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Gm Atlas v5.4.0/Nexus Command Game Manager 2 v2.5.4 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). This non-intelligent monitor can either be provided by LNW Gaming, Inc or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

NEXUS COMMAND/GM ATLAS

RULES OF PLAY:

1. Flushes Gone Wild offers an optional progressive wager.
2. The bet considers the best hand possible 5-card hand among the 5 cards dealt to the player and the 2 community cards.

Note: Deuces (two-valued cards) are wild in the regular game of Flushes Gone Wild, but ARE NOT considered wild cards when determining the progressive payouts.

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

5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
7. The dealer then follows house procedures for dealing the regular game.
8. All hands are resolved at the same time. The dealer reconciles the standard wager, and bonus wager using the player's 5 card hand and 2 community cards. To reconcile the progressive wager, only the player's 5 cards will be considered. Deuces will not be considered wild for the progressive. Folded hands do NOT qualify for payouts on the progressive wager. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

10. Envy Bonus:

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

Flushes Gone Wild

Nexus Command Progressive Paytables

Paytable for use as a standalone progressive table game or when connecting same table games

Hand	Pays	Envy*
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
Three of a Kind	9 for 1	

* Envy Payouts Are Multiplied by Wager Amount



- *These game rules and payable are for use with the approved LNW Gaming, Inc owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, GM Atlas v5.4.0/Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) GM Atlas v5.4.0/Nexus Command Game Manager 2 v2.5.4 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). This non-intelligent monitor can either be provided by LNW Gaming, Inc or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

NEXUS COMMAND MULTI GAME LINK/GM ATLAS

RULES OF PLAY:

1. Flushes Gone Wild offers an optional progressive wager.
2. The bet considers the best hand possible among the 5 cards dealt to the player. NOT the 2 community cards.

Note: Deuces (two-valued cards) are wild in the regular game of Flushes Gone Wild, but ARE NOT considered wild cards when determining the progressive payouts.

3. Sample paytables are listed separately
4. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685(5) and WAC 230-15-685(6).

5. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
6. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
7. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
8. The dealer then follows house procedures for dealing the regular game.
9. All hands are resolved at the same time. The dealer reconciles the standard wager, and bonus wager using the player's 5 card hand and 2 community cards. To reconcile the progressive wager, only the player's 5 cards will be considered. Deuces will not be considered wild for the progressive. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
10. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

11. Envy Bonus:

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

Flushes Gone Wild

Nexus Command Multi-Game Link/GM Atlas Progressive Paytables

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

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

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

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



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

[illegible][illegible]

PLATE 10

[illegible]

FLUSH RUSH

Hand	Pay
7-Card Natural Flush	\$50 to 1
7-Card Wild Flush	\$50 to 1
6-Card Natural Flush	\$5 to 1
6-Card Wild Flush	\$5 to 1
5-Card Natural Flush	\$5 to 1
5-Card Wild Flush	\$5 to 1
4-Card Natural Flush	\$5 to 1

COMED HANDS PUSH

BLIND

Win By	Place
3	200 to 1
4	22 to 1
5	5 to 1
6	3 to 1
or 1	PLUCK

Diagram illustrating a Texas Hold'em poker hand. The community cards are Ace, King, Queen, Jack, and Ten of the same suit (flush draw). The pot is \$100. The blinds are \$10/\$20. The diagram shows the layout of the cards and the pot.

Legend:

- ACE
- KING
- QUEEN
- JACK
- TEN
- NINE
- EIGHT
- SEVEN
- SIX
- FIVE
- FOUR
- THREE
- TWO
- ONE

Community Cards:

- ACE
- KING
- QUEEN
- JACK
- TEN

Pot: \$100

Blinds: \$10/\$20

FLUSH PUSH	
Hand	Pay
5 Card Flush	25 to 1
4 Card Flush	10 to 1
3 Card Flush	5 to 1
2 Card Flush	2 to 1
1 Card Flush	1 to 1
0 Card Flush	1 to 1

CORRED HANDS PUSH	
Hand	Pay
5 Card Hand	25 to 1
4 Card Hand	10 to 1
3 Card Hand	5 to 1
2 Card Hand	2 to 1
1 Card Hand	1 to 1
0 Card Hand	1 to 1