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

June 14, 2023

Sent via email to rsantoriello@lnw.com

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

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

Dear Ms. Santoriello:

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

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

The amended games were as follows:

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

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

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

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

Commercial Card Rooms

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

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

Tribal Casinos

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

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

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

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

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

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

Sincerely,

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

FOUR CARD POKER

Training Manual

CONTENTS

RULES AND DEALING PROCEDURES

Overview of the Rules

Introduction

Four Card Poker uses a standard 52-card deck. There are three ways to play. The game allows the player to wager against the dealer, to wager only on the value of his own hand against a paytable, or to wager both against the dealer and on the value of his own hand.

Four Card Poker may have an optional Bad Beat Bonus wager and/or an optional Progressive wager.

Ranking of Hands

Hands are ranked from highest to lowest as follows.

> FOUR OF A KIND
> STRAIGHT FLUSH
> THREE OF A KIND
> FLUSH
> STRAIGHT
> TWO   PAIR
> PAIR
> HIGH CARD

Note: If a hand does not contain a pair or better, the hand that contains the highest ranking card(s) wins. Ace is high except in 4-3-2-Ace sequence.

Three Ways To Play

(1) *Playing Against the Dealer – ANTE WAGER*

The object when playing against the dealer is to beat the dealer's four-card poker hand with your own four-card poker hand. *The dealer always qualifies.* Players place an ANTE wager. After looking at their hand, players may fold or, if they believe their hand is high enough to beat the dealer's hand, they will make the PLAY wager. *This wager must be from one to three times the ANTE wager.*

Note: The player wins ties. Consider the entire four-card hand when declaring a tie.

Playing Against the Dealer

- **Player folds**   **ANTE LOSES**

- **When player's hand beats OR TIES**   **PLAY wins 1 to 1**
  dealer's hand   **ANTE wins 1 to 1**

- **When dealer's hand beats**   **PLAY is a loss**
  player's hand   **ANTE is a loss**

Certain player hands receive an AUTOMATIC BONUS. These payouts are made against the ANTE wager. Consult layout for odds. AUTOMATIC BONUS payouts are always paid, even if the player's hand loses.

(2)   *Playing vs. Paytable – ACES UP*

The object of betting the ACES UP wager is to receive a pair of Aces or better. If the player's hand contains a pair of Aces or better, the player wins the ACES UP wager. **Players receive ACES UP payouts regardless of the dealer's hand.**

(3)   *Playing Both – ACES UP and ANTE*

When a player bets both the ACES UP and the ANTE (including PLAY), he is playing against two separate paytables with two different criteria for payouts. In playing the ANTE wager, the object is to get a four-card poker hand that beats the dealer's best four-card hand. In playing the ACES UP wager, the object is to receive a pair of Aces or better. **The ANTE and ACES UP wagers do not have to be the same amount. Players receive the ACES UP payouts regardless of the dealer's hand.** Players can wager anywhere from the table minimum to the maximum allowed bet on either spot. However, the PLAY wager must be from one to three times the ANTE.

Side bets between players are prohibited.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. It is recommended that *Four Card Poker* be dealt with an automatic card shuffler, such as Shuffle Master's ACE®. Select one of the following modes on the ACE shuffler: *Four Card Poker, Bahama Bonus or Caribbean Stud.* All are programmed to dispense five-card hands.

1. Each player makes a wager as indicated below, according to posted table limits:

   - To play against the dealer by placing an ANTE wager on the ANTE spot.

   - To play the hand value against the paytable by placing an ACES UP wager on the ACES UP spot.

   - To play against the dealer and the paytable by placing the ANTE wager on the ANTE spot and an ACES UP wager on the ACES UP spot.

   - At the casino's discretion, a player may place wagers at more than one betting position during a round of play.

2. Each player receives five cards face down. Cards are delivered to the player from the dealer's left to right in rotation. The dealer should give himself five cards face down and one card face up.

   a. From an ACE shuffler: The ACE will dispense five-card hands. Place one hand face-down to each player and one face-down in the dealer's area. When the ACE dispenses the next five-card hand, place the top card face up on the dealer's hand. Put all remaining cards in the discard rack and press the green button.

3. After examining their cards, players have the option to either make a PLAY wager in the amount between one and three times the player's ANTE wager, or forfeit the ANTE wager by folding. In the unlikely event the player folds with a pair of Aces or better, he forfeits the ANTE, but his ACES UP bet will win.

4. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.

5. The dealer will arrange his hand from highest card value to the lowest, and announce his best four-card hand. The two cards the dealer doesn't use in his hand should be positioned behind the "live" hand.

6. The dealer will then reconcile the hands of those players who have not folded. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the ACES UP wager and reveal the player's cards. The dealer will pay and/or take from the back forwards, reconciling the PLAY wager first, the ANTE second, and the ACES UP wager last. The dealer will lay and pay, or pick and pay, depending on casino procedures. At the casino's discretion, the dealers can resolve the bets in the order the casino wishes.

Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand.

   - If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.

2. Card shuffler malfunction.

   - Refer to the trouble shooting guide on the back of the shuffler, or;

   - If the shuffler has continually malfunctioned, replace it as follows:

     1. Turn off the shuffler.
     2. Unplug the power cord.
     3. Replace the shuffler with the backup shuffler.
     4. Plug in the power cord and the data cable.
     5. Turn the shuffler on.
     6. CALL LNW Gaming, Inc. to service the shuffler.
     7. Resume play.

     OR

3. Follow specific procedures approved by your local regulatory body.

Four Card Poker

	FCP-01		FCP-02		FCP-03		FCP-04	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
4 of a Kind	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1
Straight Flush	20 TO 1	40 TO 1	20 TO 1	40 TO 1	20 TO 1	30 T0 1	20 TO 1	30 T0 1
3 of a Kind	2 TO 1	9 TO 1	2 TO 1	7 TO 1	2 TO 1	9 TO 1	2 TO 1	7 TO 1
Flush		6 TO 1		6 TO 1		6 TO 1		6 TO 1
Straight		4 TO 1		5 TO 1		4 TO 1		5 TO 1
Two Pair		2 TO 1		2 TO 1		2 TO 1		2 TO 1
Pair of Aces		1 TO 1		1 TO 1		1 TO 1		1 TO 1
House edge	1.58%	1.98%	1.58%	2.58%	1.58%	2.78%	1.58%	3.37%
Hit %	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%

	FCP-05		FCP-06		FCP-07		FCP-08		FCP-09	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
4 of a Kind	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1	10 TO 1	50 TO 1	25 TO 1	50 TO 1
Straight Flush	20 TO 1	40 TO 1	20 TO 1	40 TO 1	20 TO 1	40 TO 1	5 TO 1	30 TO 1	20 TO 1	30 TO 1
3 of a Kind	2 TO 1	8 TO 1	2 TO 1	8 TO 1	2 TO 1	7 TO 1	3 TO 2	8 TO 1	2 TO 1	8 TO 1
Flush		5 TO 1		6 TO 1		5 TO 1	1 TO 1	6 TO 1		6 TO 1
Straight		4 TO 1		4 TO 1		4 TO 1		4 TO 1		4 TO 1
Two Pair		3 TO 1		2 TO 1		3 TO 1		3 TO 1		2 TO 1
Pair of Aces		1 TO 1		1 TO 1		1 TO 1		1 TO 1		1 TO 1
House edge	1.58%	3.89%	1.58%	4.24%	1.58%	6.15%	0.80%	0.28%	1.58%	4.98%
Hit %	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%	6.77%	18.56%	2.37%	18.56%

LIGHT & WONDER ™

PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

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

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

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

RULES OF PLAY:

1. Four Card Poker features an optional bad-beat wager.

2. Players that make the bet win if they are involved in a bad beat with the dealer. There are two ways to win:
   a. The player loses with two pair or better.
   b. The player beats the dealer's hand of two pair or better.

3. To begin each round, players must make their standard Four Card Poker wagers and, if they like, the bad-beat wager.

4. The dealer then follows house procedures for Four Card Poker.

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

	FCP - BBB 01	FCP - BBB 02	FCP - BBB 03
4 of a Kind	25,000 to 1	10,000 to 1	10,000 to 1
Straight Flush	10,000 to 1	5,000 to 1	5,000 to 1
3 of a Kind	100 to 1	100 to 1	100 to 1
Flush	25 to 1	25 to 1	25 to 1
Straight	15 to 1	15 to 1	20 to 1
2 Pair	4 to 1	4 to 1	5 to 1
House edge	20.3%	23.1%	11.4%
Hit frequency	5.6%	5.6%	5.6%

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

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

RULES OF PLAY:

1. Four Card Poker and Crazy 4 Poker offer an optional progressive wager.

2. The bet considers the best hand possible among all the player's 4 cards in play.

3. Sample paytables are listed separately

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

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

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

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

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

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

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.**
   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.

Progressive Paytables

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

Hand	Pays 1*	Envy	Pays 2*	Envy	Pays 3*^	Envy
Four Aces	100%	$100	100%	$100	100%	$100
Four of a Kind	300 for 1	$10	300 for 1	$25	300 for 1	$25
Straight Flush	100 for 1	$5	100 for 1		100 for 1	
Three of a Kind	9 for 1		15 for 1		15 for 1	
*Original Wager is NOT Returned						
^Same paytable but with 5% reserve						

- *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. Four Card Poker and Crazy 4 Poker offer an optional progressive wager.

2. The bet considers the best hand possible among all the player's 4 cards in play.

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

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

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.**
   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.

Nexus Command
Progressive Paytables

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

Hand	Pays 1*	Envy	Pays 2*	Envy	Pays 3*^	Envy
Four Aces	100%	$100	100%	$100	100%	$100
Four of a Kind	300 for 1	$10	300 for 1	$25	300 for 1	$25
Straight Flush	100 for 1	$5	100 for 1		100 for 1	
Three of a Kind	9 for 1		15 for 1		15 for 1	
*Original Wager is NOT Returned						

^Same paytable but with 5% reserve

- *These game rules and paytable are for use with the approved LNW Gaming, Inc. owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager vl.3.0 or higher,GM Atlas v5.4.0/ Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) 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. Four Card Poker and Crazy 4 Poker offer an optional progressive wager.

2. The bet considers the best hand possible among all 5 cards dealt to the player, not just the player's 4 card hand that is in play.

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

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. The dealer reconciles the standard wager, and bonus wager using the best 4 card hand. The dealer reconciles the progressive wager using all 5 cards dealt to the player. All hands are resolved at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

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

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.

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		

Dealer Always Qualifies • Player Wins Ties

FOUR CARD POKER PROGRESSIVE

Cover All Bonus for Caribbean Stud Poker

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

Rules and Procedures

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

Cover All Bonus Paytables
for use with Caribbean Stud Poker

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

**All Pays
are TO 1**

FOUR CARD
POKER

Shuffle
MASTER

Dealer Always Qualifies • Player Wins Ties

Aces Up
Ante
Play 1x to 3x Ante

Aces Up
Ante
Play 1x to 3x Ante

Aces Up
Four-of-a-Kind..........50 to 1
Straight Flush..........40 to 1
Three-of-a-Kind..........8 to 1
Flush..........4 to 1
Straight..........3 to 1
Two Pair..........2 to 1
Pair of Aces..........1 to 1

Automatic Bonus
Four-of-a-Kind..........25 to 1
Straight Flush..........20 to 1
Three-of-a-Kind..........2 to 1

Aces Up
Ante
Play 1x to 3x Ante

Aces Up
Ante
Play 1x to 3x Ante

Aces Up
Ante
Play 1x to 3x Ante