



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

January 28, 2025

Sent via email to lindsey.perez@interblockgaming.com

Ms. Lindsey Perez
Database Administrator
Interblock
6900 S Decatur Blvd
Las Vegas, NV 89118

RE: Big Six – Updated rules (ETG)

Dear Ms. Perez,

Thank you for requesting approval to market the game of “Big Six- updated rules of play” to Washington State Tribal casinos utilizing Electronic Table Games (ETG’s).

Based on our review of the documentation we received from Interblock, the Washington State Gambling Commission will approve the game under the conditions listed below:

Tribal Casinos

- The game(s) shall be played and operated under the terms and conditions set forth under the “Big Six – updated rules of play”
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- No modifications may be made to allow the game to be played online or via the internet in Washington State.

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509-325-7900

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.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. 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,



Jim Nicks
Assistant Director

cc: Tina Griffin, Director
Julie Lies, Tribal Liaison
Kelly Main, Special Agent Supervisor Tribal Gaming
File

BIG SIX SUPER SPIN

Game description

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1 INTRODUCTION

Interblock's Big Six Super Spin game is available in a few hardware configurations. There are also 11 different variants of the wheel itself and they correspond to their appropriate pay tables (refer to par sheets).

List of Interblock's machines where Big Six Super Spin gameplay is available:

- Diamond Big Six Super Spin Generator with connected EGT Terminals or in a community setting (Stadium, Pulse Arena),
- Diamond Universal Cabinet (with Big Six Super Spin topper – not available in all jurisdictions),
- Diamond Starbar (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions),
- Diamond Bartop (with internal RNG or connected to a mechanical or live external generator – not available in all jurisdictions).

2 BASIC STRUCTURE

The central module of the Big Six Wheel ETG is an automatic Wheel generator. It's equipped with one big rotating wheel, detection devices and electromechanical spinning mechanisms (in short, the electronic Big Six Wheel Generator). It is fastened to the top of a metal frame cabinet containing a PC, electrical supply devices and devices control board.

- 1 Big mechanical wheel**
Wheel is divided into 54 equally separated segments. Each segment is associated with a symbol.
- 2 Super Spin Wheel**
Super Spin LED display.
- 3 Electrical cabinet**
This part contains a PC and the electrical wiring needed to operate the generator and run the game.



3 INTERBLOCK'S BIG SIX SUPER SPIN

The Diamond Big Six Super Spin is Interblock's version of the classic Big Six Wheel game. It is **fully automated**, so operators don't have the overhead costs usually associated with this classic game of chance. The LED display in the middle for the second wheel, called Super Spin, makes this classic casino game even more attractive for players.

Big Six Super Spin is a **double-sided wheel**, with stations placed on one or both sides. Because it is a **standalone component**, the ETG Terminals can be placed in **different configurations and arrangements**, not necessarily in the nearby area.

The Big Six Wheel generator consists of one big vertical mechanical wheel, divided into **54 compartments**. 50 compartments are associated with a number. The numbers on the wheel are graphical representations of the results produced by the random number generator. The other four compartments **have higher payouts**. The payout is not predetermined because it is set by one of five available pay tables.

Big Six Super Spin wheel generator serves as an **analog display of gaming results**. The automated wheel is controlled by the embedded PC with gaming software installed.

The player places a wager on one or more of the numbers or on one of the bonus bets. Please note that in some cases, the Super Spin Special bet is only available if accompanied with a base bet, which is a bet on one of the numbers. If the wheel pointer stops on the selected number/symbol, the player wins. The Big Six Super Spin game includes a feature where the **player with the highest bet** can initiate stopping of the wheel after the "Last bets" sign.

The Big Six Super Spin employs various **anti-tamper mechanisms**, e.g., as multiple access sensors & switches.



4 BIG SIX SUPER SPIN GLOBAL VERSION GUI



1 Cashout, credit, credits opacity

- **Cashout:** When no bets are on the table, pressing this button will pay out the player's credit via the ticket printer or it will initiate a hand-pay, if the credit exceeds the limit for ticket payouts.
- **Credit:** Displays the total of the player's credits, this value is always displayed in currency, never in chips.
- **Credits opacity (button):** This button is used to reduce the visibility of the player's credits and his last bets, wins and the playable amount.

2 Main information display

In this window the player receives information on when to start placing bets and when to revise the numbers called in the previous game. This window also displays messages about errors that may occur on the ETG Terminal.

3 Interface controls

- **Call attendant:** Signals the attendant of the gaming device and/or entering into Operator menu.
- **Flags:** Changes the language of the entire player's interface to the language of the highlighted flag.
- **Options menu:**
 - **Sound:** Controls the sound volume of the game. The system will automatically divide the maximum set volume across the 3 available levels.
 - **Show Winnings (optional):** As the user places his bets, the possible winnings are displayed for each bet, if that number is drawn. Possible winnings display is enabled or disabled by moving the slider.
 - **Reserve Table (optional):** Enabling the option allows player to reserve a ETG Terminal for a short time.
 - **Values In:** This option allows the player to toggle between showing a currency format or a credits format for the playable credit information, current bet, last bet, and last win.
- **Help/Rules:** Displays the help screen.

- 4 Betting information**

This information can be made less visible by using the brightness button next to the amount of credit available.

 - **Last Win:** Displays the amount won in the previous game.
 - **Playable:** Displays the amount available for betting.
 - **Bet:** Displays the amount currently wagered on the table.
 - **Last Bet:** Displays the last bet.
- 5 Super Spin Special bet**

The Super Spin Bet betting position can be configured as a special bet. This is done in the InitialValues settings software.
- 6 Betting layout**

Includes 7 or 8 betting positions. Each betting field also displays the winning odds.
- 7 History bar**

Displaying last 25 results.
- 8 Denomination button**

With this, you can set the value of one credit and hence the value of the game. The selected value of one credit is displayed on the denomination button.
- 9 Game controls and chips**
 - **Clear last bet/Clear all bets:** Clears the last bet from the table. If pressed twice, all bets will be cleared from the table.
 - **Double bet:** Doubles all bets on the table. If doubling all bets exceeds the player's playable credit, only the first few bets will be doubled until the playable credit limit is reached.
 - **Repeat last bet:** When this button is pressed after the end of the game, it will repeat the bet from the previous game. This button can be set to auto repeat, if pressed for more than 3 seconds and confirming that decision.
 - **Chips:** 8 chips, each with a different value that the player can select and place on the table. Values assigned to chips are defined with the selected denomination.
- 10 Spin button (optional)**

The game begins when the player presses Spin button. This button is visible when the game is running internally. (Not applicable in all jurisdictions.)
- 11 Game time counter**

A timer that shows how much time is left until the game begins. Players can place bets until the timer runs out.

5 GAME FLOW

The object of the game is to predict which symbol the rotating wheel will stop on. Before each spin, the player can place a wager on one or more number/symbols.

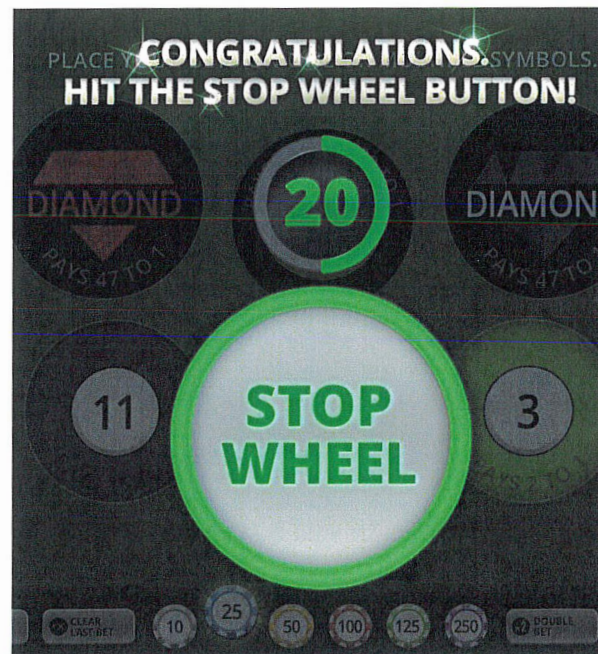
If the player places a wager on the bonus number/symbol and the number/symbol wins, the inner (virtual) Bonus wheel spins. The Bonus wheel is divided into equal segments. Each segment is associated with a multiplier value, which multiplies the wager placed on the bonus symbol. The probability for each number/symbol to be selected isn't a constant, but it's weighted randomly; meaning that some numbers have a higher chance of being selected than others.

NOTE: A bet on the bonus symbol is allowed only if it's accompanied with a bet on at least one other symbol (in case Super Spin is configured as a special bet). Bet on the bonus symbol must be lower or equal than the sum of bets on other symbols (only applicable for Pay table 104, 69).

When the game ends, the timer on the top left side shows the time remaining (in seconds) until the next spin, during which the players can place their wagers. The wheels start to spin after the betting time is over.



The wheel can be stopped by the highest betting player directly after the game timer runs out. The time at which the wheel is stopped will not affect the outcome of the game. If other players match the highest total bet, the player who first placed it keeps the right to stop the wheel. If the original highest betting player withdraws, the chance to stop the wheel is passed on to the player who matched the highest bet and has the lowest player ID number.



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Document Revisions

1.0 Initial document

1.0.1 Special Washington version where “side bet” is replaced with “special bet”, updated addresses and disclaimer, rearranged versioning table, contacts, and disclaimer to match newer document style (PI-3432, DOC-2304)

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