



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 14, 2023

Sent via email to rsantoriello@lnw.com

Renee Santoriello
Light and Wonder
6601 S. Bermuda Road
Las Vegas, NV 89119

RE: L&W GM Atlas Game Rule Update (multiple games) - Submission #3119

Dear Ms. Santoriello:

Light and Wonder amended multiple previously approved card games to include some of the following information:

- Added reference to the GM Atlas/Nexus Command II Progressive System.
- Added updated utility products.
- Updated name to Light and Wonder.

The amended games were as follows:

1	6-5-4 Poker	34	High Five Poker
2	6 Card Fortune Pai Gow	35	House Money – Dual Progressives
3	Bahama Bonus Blackjack	36	I Luv Suits Poker – Dual Progressives
4	Bet The Bust	37	King's Bounty
5	Bet The Set 21	38	King's Bounty – Dual Progressives
6	Bet The Set 21 Deluxe	39	Let It Ride, 3 Card Bonus – Cover All Bonus
7	Big Raise Hold'Em	40	Match Jack
8	Big Raise Stud Poker	41	Mississippi Stud – Cover All
9	Blackjack Switch	42	Pai Wow Bonus
10	Blazing 7's Progressive – Dealer's Up Card	43	Rabbit Hunter Stud Poker
11	Blazing 7's Progressive – Player Cards Only	44	Roll Your Own Blackjack
12	Caribbean Stud Poker	45	Royal Match 21 – Dual Progressives
13	Casino War	46	Royal Match 21 Deluxe
14	Cincinnati Seven Card Stud	47	Sharp Shooter – Tribal
15	Crazy 4 Poker - Coverall	48	Six Card Poker
16	Dakota Stud	49	Solitaire Stud

Ms. Santoriello

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17	DJ Wild Stud Poker - Coverall	50	Straight Edge Poker
18	Dragon Bonus	51	Super Fun 21
19	Dragon Bonus – Commission Free	52	Supreme 99
20	EZ Baccarat with Dragon Bonus	53	Texas Hold’Em Bonus
21	EZ Pai Gow	54	Three Card Baccarat
22	Face Up Pai Gow Poker – Dual Progressives	55	Three Card Draw Poker
23	Fast Action Hold’Em	56	Three Card Draw Poker, Pairs Plus
24	Field Gold 21	57	Three Card Poker
25	Flush Rush	58	Three Card Poker 6 Card Bonus – Face Up
26	Flushes Gone Wild	59	Three Card Poker Bonus – Face Up
27	Fortune 7 Baccarat	60	Three Card Poker Bonus - Tribal
28	Fortune Asia Poker	61	Three Card Poker Progressive – Cover All
29	Fortune Blackjack	62	TriLux Bonus – Dual Progressives
30	Fortune Pai Gow Poker Progressive	63	Triple Shot Rummy
31	Fortune San Lo Poker Progressive	64	Triple Shot Bonus
32	Four Card Poker	65	Ultimate Texas Hold’Em – Cover All
33	Free Bet Blackjack – Dual Progressives	66	Zappit Blackjack – Dual Progressives

We have reviewed the changes to the games noted above. Based on our review of the documentation we received from Light and Wonder, the Washington State Gambling Commission will approve the games under the conditions listed below:

- The games shall be played and operated under the terms and conditions set forth under the game rules you provided on May 5, 2023 and June 5, 2023 and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate any of these games must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with these games must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your games to operate, they will seek concurrence from our agency as well.

- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to these games may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (206) 786-3530. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

DocuSigned by:

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Gary Drumheller
Assistant Director
Enforcement and Operations Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



OVERVIEW

Let it Ride is a five-card poker game. Players compete against a paytable, not against the dealers or other players.

RECOMMENDED DEALING PROCEDURES

1. Set the ACE/i-Deal/i-Deal Plus shuffler to "Let it Ride." In this mode, the ACE/i-Deal/i-Deal Plus will dispense sets of three cards.
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
3. Working from left to right, the dealer gives each player three cards face down.
4. The dealer gets two community cards. To do this, the dealer takes a three-card pack from the shuffler and burns the bottom card.
5. The dealer then presses the green button on the ACE/i-Deal/iDeal Plus; this dispenses the remaining cards.
6. Players now have a choice:
 - a. Remove the (1) bet or keep it in action.
 - i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
 - ii. To keep the bet in action, the player tucks his cards under the (2) bet.
7. The dealer then reveals the community card on his left.
8. Players now have a choice:
 - a. Remove the (2) bet or keep it in action.
 - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
9. Players then tuck their cards under the (\$) bet.
10. The dealer then reveals the second community card.
11. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
12. If the player has a pair of 10s or better, all bets left in action win according to the posted odds chart.
 - a. If the player has less than a pair of 10s, all bets left in action lose.

Let it Ride
Basic Game Paytable Summary

Paytable Designator	LIRX-01		LIRX-02		LIRX-03		LIRX-04		LIRX-05	
Description	1000:1 Top award		500:1 Top award		100:1 Top award		500:1 Top award Special for Cruise ship		200:1 Top award Indiana	
OUTCOME	Primary Paytable		Primary Paytable		Primary Paytable		Primary Paytable		Primary Paytable	
Royal Flush	1000		500		100		500		200	
Straight Flush	200		100		50		100		100	
Four of a Kind	50		25		30		25		40	
Full House	11		15		15		11		15	
Flush	8		10		9		8		9	
Straight	5		5		6		5		5	
Three of a Kind	3		3		3		3		3	
Two Pair	2		2		2		2		2	
10s or Better	1		1		1		1		1	
Par	2.86%		2.80%		2.66%		4.63%		2.48%	
Hit Frequency	23.88%		23.88%		23.88%		23.88%		23.88%	

Let it Ride
Basic Game Paytable Summary

Paytable Designator	LIRX-06	
Description	500:1 Top award Colorado Only	
OUTCOME	Primary Paytable	
Royal Flush	500	
Straight Flush	200	
Four of a Kind	50	
Full House	11	
Flush	8	
Straight	5	
Three of a Kind	3	
Two Pair	2	
10s or Better	1	
Par	3.05%	
Hit Frequency	23.88%	



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PAYOUTS

Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
10's or Better	1 to 1

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PAYOUTS

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Straight Flush	100 to 1
Four-of-a-Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
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Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
10's or Better	1 to 1

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How To Play Let It Ride Bonus®

OVERVIEW

You Win With A Pair Of Tens Or Better!

Bets: Each player placed three (3) equal bets as indicated: [see sample card]

The Deal: Each player receives three (3) cards.

The Play: You are not playing against the dealer or the other players. You are simply trying to get the best possible poker hand by using your three cards and two cards, called “community cards,” which the dealer will expose.

After looking at your first three (3) cards, you may ask for your first bet back or you may “Let It Ride.”

The dealer then turns up one community card. You may then ask for your second bet back or you may “Let It Ride.” The second community card is then turned over by the dealer. At this point, all winning hands are paid according to the payout schedule on the table layout (pair of 10's or better, two pair, etc). Players cannot show their hands to other players.

Bet The Buck. Win A Bundle.

Just put a Buck on the red circle, and if you hit a bonus hand* a bundle of cash is yours instantly.

*Check with the nearest Let It Ride Bonus table for details on winning hands and payouts.

RECOMMENDED INTERNAL CONTROLS FOR LET IT RIDE BONUS®

LET IT RIDE BONUS TABLE: PHYSICAL CHARACTERISTICS:

1. **Let It Ride Bonus** shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a **Let It Ride Bonus** table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled “1”, “2”, and “\$” for the placement of bets. Each betting position shall also have a separate sensor for the placement of an additional \$1.00 bonus bet. There shall also be a separate area located directly in front of the chip tray designated for the placement of the community cards.
3. Each **Let It Ride Bonus** table shall have a drop box attached to it.
4. The **Let It Ride Bonus** table shall have an optional table controller located on the table at the right of the dealer. The table controller is a microprocessor controlled keypad v1.32 with an alpha-numeric display which is used by the dealer to deal the game. The table controller controls the automatic card shuffling device, reads the security keys and registers the placement of an additional \$1.00 bonus bet by the player. The table controller is attached to the casino computer. If the table controller is not used, then a standard felt will be used.

DEALING: AUTOMATIC SHUFFLING DEVICE:

Cards used to play **Let It Ride Bonus** shall be dealt from an automatic card shuffling device (“shuffler”).

CARDS: PHYSICAL CHARACTERISTICS:

Cards used to play **Let It Ride Bonus** shall be in standard decks of fifty-two (52) cards, with each card identical in size and shape to every other card in such deck.

CARDS: NUMBER OF DECKS:

1. **Let It Ride Bonus** shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

2. Each deck of cards shall also comply with the following Requirements:

- (a) The backs of the cards in the two (2) decks are of different color;
- (b) One (1) deck will be shuffled by the shuffler while the other deck will be dealt or used to play the game;
- (c) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- (d) The cards from only one (1) deck shall be placed in the discard rack at any given time.

LET IT RIDE BONUS: DEFINITIONS:

The following words and terms shall have the following meanings unless the context clearly indicates otherwise:

- “Community cards” means any cards which are initially dealt to the dealer and which are used by all players to form a five (5) card hand.
- “Hand” means the five (5) card hand formed for each player by combining the three (3) cards dealt to the player and the two (2) community cards.
- “Let it ride” means when a player chooses not to take back either or both of two (2) of the three (3) bets.
- “Round of play” means one (1) complete cycle of play during which all players have been dealt three (3) cards, have wagered, the dealer has been dealt the community cards, and wagers have been paid off or collected in accordance with the rules of this subchapter.
- “Suit” means one of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.

LET IT RIDE BONUS HAND RANKINGS:

1. The permissible poker hands in the game of **Let It Ride Bonus**, in order of highest to lowest rank, shall be:
 - (a) "Royal flush" is a hand consisting of an ace, king, queen, jack and ten of the same suit;
 - (b) "Straight flush" is a hand consisting of five (5) cards of the same suit in consecutive ranking, with king, queen, jack, ten and nine being the highest ranking straight flush and ace, two, three, four, five being the lowest ranking straight flush;
 - (c) "Four-of-a-kind" is a hand consisting of four (4) cards of the same rank regardless of suit, with four (4) aces being the highest ranking four-of-a-kind and four (4) twos being the lowest ranking four-of-a-kind;
 - (d) "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three (3) aces and two (2) kings being the highest ranking full house and three (3) twos and two (2) threes being the lowest ranking full house;
 - (e) "Flush" is a hand consisting of five (5) cards of the same suit;
 - (f) "Straight" is a hand consisting of five (5) cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);
 - (g) "Three-of-a-kind" is a hand consisting of three (3) cards of the same rank regardless of suit, with three (3) aces being the highest ranking three-of-a-kind and three (3) twos being the lowest ranking three-of-a-kind;
 - (h) "Two pair" is a hand consisting of two (2) "pair," with two (2) aces and two (2) kings being the highest ranking two (2) pair and two (2) threes and two (2) twos being the lowest ranking two (2) pair; and

- (i) "High pair" is a hand consisting of two (2) cards of the same rank, regardless of suit, with two (2) aces being the highest ranking pair and two (2) tens being the lowest ranking pair.
2. The rank of the cards used in **Let It Ride Bonus**, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a two, three, four, and five. All suits shall be considered equal in rank.

PERMISSIBLE BETS:

1. All bets at **Let It Ride Bonus** shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted depending on house rules or regulations.
2. All bets shall be placed prior to the dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Each player shall be required to place three (3) equal but separate bets for each round of play. The bets shall be identified as Bet #1, Bet #2 and Bet #3. Bet #1 and Bet #2 may be withdrawn by the player as provided in the *Procedures For Completion Of Each Round Of Play*.
4. Each player shall also have the option to place an additional \$1.00 bonus bet that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Payout Odds* section.

OPENING THE LET IT RIDE BONUS TABLE:

1. Turn the shuffler power switch on.
2. Place the table key (Key #1) into the first slot on the table controller.
3. Verify and wash deck #1 and load it into the shuffler.
4. Press the green START button on the shuffler to begin the shuffling cycle.

5. While deck #1 is shuffling, verify and wash deck #2 and place it in the discard rack. (If there is no game, assume Dead Game Mode.)

**PROCEDURES FOR SHUFFLING AND DEALING THE CARDS FROM AN
AUTOMATIC SHUFFLING DEVICE:**

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffler so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.
2. The dealer shall wait for each player to place three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will ensure the red sensor lamp is illuminated, if applicable, for each player who has placed a bonus bet, will announce, "No more bets," and will press "lock out."
3. The dealer will then collect the bonus bets and place them in the chip tray.
4. The shuffler contains a feature which counts each card in the deck and indicates whether or not fifty-two (52) cards are contained therein. The dealer shall observe the device to ensure there is an accurate count. See *Irregularities* section for procedures in the event of a card miscount.
5. The dealer will then load the deck from the discard rack into the nest area of the shuffler to release the previously shuffled deck for dealing.
6. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player farthest to his or her left and shall slightly spread the cards as he/she delivers, to ensure an accurate number. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the dealer, moving clockwise around the table. The dealer shall deliver each stack face up or face down slightly spreading the cards, and shall place each stack behind the bets in the player's betting area. The stack given to the dealer shall be delivered as follows:
 - (a) The stack shall be placed to the right of the area designated for placement of community cards.

- (b) The dealer will then slide the top card (face down) over to the left rectangle, then the next card over to the right rectangle.
 - (c) The remaining third card (the bottom card of the stack), shall be “burned” by placing it into the discard rack, without the dealer exposing it.
7. After all stacks of three (3) cards have been dealt and delivered to each player and the dealer, the dealer shall press the green START button on the shuffler to unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY:

1. Each player who bets at **Let It Ride Bonus** shall be responsible for his or her own hand and no other person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep the cards in full view of the dealer at all times.
2. After each player has examined his/her cards, the dealer shall, beginning from his or her left and moving clockwise around the table, ask or motion to each player if he or she wishes to withdraw Bet #1 or “let it ride.”
 - (a) If a player chooses to let Bet #1 ride, that bet must stay until the end of the round of play.
 - (b) If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
3. After each player has made a decision regarding Bet #1, the dealer then turns over the card in the left rectangle of the area designated for placement of community cards. This card shall become the first community card.
4. After the first community card is exposed, the dealer shall, beginning from his or her left and moving clockwise around the table, ask each player if he

or she wishes to withdraw Bet #2 or “let it ride.” This decision shall be made regardless of the decision made for Bet #1.

- (a) If a player chooses to let Bet #2 ride, that bet must stay until the end of the round of play.
 - (b) If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
 - (c) Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.
5. The dealer shall then turn over the card located in the right rectangle of the area designated for placement of community cards. This card shall become the second community card.
6. The two (2) community cards shall be used by each player in conjunction with his or her three (3) cards to complete a five card hand.
7. After the second community card is turned face up, the dealer shall, beginning with the player to his or her right and continuing counterclockwise around the table. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards to determine if the player's hand is a winning or losing hand. The dealer shall then pick and pay or lay and pay depending on casino procedures.
8. Basic game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a basic payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the dealer and placed in the chip tray. Each winning bet shall be paid in accordance with the payout odds listed on the table layout or as displayed at the table.
9. A bonus payout is made for each \$1.00 bonus bet placed by each player who receives a certain hand combination as listed in the *Payout Odds* section. The dealer shall then collect the cards of all players and the

community cards and place them in the discard rack together with the remaining cards in the deck used for that round of play.

10. After all bonus hands have been paid the dealer shall press the "GAME OVER" key on the table controller to end the game, if applicable.

PAYOUT ODDS:

1. The payout odds for winning bets at **Let It Ride Bonus** printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."
2. The casino licensee shall pay off each winning basic bet at no less than the odds listed below and shall pay the additional bonus award if, after having placed the \$1.00 bonus bet, a player achieves a certain card combination as listed below.

**** Casino to select from attached Paytable Options**

IRREGULARITIES:

1. If when dealing the face down option, a card that is found face up while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
2. It shall be a misdeal if any player or the area designated for the placement of the community cards is dealt more or less than three cards, and all hands shall be void. The floor person shall collect all the cards in play and press the green START button on the shuffler to unload the remaining cards in the shuffled deck. The floor person shall then verify the correct number of cards are in the deck.
 - (a) If the card count is **correct** (52 cards), the floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**.
 - (b) If the card count is **incorrect**, the floor person shall remove the deck from the table and replace it with a new deck following new deck

procedures and follow procedures as provided in the **Let It Ride Bonus User Guide** to resume play.

3. If the sensors start flashing during a round because the shuffler signaled an incorrect card count, the floor person shall verify that the correct number of cards are in play. If all players and the dealer have the correct number of cards, the floor person shall count down the remaining deck.
 - (a) If the card count is **correct** (52 cards); the floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**.
 - (b) If the card count is **incorrect**, the dealer shall declare a misdeal and all hands will be void. The floor person shall remove the deck from the table and replace it with a new deck following new deck procedures. The floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**. The dealer shall then load the new deck into the nest area of the shuffler to resume play.
4. It shall be a misdeal if the dealer delivers hands to all the players and then presses the green button to unload the remaining cards in the shuffled deck, prior to delivering the dealer hand/community cards. The shuffler will not detect this misdeal. The floor person shall collect all cards, then he/she will redistribute the bonus bets on the lit chip sensors then insert the Maintenance Key into slot #3, press the "Four of a Kind" button on the keypad, the keypad will display "to reset keypad press enter", after pressing the enter button, the keypad will display "keypad reset". The Maintenance Key can be removed from slot #3. The round is still considered the same round, therefore no more players may place a bonus bet at this point. The dealer shall then press lockout and collect the bonus bets from the lit sensors. The dealer shall then load the misdealt deck of cards into the nest area of the shuffler and resume play.

**Let it Ride Bonus
Game Paytable Summary**

Paytable Designator Description	LIRB-03		LIRB-06		LIRB-09		LIRB-10	
	Tens or better-tight		Two pair-tight		Three of a kind-tight		Missouri & Colorado	
	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable
OUTCOME								
Royal Flush	1000	20000	1000	20000	1000	20000	500	10000
Straight Flush	200	1000	200	2000	200	2000	200	2000
Four of a Kind	50	100	50	100	50	300	50	100
Full House	11	75	11	75	11	150	11	75
Flush	8	50	8	50	8	50	8	50
Straight	5	25	5	25	5	25	5	25
Three of a Kind	3	4	3	8	3	5	3	8
Two Pair	2	3	2	4	2		2	4
10s or Better	1	1	1		1		1	
Par	2.86%	23.73%	2.86%	25.39%	2.86%	35.14%	3.05%	26.93%
Hit Frequency	23.88%	23.88%	23.88%	7.63%	23.88%	2.87%	23.88%	7.63%

Paytable Designator Description	LIRB-25		LIRB-28		LIRB-29	
	WA Card Rm & CO LIRB-10 bonus		WA Card Rm & CO Ref LIRB - 10		WA Card Rm & CO Ref LIRB - 25	
	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable
OUTCOME						
Royal Flush	100	10000	500	5000	100	5000
Straight Flush	50	2000	200	2000	50	2000
Four of a Kind	30	100	50	100	30	100
Full House	15	75	11	75	15	75
Flush	9	50	8	50	9	50
Straight	6	25	5	25	6	25
Three of a Kind	3	8	3	8	3	8
Two Pair	2	4	2	4	2	4
10s or Better	1		1		1	
Par	2.66%	26.93%	3.05%	27.70%	2.66%	27.70%
Hit Frequency	23.88%	7.63%	23.88%	7.63%	23.88%	7.63%



OVERVIEW

Let it Ride Bonus is a five-card poker game. Players compete against a payable, not against the dealers or other players. The game has three parts:

Basic game: Players win with a pair of 10s or better.

\$1 Bonus game: Winning hands vary (see layout).

3 Card Bonus (if available): Players win with a pair or better (Players three cards only).

RECOMMENDED DEALING PROCEDURES

1. Set the i-Deal/i-Deal Plus shuffler to “Let it Ride.” In this mode, the i-Deal Plus will dispense sets of three cards.
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
 - a. Players may also make the \$1 Bonus bet in the red circle. The dealer will replace all Bonus bets with a Bonus lammer, and place all bets in the chip tray.
 - b. Players may also make a 3 Card Bonus bet. Note: This bet may not be available in all jurisdictions.
3. Working from left to right, the dealer gives each player three cards face down.
4. The dealer gets two community cards. To do this, the dealer takes a three-card pack from the shuffler and burns the bottom card.
5. The dealer then presses the green button on the i-Deal/i-Deal Plus; this dispenses the remaining cards.
6. Players now have a choice:
 - a. Remove the (1) bet or keep it in action.
 - i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
 - ii. To keep the bet in action, the player tucks his cards under the (2) bet.
7. The dealer then reveals the community card on his left.
8. Players now have a choice:
 - a. Remove the (2) bet or keep it in action.
 - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
9. Players then tuck their cards under the (\$) bet.

10. The dealer then reveals the second community card.
11. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
12. The dealer resolves each player in order, first the basic bets then the 3 Card Bonus (if available) and then the \$1 Bonus bets.
13. If the player has a pair of 10s or better, all basic bets left in action win according to the posted odds chart.
 - a. If the player has less than a pair of 10s, all basic bets left in action lose.
14. If the player has a qualifying \$1 Bonus hand, the dealer pays according to the posted odds chart.
15. When all bets have been resolved, the dealer will pick up all Bonus lammers and place them in the chip tray.

[illegible]

OPTIONAL 3 CARD BONUS:



Overview of the Rules for option 1

3 Card Bonus is an optional side bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH
THREE OF A KIND
STRAIGHT
FLUSH
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

This game must be used with a shuffler produced by Light and Wonder.

Dealing Procedures

Casinos should follow standard dealing procedures for Let it Ride® or Let it Ride Bonus®. The 3 Card Bonus bet is handled in this manner:

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.

3. The Player plays the Let it Ride® or Let it Ride Bonus® game as usual. The 3 Card Bonus bet is resolved at the end before the base game is resolved.
4. 3 Card Bonus is resolved when all cards are revealed. Only Players first 3 cards can be considered.
5. The dealer then resumes game play of Let it Ride® or Let it Ride Bonus®.

* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.

Overview of the Rules for option 2

3 Card Bonus is an optional side bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH
THREE OF A KIND
STRAIGHT
FLUSH
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

Dealing Procedures

Casinos should follow standard dealing procedures for Let it Ride® or Let it Ride Bonus®. The 3 Card Bonus bet is handled in this manner.

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.
3. If the player has a pair or better, he shows it to the dealer. The dealer pays him the appropriate amount according to the payable.

4. If the player does not have a pair or better, he does not reveal his hand. He indicates a loss by making a left-to-right waving motion with his cards. The dealer then removes his 3 Card Bonus bet.
5. 3 Card Bonus is resolved when all cards are revealed. Only the players first 3 cards can be considered.
6. The dealer then resumes game play of Let it Ride® or Let it Ride Bonus®.

* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.



3 Card Bonus Side Bet Pay Tables

Hand	1	2	3
Straight flush	40 to 1	40 to 1	40 to 1
Three of a kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

Hand	4	5	6
Mini Royal	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three of a kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1



PAYOUTS

Hand	1	2	3
Three of a Kind	3:1	2:1	1:1
Two Pair	2:1	1:1	0:1
One Pair	1:1	0:1	0:1
High Card	0:1	0:1	0:1

PAYOUTS

Hand	1	2	3
Three of a Kind	3:1	2:1	1:1
Two Pair	2:1	1:1	0:1
One Pair	1:1	0:1	0:1
High Card	0:1	0:1	0:1

PAYOUTS

Hand	1	2	3
Three of a Kind	3:1	2:1	1:1
Two Pair	2:1	1:1	0:1
One Pair	1:1	0:1	0:1
High Card	0:1	0:1	0:1

PAYOUTS

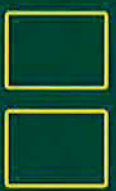
Hand	1	2	3
Three of a Kind	3:1	2:1	1:1
Two Pair	2:1	1:1	0:1
One Pair	1:1	0:1	0:1
High Card	0:1	0:1	0:1

PAYOUTS

Hand	1	2	3
Three of a Kind	3:1	2:1	1:1
Two Pair	2:1	1:1	0:1
One Pair	1:1	0:1	0:1
High Card	0:1	0:1	0:1

PAYOUTS

Hand	1	2	3
Three of a Kind	3:1	2:1	1:1
Two Pair	2:1	1:1	0:1
One Pair	1:1	0:1	0:1
High Card	0:1	0:1	0:1



Cover All Bonus for Let it Ride

- 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 v1.0.114 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 is a 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 "Let it Ride 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 one player has four of a kind and another has a straight flush, the bonus is paid for the straight flush.
7. The dealer resolves the Let it Ride game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's three of a kind or higher, 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 Let it Ride

Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands	1 Total Hand
Royal Flush	90	100	150	200	250	300	500
Straight Flush	40	50	60	70	80	100	200
Four of a Kind	20	30	35	40	50	80	150
Full House	10	15	17	20	25	40	100
Flush	7	10	11	15	20	30	70
Straight	4	5	6	8	10	15	30
Three of a Kind	3	3	4	5	7	11	20

All Pays are TO 1



PAYOUTS

1000 to 1
500 to 1
250 to 1
100 to 1
50 to 1
25 to 1
10 to 1
5 to 1
2 to 1
1 to 1

PAYOUTS

1000 to 1
500 to 1
250 to 1
100 to 1
50 to 1
25 to 1
10 to 1
5 to 1
2 to 1
1 to 1

PAYOUTS

1000 to 1
500 to 1
250 to 1
100 to 1
50 to 1
25 to 1
10 to 1
5 to 1
2 to 1
1 to 1

PAYOUTS

1000 to 1
500 to 1
250 to 1
100 to 1
50 to 1
25 to 1
10 to 1
5 to 1
2 to 1
1 to 1

PAYOUTS

1000 to 1
500 to 1
250 to 1
100 to 1
50 to 1
25 to 1
10 to 1
5 to 1
2 to 1
1 to 1

PAYOUTS

1000 to 1
500 to 1
250 to 1
100 to 1
50 to 1
25 to 1
10 to 1
5 to 1
2 to 1
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. Let It Ride offers an optional progressive wager.
2. The bet considers the best hand possible among all the player's cards.
3. Sample paytables are listed separately.
4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
6. Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.

7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to "JPH" and then press "J-pot" button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. Returning the supervisor key to the "Run" position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
 - h. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
 - i. Once the "J-pot" button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

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.**
- 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

1		
Hand	Pays*	Envy
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
Hold	22.99%	
Hit Frequency	2.87%	
*Original Wager is NOT Returned		



- *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, or 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.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*

Bonus 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 or Progressive).*
- *Operators can only offer one jackpot game option per sensor.*

NEXUS COMMAND/GM ATLAS

RULES OF PLAY:

1. Let It Ride offers an optional progressive wager.
2. The bet considers the best hand possible among all the player's cards.
3. Sample paytables are listed separately

4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

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.**
- 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.



PAYOUTS

ROYAL FLUSH	1000 to 1
STRAIGHT FLUSH	200 to 1
FOUR OF A KIND	100 to 1
FULL HOUSE	30 to 1
FLUSH	10 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1
TWO PAIR	2 to 1
ONE PAIR	1 to 1
JACK OR BETTER	1 to 1

3 CARD BRICKS

\$ 2 1

PAYOUTS

ROYAL FLUSH	1000 to 1
STRAIGHT FLUSH	200 to 1
FOUR OF A KIND	100 to 1
FULL HOUSE	30 to 1
FLUSH	10 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1
TWO PAIR	2 to 1
ONE PAIR	1 to 1
JACK OR BETTER	1 to 1

3 CARD BRICKS

\$ 2 1

PAYOUTS

ROYAL FLUSH	1000 to 1
STRAIGHT FLUSH	200 to 1
FOUR OF A KIND	100 to 1
FULL HOUSE	30 to 1
FLUSH	10 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1
TWO PAIR	2 to 1
ONE PAIR	1 to 1
JACK OR BETTER	1 to 1

3 CARD BRICKS

\$ 2 1

PAYOUTS

ROYAL FLUSH	1000 to 1
STRAIGHT FLUSH	200 to 1
FOUR OF A KIND	100 to 1
FULL HOUSE	30 to 1
FLUSH	10 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1
TWO PAIR	2 to 1
ONE PAIR	1 to 1
JACK OR BETTER	1 to 1

3 CARD BRICKS

\$ 2 1

PAYOUTS

ROYAL FLUSH	1000 to 1
STRAIGHT FLUSH	200 to 1
FOUR OF A KIND	100 to 1
FULL HOUSE	30 to 1
FLUSH	10 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1
TWO PAIR	2 to 1
ONE PAIR	1 to 1
JACK OR BETTER	1 to 1

3 CARD BRICKS

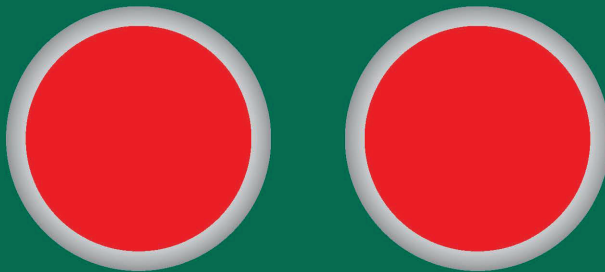
\$ 2 1

PAYOUTS

ROYAL FLUSH	1000 to 1
STRAIGHT FLUSH	200 to 1
FOUR OF A KIND	100 to 1
FULL HOUSE	30 to 1
FLUSH	10 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1
TWO PAIR	2 to 1
ONE PAIR	1 to 1
JACK OR BETTER	1 to 1

3 CARD BRICKS

\$ 2 1



PAYOUTS



Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-Kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
10's or Better	1 to 1



Nexus Command/GM ATLAS

Progressive Paytables

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

1		
Hand	Pays*	Envy
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
Hold	22.99%	
Hit Frequency	2.87%	
*Original Wager is NOT Returned		



- *These game rules and paytable are for use with the approved Light and Wonder owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager 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, or 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.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*

NEXUS COMMAND/GM ATLAS MULTI GAME LINK

RULES OF PLAY:

1. Let It Ride offers an optional progressive wager.
2. The bet considers the best hand possible among all the player's cards.
3. Sample paytables are listed separately
4. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685(5) and WAC 230-15-685(6).
5. 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.
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.**
- b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.



Nexus Command/GM ATLAS Multi-Game Link Progressive Paytables

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

Paytable 01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

Paytable ML01		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

Paytable ML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		



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.