



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



Supreme 99 is a single-deck game that features head-to-head play against the dealer and an optional Pair Fortunes bonus bet. The game is played with a standard pack of 52 cards.

Players and the dealer get four cards to make a two-card “High” hand and a two-card “Low” hand. The High hand must be stronger than or equivalent to the Low hand. Rankings below:

Pairs (Ace-Ace is the highest pair, 2-2 is the lowest pair); then
Baccarat scoring (the two cards are totaled with A=1, 2-9 cards = face value; 10 and face cards = zero) with 9 is the highest total and 0 is the lowest total).

Players win if their High hand beats the dealer’s High hand, and their Low hand beats the dealer’s Low hand.

Players lose if their High hand loses to the dealer’s High hand, and their Low hand loses to the dealer’s Low hand.

The dealer wins copies (identical scoring hands). However, in the event both hands copy, players win 4 to 1.

RULES AND DEALING PROCEDURES

1. Players must make the standard bet against the dealer. They may also make the optional “Pair Fortunes” bet, which wins if players get a pair in their four cards.
2. Set the i-Deal/i-Deal Plus shuffler to “Supreme 99” or a custom mode that deals four cards from a 52-card pack.
3. Dealing rotation is determined by A) Dice cup; or B) Random-number generator built into the table.
 - If the licensee utilizes the optional i-Verify equipment for the RNG for the dealing rotation of this game; Licenses and Tribal Casinos must ensure the i-Verify Display can be viewed by surveillance as required in WAC 230-15-280 and Tribal-State Compacts.

4. The dealer will follow the prescribed dealing rotation, and will deal out all seven packets of cards, even if the betting spots are unoccupied.
5. Once players get their cards, they must set them as follows:
 - a. Two-card High hand
 - b. Two-card Low hand
 - i. The High hand must be stronger—or equivalent—to the Low hand.
6. The dealer will then reveal his cards and set them according to the following way:

Two Pair	Set the higher pair in the High hand
One Pair	Set the pair in the High hand.
No Pair	Maximize the Low hand without fouling.

7. The dealer, working counter-clockwise from his right to his left, will reconcile the action.
8. Players win 1 to 1 if they win both matchups against the dealer.
9. Players push if they win one matchup and lose the other.
10. Players lose if they lose both matchups to the dealer.
11. Note: The dealer wins copies. If the player and the dealer have an identical scoring hand (e.g. pair of 5s in the High hand or 7 points in the Low hand), the dealer wins.
12. Players win 4 to 1 if they copy both matchups with the dealer.
13. The **Pair Fortunes** bet wins if players have a pair, regardless of how they set their hand against the dealer. See payable for odds.

An optional Light and Wonder LCD Display that can be used on this game utilizes i-Verify v1.0.017 (or higher) and i-Deal Plus NXP v1.0.114 (or higher).

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

Supreme 99

Pair Fortunes	
Hand	Pays
Four of a Kind	300 to 1
Two Pair	15 to 1
9-9 (total each hand)	6 to 1
Pair	1 to 1
House Edge	4.70%

