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

TEXAS HOLD 'EM BONUS®
TRAINING MANUAL

TEXAS HOLD'EM BONUS

OVERVIEW

Texas Hold'em Bonus features head-to-head play against the dealer and an optional bonus bet.

Players and the dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Texas Hold'em Bonus lets players bet at several different stages of the game. If the player has a strong hand after the flop then they can make additional wagers. If the player has a weak hand after the flop then the player can check and not put up more money.

This game also features an optional bet, the Bonus wager. Players win the Bonus wager if their first two cards match one of the payouts listed on the paytable. Odds printed on a sign on the table.

RECOMMENDED DEALING PROCEDURES

1. Light and Wonder recommends using a Deck Mate, Deck Mate 2 or an i-Deal or i-Deal Plus shuffler. When using the i-Deal/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 wager. They may also make a Bonus wager.

3. Working from left to right, the dealer gives each player and himself two starting cards, face-down.

4. Players now have a choice:
   a. Fold by discarding their two card hand face down and forfeit the Ante wager.
   b. Bet by placing a wager twice the amount of their Ante wager on the Flop betting area.

5. Once the player decides to make the Flop wager, they are in the game until the end of the game.

6. The dealer then places the first three community cards (the flop) face-up on the layout.

7. Players have a choice:
   a. Check; or
   b. Make a bet equal to their Ante on the Turn betting spot.

8. The dealer places one card face up in the spot marked turn.

9. Players have a choice:
   a. Check; or
   b. Make a River bet equal to their Ante.

10. The dealer then reveals his two hole cards and announces his five-card hand. The dealer may use the five community cards to make the dealers best five card hand.

11. The dealer always qualifies.

12. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
    a. If the player's hand beats the dealers, the Flop, the Turn and the River bets win even money.
    b. If the player's hand loses to the dealer, the Ante, the Flop, the Turn and the River bets lose.
    c. When the hands tie, the Ante, the Flop, the Turn and River bets push.
    d. The Ante wager wins when the winning Player hand is higher then a value that is listed on the layout. The Ante wager pays even money of the player wins and meets those criteria. The Casino Management has three options on what that criterion is.
       1. "Flush or better": If the Player's winning hand is a Flush or higher, Dealer pays the Ante wager even money. Otherwise, the wager pushes and the Player takes the Ante wager back.
       2. "Straight or better": If the Player's winning hand is a Straight or higher, Dealer pays the Ante wager even money. Otherwise, the wager pushes and the Player takes the Ante wager back.
       3. "Three 10's or better": If the Player's winning hand is Three 10's or higher, Dealer pays the Ante wager even money. Otherwise, the wager pushes and the Player takes the Ante wager back
    e. The Bonus wager wins if the player's first two cards are either a pair or an ace with a face card. Face card excludes the ten card. The Player does not need to beat the dealer to win this wager. See payout sign for odds

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.

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

    2. 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 Light and Wonder to service the shuffler.
        7. Resume play.

        OR

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

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

Paytables	1	2
A-A (Player) / A-A (Dealer)	■■■■■■	1000 to 1
A-A	30 to 1	30 to 1
A-K (Suited)	25 to 1	25 to 1
A-Q or A-J (Suited)	20 to 1	20 to 1
A-K (Unsuited)	15 to 1	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1	10 to 1
A-Q or A-J (Unsuited)	5 to 1	5 to 1
10-10 Thru 2-2 (Low Pairs)	3 to 1	3 to 1

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. Progressive Texas Hold 'Em Bonus Poker is 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.

Progressive Paytables

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

Paytable Designator	THBP-08 ($1 wager)
OUTCOME	Progressive Paytable
Royal After 5	100% (from meter)
Royal After 6	25% (from meter)
Royal After 7	5% (from meter)
Community Royal	$3000 (not from meter)
Straight Flush	$250 (not from meter)
4 of a Kind	$100 (not from meter)
Full House	$10 (not from meter)

Quick Hit	Paytable 11
Hand	Pays
Royal Flush	100%
Community Royal Flush	1,000 for 1
Straight Flush	250 for 1
4 of a Kind	75 for 1
Full House	10 for 1

- *These game rules and paytable are for use with the approved Light and Wonder Technology owned progressive systems containing the following components and their compatible software versions: (I) Nexus Command Game Manager vl.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 (3) 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

RULES OF PLAY:

1. Progressive Texas Hold 'Em Bonus Poker is 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 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.

Nexus Command/GM ATLAS
Progressive

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

Paytable Designator	THBP-08 ($1 wager)
OUTCOME	Progressive Paytable
Royal After 5	100% (from meter)
Royal After 6	25% (from meter)
Royal After 7	5% (from meter)
Community Royal	$3000 (not from meter)
Straight Flush	$250 (not from meter)
4 of a Kind	$100 (not from meter)
Full House	$10 (not from meter)

Quick Hit	Paytable 11
Hand	**Pays**
Royal Flush	100%
Community Royal Flush	1,000 for 1
Straight Flush	250 for 1
4 of a Kind	75 for 1
Full House	10 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 vl.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, or (3) GM Atlas v5.4/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. Texas Hold 'Em Bonus Poker offers an optional progressive wager.

2. The bet considers the best hand possible from the player's two cards, and the first 3 community cards (the flop).

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. All pays from these progressive paytables only consider the first 5 cards. That is, the player's two cards, and the first 3 community cards (the flop).

6. 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.

7. 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.

8. 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.

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

10. 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.

11. Progressive winners:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands can be paid from the meter and/or the tray depending on the paytable.
    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.

12. 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		

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.