



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**

Solitaire Stud features head-to-head play against the dealer and an optional bonus bet. Players and the dealer get seven cards to make the longest solitaire hand, consisting of sequential cards that alternate red and black. Whoever has the longer run—or the same-length run with the highest card—wins.

The game also features a bonus bet that pays for solitaire runs lasting 3+ cards.

Note: Ace is low; King is high.

### **Rules and Dealing Procedures**

1. Set the i-Deal or i-Deal Plus shuffler to “Solitaire Stud” or any game that deals packets of seven cards.
2. To begin the game, players make equal bets on the Ante and Super Bonus wagers. Players may also make the optional 3+ wager, which wins if they have a run of at least three cards.
3. The dealer presses the green button to dispense the first packet of cards.
4. The dealer, working clockwise from his left to his right, gives each player and finally himself a packet of seven cards.
5. The dealer then presses the green button on the shuffler to dispense all remaining cards and begin shuffling the next deck.
6. Players look at their hands and have a choice:
  - a. Fold and lose all their bets or stay in the game by making a Play wager of 2x the Ante.
    - i. Players should keep only the cards in their solitaire run; discard the rest.
7. The dealer then reveals his hand and makes his longest solitaire run.
8. If the dealer has less than a two-card run of 5-4, he will immediately go around the table and refund each player’s Ante. All other bets receive action.
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. Whoever—the player or the dealer—has the longer solitaire run wins (a three-card run beats a two-card run, etc.). Ties are broken by the highest card in the run. For example, KQJ beats 432. Copies (same length and same kicker) push.

11. If the player beats the dealer, his Ante (if applicable) and Play bets pay 1 to 1. The Super Bonus pays based on margin of victory; specifically how many more cards that players have in their run than the dealer has:

Win by 6 cards	1,000 to 1
Win by 5 cards	100 to 1
Win by 4 cards	20 to 1
Win by 3 cards	5 to 1
Win by 2 cards	2 to 1
Win by 1 card	1 to 1
Other wins	Push

12. If the dealer beats the player, his Ante (if applicable), Play and Super Bonus bets lose.

13. If the dealer and the player have the same hand (same length with same kicker), the Ante (if applicable), Play and Super Bonus bets push.

14. The 3+ bet wins if the player has a run of at least three cards. Sample payable below:

Solitaire Run	Pays
7 Cards	500 to 1
6 Cards	50 to 1
5 Cards	15 to 1
4 Cards	6 to 1
3 Cards	3 to 1

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

# Solitaire Stud

## 3+ Paytables

Run	SS-01	SS-02
7 Cards	500 to 1	500 to 1
6 Cards	50 to 1	50 to 1
5 Cards	20 to 1	15 to 1
4 Cards	6 to 1	6 to 1
3 Cards	3 to 1	3 to 1
House Edge	1.03%	2.79%
Win Frequency	20.60%	20.60%

## Super Bonus

	SB-01
Win by 6	1,000 to 1
Win by 5	100 to 1
Win by 4	20 to 1
Win by 3	5 to 1
Win by 2	2 to 1
Win by 1	1 to 1
Other	Push

