



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

Page 2 of 3

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



- Ultimate Texas Hold'em is a variation of the 7-card Poker variant known as Texas Hold'em game that offers optional Trips Bonus, Bad Beat Bonus, Ultimate Pairs Bonus, Multi-Game Link with Envy Bonus, and jackpot wagers. All rules pertaining to standard poker as posted on the WSGC's website remain the same except as noted in these rules of play. Side wagers among players are prohibited.
- Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230- 15-140.
- If the below games are to be hand dealt with a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacture.

### **Ultimate Texas Hold'em Rules of Play**

Ultimate Texas Hold'em 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. Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk-and win. If players bet pre-flop, they may risk 3x or 4x their Ante. If they bet on the flop, they may bet 2x their ante. And if they wait until the river-when all community cards are out-they may only bet 1x their Ante. This game also features an optional bet, the Trips Bonus. Players win the Trips Bonus if their final five-card hand is three of a kind or higher. Odds printed on layout.

Light and Wonder recommends using an automatic shuffler such as an ACE®, Deck Mate 2® or i-Deal/i-Deal

Plus® Shuffler.

### **Deck Mate 2® Shuffler**

#### **RECOMMENDED DEALING PROCEDURES**

1. When using the Deck Mate 2®, the entire deck is delivered by the shuffler, and the following dealing procedures will be completed with a handheld deck.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
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. Check (do nothing); or
  - b. Make a Play bet of 3x or 4x their Ante.
    - i. Once players bet, they cannot bet again, and they cannot change their bet.
5. The dealer then places the first three community cards (the flop) face-up on the layout.
6. Players that have not yet made a Play bet have a choice:
  - a. Check; or
  - b. Make a Play bet of 2x their Ante.
7. The dealer then places the final two community cards (the turn and river) face-up on the layout.
8. Players that have not yet made a Play bet have a choice:
  - a. Fold; or
  - b. Make a Play bet of 1x their Ante.
9. The dealer then reveals his two hole cards and announces his five-card hand.
10. The dealer needs a pair to qualify.
  - a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer qualifies:

11. 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 Play and Ante bets win even money.
  - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
  - c. When the hands tie, the Play, Ante and Blind bets push.
  - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
  - e. If the player wins with less than a straight the Blind pushes.
  - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

12. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
13. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet- even if he folds.

**ACE® and i-Deal/i-Deal Plus® Shufflers**

**RECOMMENDED DEALING PROCEDURES**

1. Set the ACE® or i-Deal/i-Deal Plus ® shuffler to the "UTH" mode. Contact your Light and Wonder service technician for assistance.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. The i-Deal/i-Deal Plus will first dispense the five community cards. Spread these out- face down-in the middle of the table.
4. Working from left to right, the dealer gives each player and himself a set of two starting cards.
5. After the dealer gives himself two cards, he presses the green button on the shuffler to dispense the remaining cards.
6. Players now have a choice:

- a. Check (do nothing); or
  - b. Make a Play bet of 3x or 4x their Ante.
    - i. Once players bet, they cannot bet again, and they cannot change their bet.
7. The dealer then reveals the first three community cards.
8. Players that have not yet made a Play bet have a choice:
  - a. Check; or
  - b. Make a Play bet of 2x their Ante.
9. The dealer then reveals the final two community cards (the turn and river).
10. Players that have not yet made a Play bet have a choice:
  - a. Fold; or
  - b. Make a Play bet of 1x their Ante.
11. The dealer then reveals his two hole cards and announces his five-card hand.
12. The dealer needs a pair to qualify.
  - a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games.  
When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer qualifies:

13. 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 Play and Ante bets win even money.
  - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
  - c. When the hands tie, the Play, Ante and Blind bets push.
  - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
  - e. If the player wins with less than a straight the Blind pushes.
  - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.
14. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
15. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet- even if he folds.

### **IRREGULARITIES:**

In the event of a shuffler malfunction, all hands are void.

### **ADDITIONAL RULES:**

Players may not wager on the house's hand or on other player's hands. Side bets between players are prohibited. Table aggregates are allowed but must be in compliance with state regulations. At the casino's discretion, the dealers can resolve the bets in the order the casino wishes.

## **Optional Bonus Bets**

### **Ultimate Texas Hold'em with Bad Beat Bonus Option**

1. This is an optional bad-beat bet for Ultimate Texas Hold'em. Players win if they and the dealer are involved in a bad beat. There are two ways to win:
  - The player has three of a kind or better and loses to the dealer.
  - The player beats the dealer's hand of three of a kind or better.
2. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
3. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable.
4. If the player's hand does not qualify, the dealer takes his wager and moves on to the next player.
5. If the dealer and the player have a five-card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

### **Ultimate Texas Hold'em with Ultimate Pairs Bonus Option**

1. Ultimate Pairs Bonus is an optional bonus wager.
2. Players win if their two-hole cards match one of the hands listed on the posted payable.

\*Note: Only the top payout on payable two includes both the player's and dealer's cards. The rest of the payouts are based on the player's two cards ONLY.

To participate in the Ultimate Pairs Bonus wager, players must make their wagers prior to receiving their two-card hand. Players place their Ultimate Pairs Bonus wagers in the marked area.

3. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable. If the player's hand does not qualify, the dealer takes his wager and moves on to the next player.
4. If the player folds their hand, the Ultimate Pairs Bonus wager (if played) remains in action. The dealer will remove the losing wagers and tuck the two-hole cards under the Ultimate Pairs Bonus wager.



# ULTIMATE TEXAS HOLD'EM™

## Paytables

	UTH-01		UTH-02		UTH-03		UTH-04	
Hand	Trips Bonus	Blind	Trips Bonus	Blind	Trips Bonus	Blind	Trips Bonus	Blind
Royal flush	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1	40 to 1	50 to 1	40 to 1	50 to 1	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1	30 to 1	10 to 1	30 to 1	10 to 1	20 to 1	10 to 1
Full house	9 to 1	3 to 1	8 to 1	3 to 1	8 to 1	3 to 1	7 to 1	3 to 1
Flush	7 to 1	3 to 2	6 to 1	3 to 2	7 to 1	3 to 2	6 to 1	3 to 2
Straight	4 to 1	1 to 1	5 to 1	1 to 1	4 to 1	1 to 1	5 to 1	1 to 1
Three of a kind	3 to 1		3 to 1		3 to 1		3 to 1	
	0.90%	0.84%*	1.90%	0.84%*	3.50%	0.84%*	6.18%	0.84%*

\* Entire game vs. dealer. Assumes perfect play.

Light and Wonder

Ultimate Texas Hold'em™

R2005-12-06





ShuffleMaster

USA Ultimate Texas Hold'em  
ShuffleMaster

Hand	Rank
Low to Dealer	1st
High to Dealer	2nd
Low to Dealer	3rd
High to Dealer	4th
Low to Dealer	5th
High to Dealer	6th
Low to Dealer	7th
High to Dealer	8th
Low to Dealer	9th
High to Dealer	10th
Low to Dealer	11th
High to Dealer	12th
Low to Dealer	13th
High to Dealer	14th
Low to Dealer	15th
High to Dealer	16th
Low to Dealer	17th
High to Dealer	18th
Low to Dealer	19th
High to Dealer	20th

TRIPS



Ante pushes if dealer has less than a pair

**Trips**

**Ante = Blind**

**Play**

**Blind**

**TRIPS**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

**PLAY**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

ShuffleMaster.com

**Trips**

**Ante = Blind**

**Play**

**Blind**

**TRIPS**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

**PLAY**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

ShuffleMaster.com

**Trips**

**Ante = Blind**

**Play**

**Blind**

**TRIPS**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

**PLAY**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

ShuffleMaster.com

**Trips**

**Ante = Blind**

**Play**

**Blind**

**TRIPS**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

**PLAY**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

ShuffleMaster.com

**Trips**

**Ante = Blind**

**Play**

**Blind**

**TRIPS**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

**PLAY**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

ShuffleMaster.com

**Trips**

**Ante = Blind**

**Play**

**Blind**

**TRIPS**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

**PLAY**

Round Pot	100 to 1
Straight Pot	10 to 1
Flush Pot	5 to 1
Pair Pot	2 to 1
High Card Pot	1 to 1

ShuffleMaster.com

## **NEXUS COMMAND/GM ATLAS**

### **Ultimate Texas Hold ‘Em Jackpot Rules of Play:**

1. Ultimate Texas Hold ‘Em offers an optional jackpot wager.
2. The bet considers the best hand possible among all the player’s cards.
3. Sample paytables are listed separately.
4. The top two percentage pays from the paytable require that at least one card from the player’s two-hole cards make up the royal flush. The Community Royal Flush is comprised only of the 5 community up-cards. All other winning hands can be comprised of any 5 cards, either all community or including the player’s cards.
5. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into 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 jackpot wager. Players must place the jackpot 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 jackpot wager. The dealer will then remove all jackpot bets from the table.
8. The dealer then follows house procedures for dealing the regular game.
9. The dealer reconciles the standard wager, bonus wager, and jackpot 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 jackpot payouts. Follow the procedure in the next section for reconciling percentage pays from the jackpot meter.
10. Jackpot winners:
  - a. The percentage pays are paid from the jackpot shown on the jackpot meter.
  - b. Other hands are paid from the tray; they do not come off the meter.
  - c. In the event more than one jackpot 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 jackpot winner, the dealer will select the player spot corresponding to the player with the winning jackpot 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 jackpot 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 jackpot 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.

### **Ultimate Texas Hold ‘Em Jackpot**

- These game rules and payable are for use with the approved Light and Wonder owned jackpot 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 jackpot 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 jackpot display or GM Atlas v5.4.0/Nexus Command II v5.4 or higher. The jackpot display can either be provided by Light and Wonder or the operator.
- This game will use the approved Light and Wonder owned jackpot 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 jackpot displays can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.
- The jackpot 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.

### **House Jackpot and Progressive Jackpots**

- Operators may choose to offer up to two jackpot game options on a layout using two independent wagering sensors and displaying two independent jackpot amounts.
- Each jackpot sensor is considered a separate game.
- Progressive Jackpots cannot be linked with House Jackpots.
- All jackpots on a table must be of a single jackpot type (House Jackpot or Jackpot).
- Operators can only offer one jackpot game option per sensor.
- When operated as a house jackpot, the jackpot amount is at the discretion of the casino. Prizes are set by the casino and are required to be displayed at each gaming table. Prizes displayed are considered property of the casino until won by one or more players. The casino must post all required notices and disclosures at each table and follow all rules for house jackpots in WAC 230-15-671.
- When operated as a progressive jackpot, rules for progressive jackpot prizes are contained within WAC 230-15-680 through WAC 230-15- 720.



## Jackpot Paytables

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

	<b>Paytable 01*</b>
Hand	Pays*
Royal Flush- First 5 Cards	100%
Royal Flush- First 7 Cards	5%
Community Royal	3,000 for 1
Straight Flush	250 for 1
4 of a Kind	100 for 1
Full House	10 for 1

\* Original Wager is NOT returned

All settings and pays, listed in the above pay tables, are based off a fixed \$1 wager. Card room operators may select a different fixed wager amount. If the Jackpot is configured with a different fixed wager amount, pays are multiplied accordingly and displayed on the meter.



## Nexus Command/GM ATLAS

### Jackpot Paytables

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

	<b>Paytable 01*</b>
Hand	Pays*
Royal Flush- First 5 Cards	100%
Royal Flush- First 7 Cards	5%
Community Royal	3,000 for 1
Straight Flush	250 for 1
4 of a Kind	100 for 1
Full House	10 for 1

\* Original Wager is NOT returned

All settings and pays, listed in the above pay tables, are based off a fixed \$1 wager. Card room operators may select a different fixed wager amount. If the Jackpot is configured with a different fixed wager amount, pays are multiplied accordingly and displayed on the meter.

## **NEXUS COMMAND/GM ATLAS MULTI GAME LINK**

### **Ultimate Texas Hold 'Em Rules of Play**

1. Ultimate Texas Hold 'Em offers an optional jackpot wager.
2. The bet considers the best hand possible from the player's two cards, and the first 3 community cards (the flop).
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 jackpot paytables only consider the first 5 cards. That is, the player's two cards, and the first 3 community cards (the flop).
5. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into 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 jackpot wager. Players must place the jackpot 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 jackpot wager. The dealer will then remove all jackpot bets from the table.
8. The dealer then follows house procedures for dealing the regular game.
9. The dealer reconciles the standard wager, bonus wager, and jackpot 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 jackpot payouts. Follow the procedure in the next section for reconciling percentage pays from the jackpot meter.
10. Jackpot winners:
  - a. The percentage pays are paid from the jackpot shown on the jackpot meter.
  - b. Other hands are paid from the tray; they do not come off the meter.
  - c. In the event more than one jackpot 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 jackpot winner, the dealer will select the player spot corresponding to the player with the winning jackpot 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 jackpot 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 jackpot 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 jackpot 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 jackpot 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 Jackpot

### Paytables

**Multi-Game Jackpot Paytable - For use when connecting multiple 5-card poker games**

<b>Paytable 01</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
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		

<b>Paytable ML01</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
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		

<b>Paytable ML03</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
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		

All settings and pays, listed in the above pay tables, are based off a fixed \$1 wager. Card room operators may select a different fixed wager amount. If the Jackpot is configured with a different fixed wager amount, pays are multiplied accordingly and displayed on the meter.





## 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.

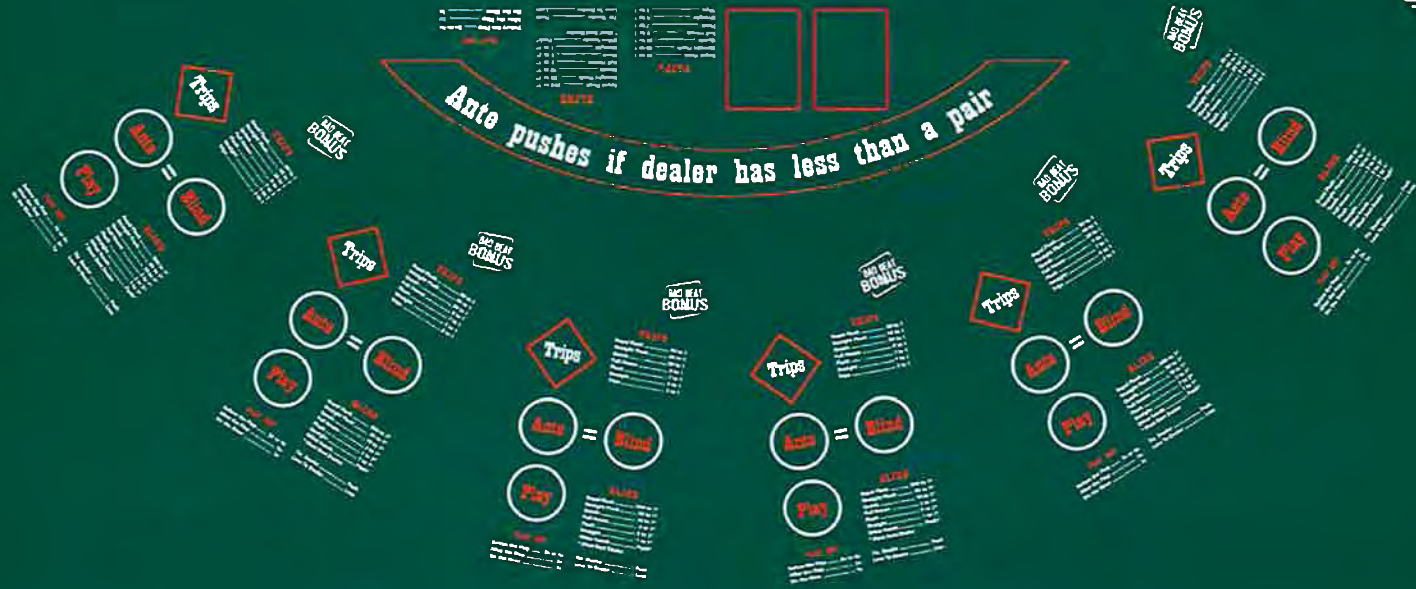
Ante pushes if dealer has less than a pair



	UTH - BBB 01	UTH - BBB 02	UTH - BBB 03
Straight Flush	10,000 to 1	7,500 to 1	2,500 to 1
Quads	500 to 1	500 to 1	500 to 1
Full House	40 to 1	50 to 1	50 to 1
Flush	25 to 1	30 to 1	30 to 1
Straight	20 to 1	20 to 1	20 to 1
Trips	9 to 1	9 to 1	9 to 1
House edge	20.2%	14.6%	16.5%
Hit frequency	3.9%	3.9%	3.9%



Ante pushes if dealer has less than a pair



# ULTIMATE PAIRS BONUS

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
House Advantage	8.90%	8.54%

Paytable	3	4	5	6
Ace Hearts / Ace Diamonds		100 to 1	50 to 1	
Pair of Aces	30 to 1	30 to 1	25 to 1	25 to 1
Ace / Face Suited	20 to 1	20 to 1	20 to 1	20 to 1
Ace / Face	10 to 1	10 to 1	10 to 1	10 to 1
Pair	5 to 1	4 to 1	5 to 1	5 to 1
House Advantage	4.52%	4.68%	4.90%	6.79%



[illegible]

**40 POINT PRACTICE BOOKS**

**Strip** (in a red box)

**Raid**

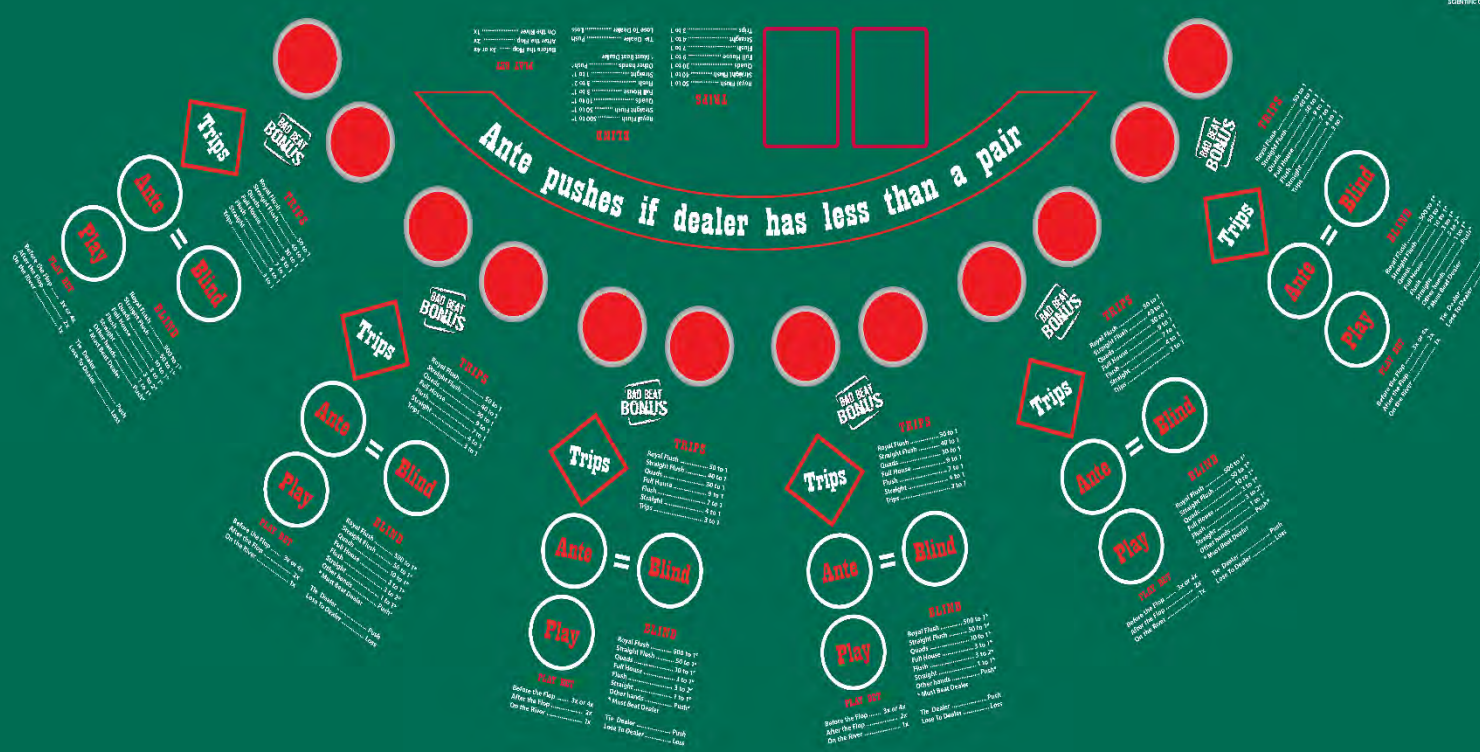
**Raid 2**

**Raid 3**

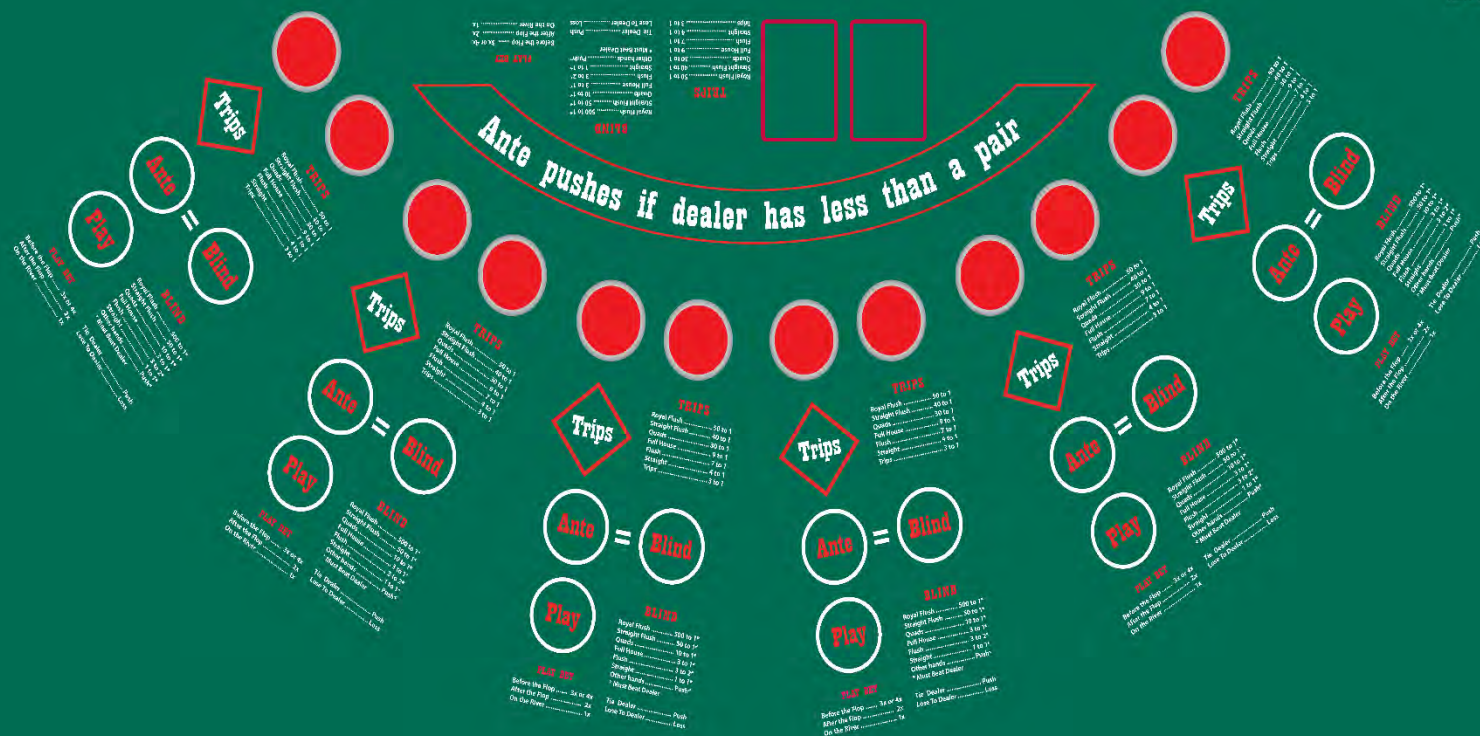
**Raid 4**

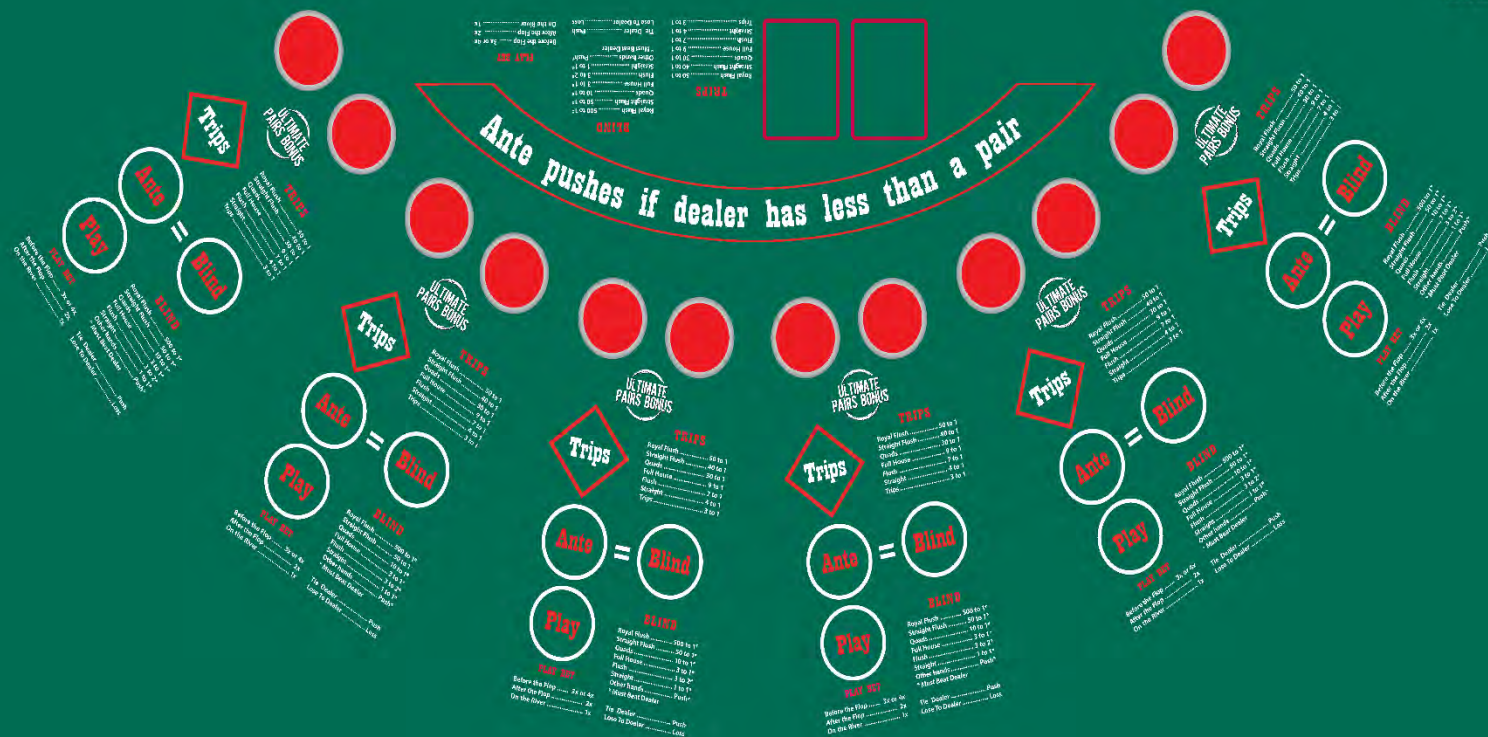


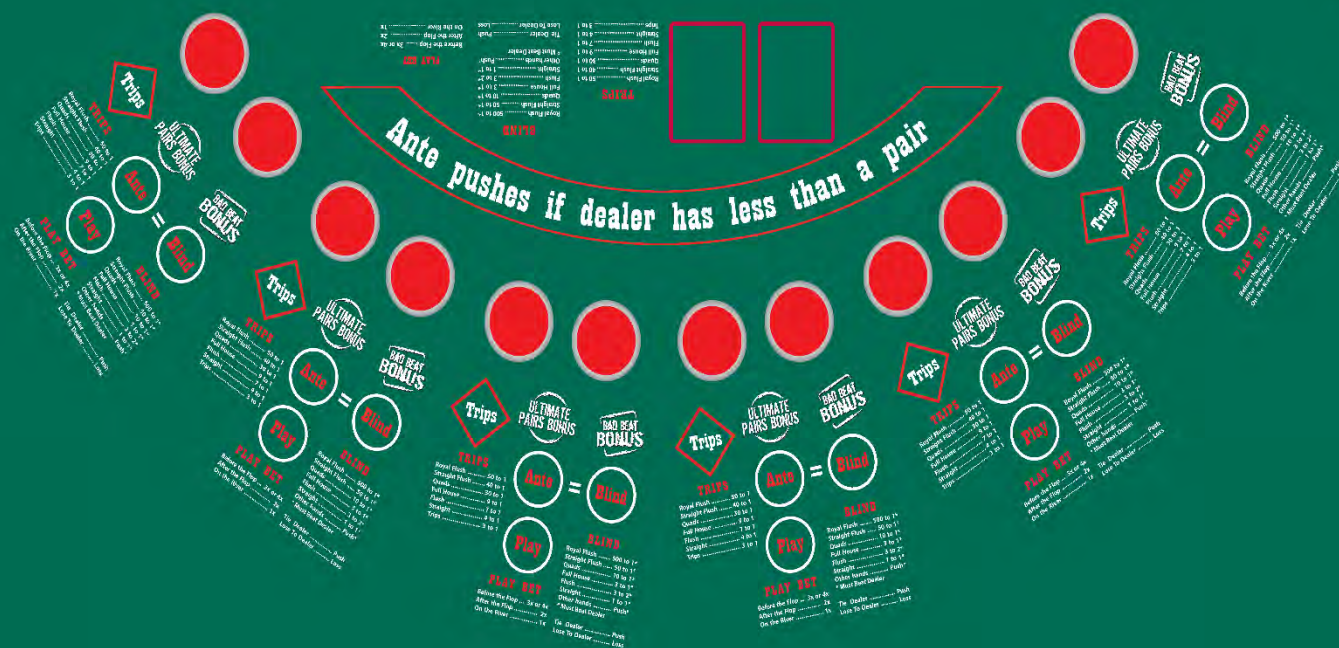
Ante pushes if dealer has less than a pair











## **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 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



