



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

June 14, 2023

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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

# WAR ♣ BLACKJACK ♣ POKER

## Triple Shot™

### BONUS

Triple Shot Bonus™ combines War, Blackjack and Poker. It also features a unique side bet designed to increase drama and excitement as the hand develops. Triple Shot appeals to tables games players because:

- ♣ It's easy to learn.
- ♣ The Poker bet pays odds—up to 500 to 1.
- ♣ The Hat Trick Bonus offers a tantalizing proposition: Win or tie all three games and you win 9 to 1.

**The Game:** Players must wager on the War, Blackjack and Poker spots and may also make the optional Hat Trick Bonus wager. Players may bet in different amounts.

**War:** To begin the game, each player and the dealer receive one card face up. Higher card wins. In the event of tie, the player forfeits half his wager.

**Blackjack:** When the War game ends, each player receives a second card face up and the dealer a second card face down to play Blackjack. Traditional rules apply, except: 1) Players can only split Aces; and 2) Players automatically win if they get six cards without busting.

**Poker:** The Poker bet is played against a paytable, not against the dealer. At the end of the Blackjack game, each player will receive cards until a total of six cards. Casinos can deal these cards either face up or face down. The best five-card hand plays and normal five-card poker hand rankings apply. Poker payouts are posted at the table.

**Hat Trick Bonus:** This optional bet wins when the player wins or ties in War, Blackjack and Poker.

**Hold %:** The hold percentage in Triple Shot Bonus is adjustable. Depending on the paytable, the game should hold between 15% and 25%.

## **Rules of Play**

Triple Shot Bonus™ is played with a single deck of cards that is shuffled after every hand.

The game is comprised of three independent games, each played in succession. The player must make all three bets but the bets need not be equal. An optional side bet "Hat Trick" is also offered, which allows the player to win 9 to 1 if the player can win or tie all three bets.

### War Bet

The first bet is War, a competition between the first card in the player's hand and the first card in the dealer's hand. Once all bets are down, the dealer will give each player one card in rotation and take one card face up for himself. If the player's card is higher in rank than the dealer's card, the player will be paid even money. If the player's card is lower in rank, the player will lose his bet. In the event of a tie, the player loses one half his bet.

### Blackjack Bet

The second bet is Blackjack, with the dealer's first card serving as the up card and the player's first card and second card as his starting hand. Each player completes the play of Blackjack in the conventional manner. Following are the rules:

- Splitting is not allowed unless the player has a pair of Aces.
- Aces can be split only once and split Aces receive only one card.
- The player can double down on any first two cards.
- Any hand totaling 21 or less with 6 cards pays even money instantly except when the dealer has a Blackjack.

The house can either hit or stand on soft 17.

After all players have completed their play, the dealer turns his second card face up and proceeds to complete his hand in according with the house rules. The dealer will now pick and pay on the Blackjack bet.

### Six-Card Poker Bet

The third game is 6-card stud Poker, where the player plays against a pay table. The dealer gives each player and his hand sufficient cards to complete a 6-card hand. The player will use his best 5 cards and will win if his hand is a pair of Jacks or better. The payoff odds are shown below:

Hand	Pay Table 1	Pay Table 2
	Pay (to 1)	Pay (to 1)
Royal Flush	500	200
Straight Flush	50	60
Four of a Kind	20	20
Full House	6	6
Flush	5	5
Straight	4	4
Three of a Kind	2	2
Two Pair	1.5	1.5
Jacks/better	1	1

### Hat Trick Side Bet

This bet is optional. The player is paid 9 to 1 if none of his three bets lose.

Should the War bet be a tie, it will be counted as a win. If a pair of Aces is split, then the Blackjack bet will be adjudicated as follows:

1 <sup>st</sup> hand	2 <sup>nd</sup> hand	Outcome
Loss	Loss	Loss
Loss	Tie	Loss
Loss	Win	Win
Tie	Loss	Loss
Tie	Tie	Win
Tie	Win	Win
Win	Loss	Win
Win	Tie	Win
Win	Win	Win

**WAR ♣ BLACKJACK ♣ POKER**  
**Triple Shot™**  
**BONUS**

**Training Manual**

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Las Vegas, NV 89119



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Patent Pending

**LAYOUTS**

# Triple Shot

## BONUS

**BONUS**  
DEALER MUST HIT SOFT 17



POK

Blacki

War

APPENDIX



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**Hat Trick**  
**9 to 1**  
**That's Why**

1

poker

Blackjack

**PAY**



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## Overview of the Rules

*Triple Shot Bonus™* is played with a standard deck of 52 cards. Players place three bets in any amount in accordance with posted table minimum and maximum to play three popular casino games. Players may also place an optional **Hat Trick Bonus** wager.

With the first bet, players play **War**. Each player and the dealer receive one card face up. The high card between the player and the dealer is paid even money. Players forfeit half of their first wager on all ties with the dealer.

With the second bet, players play **Blackjack**. Each player and the dealer receive a second card and they proceed with Blackjack house rules, except that splitting is permitted on a pair of aces only, and only once.

With the third bet, players play six-card **Poker** against the paytable. Players retain all previously dealt cards and receive enough cards to total six. Cards may be dealt face up or face down. Players use their best five cards to make a poker hand, using traditional rankings. Consult paytable for payouts.

A player that has placed the optional **Hat Trick Bonus** wager is paid when the player ties or wins the mandatory War, Blackjack and Poker bets.

If a player splits Aces, he must at least break even in order to preserve the **Hat Trick Bonus**. The **Hat Trick Bonus** wager is removed if the player splits Aces and then ends up a net loser for the Blackjack hand.

Note: A Blackjack insurance wager has no effect on the **Hat Trick Bonus**.

## Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction.

Players place three bets in any amount in accordance with posted table minimum and maximum. Players may also place an optional **Hat Trick Bonus** wager. No wagers may be made, increased or withdrawn after the dealer has announced, "No more bets."

**War** is played with the first bet. The dealer delivers a one card hand face up to each player, starting with the player to the dealer's left, and deals himself one card face up.

Beginning with the player to the dealer's right, the dealer determines whether he or the player has the high card. He takes the losing bet and the **Hat Trick Bonus** wager, if any, and pays the winning high card bet even money by pushing the chips toward the player and away from the betting circle. In the case of a tie, the player forfeits one-half of his War wager. He follows this procedure with each player until all War bets have been resolved.

**Blackjack** is played with the second bet. Starting with the player to the dealer's left, the dealer deals a second card to each player face up and deals a second card to himself face down underneath his first face up card. Beginning with the player on the dealer's left, he deals traditional blackjack according to individual house rules. The exception is that splitting is permitted on a pair of Aces one time only, and a player will receive only one card. If a player reaches six cards without busting, he will be paid immediately. If the Blackjack wager loses, the **Hat Trick Bonus** wager, if any, is also collected by the dealer. Following the round of Blackjack, the dealer begins with the player on his right and pays or collects.

**Six-Card Stud Poker** is played with the third bet. Starting with the player on the dealer's left, the dealer deals face up or face down the remaining cards needed for that player to reach a total of six cards. The best five cards play, using traditional poker hand rankings. If the Poker wager loses, the **Hat Trick Bonus** wager, if any, is also collected by the dealer.

Players make the optional **Hat Trick Bonus** before receiving any cards. This bet wins when the player ties or wins the mandatory War, Blackjack and Poker bets. The dealer should remove the **Hat Trick Bonus** wager any time he removes a losing War, Blackjack or Poker bet. If the player wins or ties all three mandatory bets, the **Hat Trick Bonus** bet stays up. When it wins, the **Hat Trick Bonus** wager is paid after the Poker bet is resolved.

If a player splits Aces, he must at least break even on the two hands or his **Hat Trick Bonus** wager is removed.

Note: A Blackjack insurance wager has no effect on the **Hat Trick Bonus**.

## Triple Shot Bonus Payouts

### War

High Card .....Even money  
Tie.....Players forfeit one-half their wager

### Blackjack

Blackjack .....3 to 2  
Insurance.....2 to 1  
Six Cards, No Bust ..... Even Money

### Poker

Paytables listed separately

### Hat Trick Bonus

Paytables listed separately

**Hat Trick Bonus**  
**9 to 1**  
**Ties Win**

**Poker**

**Blackjack**

**War**

## **PAYOUTS**

.....  
Royal Flush.....500 to 1  
Straight Flush....50 to 1  
Four of a Kind....20 to 1  
Full House.....6 to 1  
Flush.....5 to 1  
Straight.....4 to 1  
Three of a Kind....2 to 1  
Two Pair.....3 to 2  
Jacks or Better.....1 to 1

# Triple Shot Bonus™ Paytables

TSB-01	
ROYAL FLUSH	500 TO 1
STRAIGHT FLUSH	50 TO 1
FOUR OF A KIND	20 TO 1
FULL HOUSE	6 TO 1
FLUSH	5 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	2 TO 1
TWO PAIR	3 TO 2
JACKS OR BETTER	1 TO 1
Hit Freq:	34.6%
House edge:	5.59%

Hat Trick Bonus	9 TO 1
Hit Freq:	9.5%
House edge:	4.95%

TSB-02	
ROYAL FLUSH	200 TO 1
STRAIGHT FLUSH	60 TO 1
FOUR OF A KIND	20 TO 1
FULL HOUSE	6 TO 1
FLUSH	5 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	2 TO 1
TWO PAIR	3 TO 2
JACKS OR BETTER	1 TO 1
Hit Freq:	34.6%
House edge:	5.78%

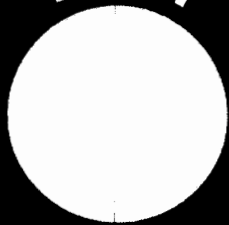
Hat Trick Bonus	9 TO 1
Hit Freq:	9.5%
House edge:	4.95%

# **ST HIT SOFT**

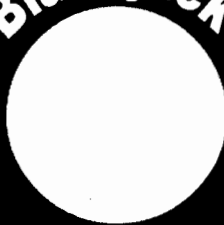
**Hat Trick Bonus**

**6 to 1  
Ties Win**

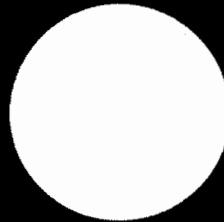
**Poker**



**Blackjack**



**War**



## **PAYOUTS**

Royal Flush.....200 to 1  
Straight Flush....60 to 1  
Four of a Kind....20 to 1  
Full House.....6 to 1  
Flush.....5 to 1  
Straight.....4 to 1  
Three of a Kind....2 to 1  
Two Pair.....3 to 2  
Jacks or Better.....1 to 1

**Blackjack Pays 3 to 2  
Insurance Pays 2 to 1**

**Split Aces Only  
(one card each)**

**Six Cards Without Busting  
= Automatic Win**

**Ties Forfeit  
Half of Wager**



***A Mathematical Analysis  
of  
Triple Shot Bonus™***

**Prepared for  
Light and Wonder®**

**by**

**Stanley Ko  
GAMBOLOGY  
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Las Vegas, NV 89180  
[www.gambology.com](http://www.gambology.com)**

**May 17, 2002**

## Mathematical Analysis

### War Bet

The probability that the player and the dealer will tie is  $52/52 * 3/51 = 1/17 = 5.8824\%$ . As the player will lose half the bet in the event of a tie, the house advantage is  $5.8824\% / 2 = 2.9412\%$ .

### Blackjack Bet

A combinatorial analysis was performed to determine the optimal player strategy. Under the aforementioned rules, the house advantage is  
 0.2715% per initial bet if the dealer hits soft 17, or  
 0.0832% per initial bet if the dealer stands on soft 17.

### Player Strategy (dealer hits soft 17)

Player Hand	Dealer Upcard									
	A	2	3	4	5	6	7	8	9	T
4 to 7	H	H	H	H	H	H	H	H	H	H
8	H	H	H	H	H8	H8	H	H	H	H
9	H	D	D	D	D	D	H	H	H	H
10	H	D	D	D	D	D	D	D	D	H
11	D	D	D	D	D	D	D	D	D	D
12	H	H	H	S	S	S	H	H	H	H
13 to 16	H	S	S	S	S	S	H	H	H	H
17 to 21	S	S	S	S	S	S	S	S	S	S
A-A	P	P	P	P	P	P	P	P	P	P
A-2	H	H	H	D	D	D	H	H	H	H
A-3	H	H	H	D	D	D	H	H	H	H
A-4	H	H	H	D	D	D	H	H	H	H
A-5	H	H	H	D	D	D	H	H	H	H
A-6	H	D	D	D	D	D	H	H	H	H
A-7	H	S	D	D	D	D	S	S	H	H
A-8	S	S	S	S	S	D	S	S	S	S
A-9	S	S	S	S	S	S	S	S	S	S
A-T	S	S	S	S	S	S	S	S	S	S

- H8: Double vs. a 5 up if the hand is composed of 2-6. Double vs. a 5 or 6 up if the hand is composed of 5-3 or 4-4. Hit otherwise.
- Hit a 5-card 12 to 14 except a 14 vs. a 6 up.

### Hat Trick Bet Hit Frequency with Optimal Play

	Win % of Split Hands (Aces)	Win %	Tie %	Overall Win %
Dealer hits soft 17	0.3220	43.3716	8.1355	51.8290
Dealer stands on soft 17	0.3224	43.4190	8.2356	51.9770

### Triple Shot House Advantages

	<b>Pay Table 1 (6-card Poker)</b>	<b>Pay Table 2 (6-card Poker)</b>
Dealer hits soft 17	$(2.9412\% + 0.2715\% + 5.5857\%) / 3 = 2.9328\%$	$(2.9412\% + 0.2715\% + 5.7814\%) / 3 = 2.9980\%$
Dealer stands on soft 17	$(2.9412\% + 0.0832\% + 5.5857\%) / 3 = 2.8700\%$	$(2.9412\% + 0.0832\% + 5.7814\%) / 3 = 2.9353\%$

## Six-Card Poker Bet

**Pay Table 1**

Hand	Probability	Pay (to 1)	Pay Out %
Royal Flush	0.000923%	500	0.46%
Straight Flush	0.008134%	50	0.41%
Four of a Kind	0.072029%	20	1.51%
Full House	0.815305%	6	5.71%
Flush	1.010840%	5	6.07%
Straight	1.776259%	4	8.88%
Three of a Kind	3.596332%	2	10.79%
Two Pair	12.441062%	1.5	31.10%
Jacks/better	14.739558%	1	29.48%
<b>Totals</b>	<b>34.460442%</b>		<b>94.41%</b>
		House edge	5.5857%
		Hit freq.	34.4604%

**Pay Table 2**

Hand	Probability	Pay (to 1)	Pay Out %
Royal Flush	0.000923%	200	0.19%
Straight Flush	0.008134%	60	0.50%
Four of a Kind	0.072029%	20	1.51%
Full House	0.815305%	6	5.71%
Flush	1.010840%	5	6.07%
Straight	1.776259%	4	8.88%
Three of a Kind	3.596332%	2	10.79%
Two Pair	12.441062%	1.5	31.10%
Jacks/better	14.739558%	1	29.48%
<b>Totals</b>	<b>34.460442%</b>		<b>94.22%</b>
		House edge	5.7814%
		Hit freq.	34.4604%

## Hat Trick Bet

Outcome	Dealer hits soft 17	
	Yes	No
Win or push War bet	52.9412%	52.9412%
Win or push Blackjack bet	51.8290%	51.9770%
Win 6-card Poker bet	34.4604%	34.4604%
Win or push all 3	9.4556%	9.4826%
Payout (to 1)	9	9
Return	94.5555%	94.8255%
House edge	5.4445%	5.1745%

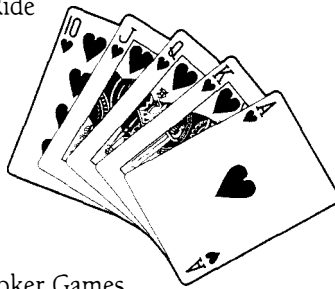
From the company that revolutionized card shuffling comes a stunning breakthrough in technology that redefines the process of randomizing and dealing hands of cards. The Light and Wonder or ACE creates hands through the random selection of cards using a random number generator and then delivers those hands in random order.

Fewer moving parts and reduced sensitivity to card quality mean less down time. In most cases, casinos can diagnose and resolve problems on the spot. Small, light-weight, and user-friendly, the ACE has a 25% faster cycle time than traditional shufflers.

The Light and Wonder ACE — setting the new standard for casino and player satisfaction.

APPLICATIONS • Let It Ride

- Let It Ride Bonus
- Pai Gow Poker
- Pai Wow Poker
- Caribbean Stud
- Three Card Poker
- Double Down Stud
- Other Single Deck Stud Poker Games



ADVANTAGES

- As random as video poker (RNG)
- Non-trackable; random unloading of hands
- 25% faster cycle time than traditional shufflers
- Less sensitive to card quality; longer card life
- Handles paper or plastic cards; poker or bridge size
- Easy to diagnose and service
- Counts down the deck before the cards reach the players
- Maintains a log of machine performance; tracks total cycles and hands delivered
- User friendly - LED message display and convenient game selection
- Compact; attractive; light-weight
- Easy operation greatly reduces training for casino personnel
- Universal electrical power capability