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

TRAINING MANUAL

OVERVIEW

Mississippi Stud is a five-card poker game. Players compete against a paytable, not against the dealer or other players.

Players make an ante wager and the optional 3 Card Bonus bet. They then receive two cards. After reviewing the two cards they can either fold or buy the first community card (betting 1x to 3x their ante). When that card is revealed, they either fold or buy the second community card (1x to 3x their ante). After that card is revealed, they either fold or buy the third and final community card (1x to 3x their ante).

Players need a pair of Jack's or better to win, and a pair of 6's to 10's to push. Odds printed on layout. All bets receive odds.

RECOMMENDED DEALING PROCEDURES

1. Light and Wonder recommends using an i-Deal/i-Deal Plus shuffler. When using the i-Deal Plus, contact your Light and Wonder service technician to set up the appropriate mode.

2. To begin the game, players must make an Ante bet.

3. Working from left to right, the dealer places three community cards – face down – in the assigned area.

4. The dealer then gives each player two starting cards, face-down.

5. After looking at their two cards, players have a choice:
   a. Fold (and surrender their ante); or
   b. Make a 3rd street bet of 1x to 3x their ante.

6. The dealer then reveals the first community card.

7. Players have a choice:
   a. Fold (and surrender their ante and 3rd street bets); or
   b. Make a 4th street bet of 1x to 3x their ante.

8. The dealer then reveals the second community card.

9. Players have a choice:
   a. Fold (and surrender their ante, 3rd street and 4th street bets); or
   b. Make a 5th street bet of 1x to 3x their ante.

10. The dealer then reveals the third community card.

11. Working from right to left, the dealer reveals each player's two-card starting hand and combines it with the three community cards. The dealer will also resolve the 3 Card Bonus wagers at this time.

12. The dealer pays according to the posted paytable. All winning bets receive the same odds payouts.

13. The 3 Card Bonus bet is based on the three community cards **ONLY.**
The 3 Card Bonus will receive action regardless if the player folds their hand. If the player has placed a wager on the 3 Card Bonus bet and folds, the dealer will remove the original MS Stud wager/s, and tuck the folded cards under the players 3 Card Bonus bet. Players win with at least pair or better. See paytable for odds.
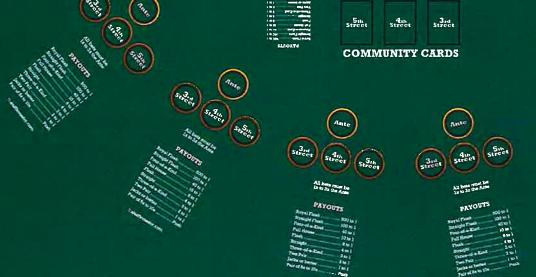
Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

PAYTABLES

Hand	MS-01
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
Pair of Jacks or better	1 to 1
Pair of 6s to 10s	Push
House advantage	1.58%
Expected hold	24%

Mississippi Stud

:: ShuffleMaster.

COMMUNITY CARDS

| 5th Street | 4th Street | 3rd Street |

COMMUNITY CARDS

Ante

3rd Street 4th Street 5th Street

Ante

3rd Street 4th Street 5th Street

Ante

3rd Street 4th Street 5th Street

Ante

3rd Street 4th Street 5th Street

Ante

3rd Street 4th Street 5th Street

All bets must be 1x 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
Flash	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

www.shufflemaster.com

Paytables

Paytable 1

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Paytable 2

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Paytable 3

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

Paytable 4

Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Paytable 5

Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Paytable 6

Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

Mississippi Stud — casino table layout

This game will use the approved Light and Wonder 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. Mississippi Stud Poker offers an optional progressive wager.

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

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	MS Stud-01 Pays*	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	

Hand	MS Stud Quick Hit 01 Pays*	Envy
Straight Flush	100%	$500
4 of a Kind	10%	$25
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	

- *These game rules and paytable are for use with the approved Light and Wonder owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display or GM Atlas v5.4.0/Nexus Command II v5.4 or higher and a Progressive display. The progressive display can either be provided by Light and Wonder 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 Light and Wonder 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.*

<u>NEXUS COMMAND/GM ATLAS</u>

<u>RULES OF PLAY:</u>

1. Mississippi Stud Poker offers an optional progressive wager.

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

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 display. 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 bonus 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/GM ATLAS
Progressive Paytables

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

Hand	MS Stud-01 Pays*	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	

Hand	MS Stud Quick Hit 01 Pays*	Envy
Straight Flush	100%	$500
4 of a Kind	10%	$25
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	

- *These game rules and paytable are for use with the approved Light and Wonder owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display or GM Atlas v5.4.0/Nexus Command II v5.4 or higher and a Progressive display. The progressive display can either be provided by Light and Wonder 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 Light and Wonder 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 MULTI GAME LINK

RULES OF PLAY:

1. Mississippi Stud offers an optional progressive wager.

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

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. 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. 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.

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.

Nexus Command/GM Atlas Multi-Game
Link 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.

COMMUNITY CARDS

| 5th Street | 4th Street | 3rd Street |

COMMUNITY CARDS

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 Light and Wonder. equipment can be used on this game. This equipment will be the i-Deal Plus with software 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**

COMMUNITY CARDS

5th Street	4th Street	3rd Street

COMMUNITY CARDS

PAYOUTS

PAYOUTS

All bets count too 1x to 3x the Ante