



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:

8E8993B8572D46E...

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

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Light and Wonder
6601 Bermuda Rd
Las Vegas, NV 89119

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Overview of the Rules

Introduction

Three 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, or to wager both against the dealer and on the value of his own hand. Note: Exceptions are listed at page 7.

Ranking of Hands

The ranking of the hands in Three Card Poker differs from traditional poker hands. In Three Card Poker, a STRAIGHT beats a FLUSH. Cards are ranked from highest to lowest as follows.

STRAIGHT FLUSH
THREE OF A KIND
STRAIGHT
FLUSH
PAIR

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 3-2-Ace sequence.

Three Ways To Play

1. Playing Against the Dealer - ANTE WAGER

The object when playing against the dealer is to get a three card poker hand with a value higher than the dealer's qualifying hand of a Queen or better. Players place an ANTE wager. After looking at their three card poker hand, players may fold or, if they believe their hand is high enough to beat the dealer's hand, they will place an amount EQUAL to the ANTE on the PLAY spot.

Playing Against the Dealer

- | | |
|---|--|
| • Player folds | LOSE |
| • When dealer does not play | PLAY is a PUSH
ANTE wins 1 to 1 |
| • When dealer plays and player's hand beats dealer's hand | PLAY wins 1 to 1
ANTE wins 1 to 1 |
| • When dealer plays and dealer's hand beats player's hand | PLAY is a loss
ANTE is a loss |

The ANTE BONUS is paid when a player is dealt one of the three highest ranking hands in the game. **The ANTE BONUS is paid regardless of the dealer's hand.** The ANTE BONUS payouts are attached.

(2) ***Playing the Hand Value - PAIR PLUS***

The object of betting the PAIR PLUS wager is to receive a pair or better. If the player's hand contains a pair or better the player wins the PAIR PLUS wager. **Players receive PAIR PLUS payouts regardless of the dealer's hand.** PAIR PLUS payouts are attached.

(3) ***Playing Both - PAIR PLUS and ANTE***

When a player bets both the PAIR PLUS 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 three-card poker hand that beats the dealer's qualifying hand of Queen or better. In playing the PAIR PLUS wager, the object is to receive a pair or better. **The ANTE and PAIR PLUS wagers do not have to be the same amount. Players receive the PAIR PLUS 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 always equal the ANTE wager.

If the player has made the ANTE wager and the PAIR PLUS wager, he must make the PLAY wager or will forfeit both the ANTE and PAIR PLUS wagers.

Side bets between players are prohibited.

Dealing Procedures

Three Card Poker must be dealt with an automatic card shuffler produced by Light and Wonder such as i-Deal, i-Deal Plus or ACE®.

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 payable by placing a PAIR PLUS wager on the PAIR PLUS spot.
 - To play against the dealer and the payable by placing the ANTE wager on the ANTE spot and a PAIR PLUS wager on the PAIR PLUS spot.
 - At the casino's discretion, a player may place wagers at two adjacent betting positions during a round of play.
2. The dealer shall announce "No more bets" prior to the dealer dispensing any stacks of cards. Verbally acknowledge those players who have not made the PAIR PLUS wager. (Example: "No PAIR PLUS, position 2, 3 and 5.")
3. Each player and the dealer receive three cards face down. Cards are delivered face down to the player from the dealer's left to right in rotation. To enhance game security, do not expose the bottom card.
4. After examining his or her cards, the player has the option to either make a PLAY wager in the amount EQUAL to the player's ANTE wager, or forfeit the ANTE wager by folding. If a player has placed an ANTE wager and a PAIR PLUS wager but does not make a PLAY wager, the player forfeits both the ANTE wager and the PAIR PLUS wager.
5. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.
6. The dealer will arrange his hand from highest card value to the lowest, and announce, "Dealer doesn't play" or "Dealer plays with a Queen."
7. 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 PAIR PLUS 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 BONUS second, the ANTE wager third and the PAIR PLUS 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.
 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.

Exceptions

In many jurisdictions, the ANTE wager is mandatory. (For Example: Louisiana and certain California casinos.)

In these cases, the player must make the ANTE wager to play against the dealer's hand, and may make the PAIR PLUS wager to bet on the outcome of his or her hand against a posted PAIR PLUS pay table.

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

Three Card Poker
Paytable Summary

Paytable Designator Description	TCP-01		TCP-02		TCP-03		TCP-04	
	A/A		A/B		B/A		B/B	
	Ante A	Pair Plus A	Ante A	Pair Plus B	Ante B	Pair Plus A	Ante B	Pair Plus B
OUTCOME	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable
Straight Flush	5	40	5	40	5	40	5	40
Three of a Kind	4	30	4	25	3	30	3	25
Straight	1	6	1	6	1	6	1	6
Flush		4		4		4		4
Pair		1		1		1		1
Par per Ante	3.37%		3.37%		3.61%		3.61%	

Paytable Designator Description	TCP-05		TCP-06		TCP-07		TCP-08	
	C/A		C/B		A/C		B/C	
	Ante C	Pair Plus A	Ante C	Pair Plus B	Ante A	Pair Plus C	Ante B	Pair Plus C
OUTCOME	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable
Straight Flush	4	40	4	40	5	40	5	40
Three of a Kind	3	30	3	25	4	30	3	30
Straight	1	6	1	6	1	5	1	5
Flush		4		4		4		4
Pair		1		1		1		1
Par per Ante	3.83%		3.83%		3.37%		3.61%	

Paytable Designator Description	TCP-09		TCP-10		TCP-11		TCP-12	
	C/C		A/D		B/D		C/D	
	Ante C	Pair Plus C	Ante A	Pair Plus D	Ante B	Pair Plus D	Ante C	Pair Plus D
OUTCOME	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable
Straight Flush	4	40	5	40	5	40	4	40
Three of a Kind	3	30	4	30	3	30	3	30
Straight	1	5	1	6	1	6	1	6
Flush		4		3		3		3
Pair		1		1		1		1
Par per Ante	3.83%		3.37%		3.61%		3.83%	

THREE CARD POKER

Pair Plus

Ante

Play

Pair Plus Pays:

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straddle	8 to 1
Flush	6 to 1
Pair	3 to 1

And Bonus Pays:

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Must Equal:

DEALER PLAYS WITH
GIVEN HIGH OR BETTER

WHEN DEALER DOES NOT PLAY
PUSH

WHEN DEALER PLAYS
PUSH

Pair Plus

Ante

Play

Pair Plus Pays:

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straddle	8 to 1
Flush	6 to 1
Pair	3 to 1

And Bonus Pays:

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Must Equal:

DEALER PLAYS WITH
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And Bonus Pays:

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1

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GIVEN HIGH OR BETTER

WHEN DEALER DOES NOT PLAY
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Straight Flush	40 to 1
Three of a Kind	30 to 1
Straddle	8 to 1
Flush	6 to 1
Pair	3 to 1

And Bonus Pays:

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Must Equal:

DEALER PLAYS WITH
GIVEN HIGH OR BETTER

WHEN DEALER DOES NOT PLAY
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WHEN DEALER PLAYS
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Pair Plus

Ante

Play

Pair Plus Pays:

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straddle	8 to 1
Flush	6 to 1
Pair	3 to 1

And Bonus Pays:

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Must Equal:

DEALER PLAYS WITH
GIVEN HIGH OR BETTER

WHEN DEALER DOES NOT PLAY
PUSH

WHEN DEALER PLAYS
PUSH

Pair Plus

Ante

Play

Pair Plus Pays:

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straddle	8 to 1
Flush	6 to 1
Pair	3 to 1

And Bonus Pays:

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Must Equal:

DEALER PLAYS WITH
GIVEN HIGH OR BETTER

WHEN DEALER DOES NOT PLAY
PUSH

WHEN DEALER PLAYS
PUSH

Shuffle Master.



RULES OF PLAY:

1. Three Card Poker 6 Card Bonus features an optional bonus wager.
2. This Bonus Wager is based on the best 5-card Poker hand that can be made from the six cards dealt to the Dealer and Player. Thus, each Player uses his own 3 cards and combines them with the Dealer's 3 cards.
3. The Player is eligible to win this wager even if he folds his Ante/Play Wager.
4. Pay tables offered are shown below:

Hand	TCP-6B1	TCP-6B2	TCP-6B3	TCP-6B4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1
House advantage	10.23%	15.28%	6.74%	8.56%
Hit frequency	7.2798%	7.2798%	7.2798%	7.2798%

5. Light and Wonder recommends a \$1 bonus wager.
6. To begin each round, players must make their standard wagers and, if they like, the 6 Card Bonus wager.

7. The dealer then follows house procedures for dealing the regular game.
8. Bonus payouts:
 - a. If the player's hand qualifies for bonus payouts, the dealer pays him according to the posted paytable. If the player's hand doesn't qualify for payouts, the dealer removes the cards.

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

Three Card Poker 6 Card Bonus Paytables

Hand	TCP-6B1	TCP-6B2	TCP 6B3	TCP-6B4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1
House advantage	10.23%	15.28%	6.74%	8.56%
Hit frequency	7.28%	7.28%	7.28%	7.28%

THREE CARD POKER™

ShuffleMaster

Pair Plus Pays

Straight Flush	40 to 1
Three of a Kind	25 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Ante Bonus Pays

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1
Flush	1 to 1
Pair	1 to 1



MUST EQUAL Ante
DEALER PLAYS WITH
QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PUSH - Ante... 1 to 1
WHEN DEALER PLAYS
Pay... 1 to 1 - Ante... 1 to 1



Pair Plus Pays

Straight Flush	40 to 1
Three of a Kind	25 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Ante Bonus Pays

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1
Flush	1 to 1
Pair	1 to 1



MUST EQUAL Ante
DEALER PLAYS WITH
QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PUSH - Ante... 1 to 1
WHEN DEALER PLAYS
Pay... 1 to 1 - Ante... 1 to 1



Pair Plus Pays

Straight Flush	40 to 1
Three of a Kind	25 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Ante Bonus Pays

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1
Flush	1 to 1
Pair	1 to 1



MUST EQUAL Ante
DEALER PLAYS WITH
QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PUSH - Ante... 1 to 1
WHEN DEALER PLAYS
Pay... 1 to 1 - Ante... 1 to 1



Pair Plus Pays

Straight Flush	40 to 1
Three of a Kind	25 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Ante Bonus Pays

Straight Flush	5 to 1
Three of a Kind	3 to 1
Straight	1 to 1
Flush	1 to 1
Pair	1 to 1

MUST EQUAL Ante
DEALER PLAYS WITH
QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PUSH - Ante... 1 to 1
WHEN DEALER PLAYS
Pay... 1 to 1 - Ante... 1 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. Three Card Poker offers an optional progressive wager.
2. The bet considers the best hand possible among each individual 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. If one player is playing more than one hand and achieves a triggering envy pay, they would be paid the envy bonus on their other hands, as the hands are viewed as independent of each other.

- 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	Paytable 1	Paytable 2	Envy (both paytables)
AKQ Spades	100%	100%	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	\$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	



- *These game rules and payable 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 (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. Three Card Poker offers an optional progressive wager.
2. The bet considers the best hand possible among each individual player's cards.
3. 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.
4. 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.

5. 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.
6. The dealer then follows house procedures for dealing the regular game.
7. 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.
8. 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.

9. 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 Progressive Paytables

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

Hand	Paytable 1	Paytable 2	Envy (both paytables)
AKQ Spades	100%	100%	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	\$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	



- *These game rules and payable 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 (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 MULTI GAME LINK

RULES OF PLAY:

1. Three Card Poker offers an optional progressive wager.
2. The bet considers the player's three cards, and two "community cards" that are flopped at the end. The community cards are only used for the purpose of resolving 5 card progressive bonus pays.
3. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685.
4. All pays from these progressive paytables only consider 5 cards. That is, the player's three cards, and the 2 community cards.

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. After delivering hands to all players, and the dealer, the community hand is created by removing the top 2 cards from either the next 3 card hand dealt, or from the top of the flushed cards. The dealer reveals the community cards after revealing his regular 3 card dealer hand.
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

Hand	Pays	Envy*
Royal Flush	100%	\$1,000
Straight Flush	10%	\$5,000
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	

* 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.



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 v1.0.102 or 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

