



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

February 11, 2025

Sent via email to RSantoriello@lnw.com

Renne Santoriello
Double Down Madness Blackjack
6601 S. Bermuda Road
Las Vegas, NV 89119

Re: Double Down Madness Blackjack with added Push 22 Progressive- Submission #3198

Dear Ms. Santoriello,

We have reviewed the changes made to your Double Down Madness Blackjack card game rules. Based on our review of the documentation we received from Double Down Madness Blackjack, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the Double Down Madness Blackjack game rules you provided on January 17, 2025, and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game 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 the game 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 game 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.

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Ms. Santoreillo
February 11, 2025
Page 2 of 2

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Jaelene Leeson at (509) 790-2809. 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.

Respectfully,



Jim Nicks
Assistant Director
Enforcement Operations Division

Enclosures

cc: Tony Hughes, Special Agent in Charge, Regulation & Enforcement Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent Supervisor, Regulation & Enforcement Unit
Brian Lane, Special Agent, Regulation & Enforcement Unit
Jaelene Leeson, Special Agent, Regulation & Enforcement Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



- *Double Down Madness Blackjack is a standard house-banked blackjack game but with an optional bonus wager called Push 22. All rules pertaining to standard blackjack as posted on the WSGC's website remain the same and are not altered in this game.*
- *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 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. 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 manufacturer.*

Double Down Madness™ Blackjack offers a distinctive twist on the traditional game, featuring 6 or 8 decks. In this version, each Player receives a single card initially, with the ability to continually double down or hit as desired. This grants Players the flexibility to enhance their blackjack payouts significantly.

Rules of Play

In Double Down Madness, the player(s) will place their mandatory main wager, with the optional Push 22 bonus wager. To start the round, the dealer deals, according to the house blackjack procedure, each player one face-up card, and themselves a face-up and a face-down card. No splitting or surrender is allowed. The Dealer will hit soft 17.

Insurance is offered anytime the Dealer's up card is an Ace. If the Dealer has a blackjack, all wagers will result in a loss. No second card would be dealt to the player.

If the player's hand does not exceed 21, they have the options to stand, hit, or double down before receiving another card. Players can hit and double down multiple times during the round until they either choose to stand or bust out their hand. The amount for each double down can be up to the total amount already in play, (not to exceed maximum State wagering limits for a single wager).

Anytime a player's initial card is an Ace, the player will have the option to hit or double but will only receive one card. If the player doubles down and gets a blackjack, the player will receive the posted blackjack odds for both the main wager and double down amount.

If the dealer has a point total of 22, any main wagers and doubles will push. The Push 22 bonus wager wins if the dealer has a point total of 22; otherwise, it loses.

RECOMMENDED DEALING PROCEDURES

- 6 or 8 decks of cards or a continuous shuffling machine only (recommended).
- Players place their mandatory blackjack wager within the posted casino limits. Additionally, placing the optional Push 22 bonus wager.

DEALING

- 1) The dealer starts by dealing themselves one face-down card.
- 2) Then, they deal each player one face-up card.
- 3) Finally, the dealer deals themselves the last card face-down, followed by flipping over the initial face-down card to reveal it face-up on top (dealing procedure is subject to house discretion).

Note - The dealer receives two cards, while each player is dealt one card to begin the game.

DEALER'S UP-CARD | INSURANCE

- The dealer checks for blackjack using the peeker when their face-up card is an Ace or a 10-value card (10, Jack, Queen, or King).
- Insurance is offered when the dealer's face-up card is an Ace.
- If the dealer has blackjack, all main wagers will lose, and insurance bets are paid out at 2 to 1. No second card or even money is allowed.
- If the dealer doesn't have blackjack, any insurance bets lose, and the game proceeds according to house procedures.

PLAYER DECISION

The dealer starts from the player seated at the leftmost position and proceeds to the right, offering each player three choices:

- 1) **Stand:** Maintain their current hand value.
- 2) **Hit:** Request an additional card. (The dealer will place all hit cards vertically on the table)
- 3) **Double Down:** Double the initial or previous wager(s). (The dealer will place all double down cards horizontally on the table)
 - a. **Note** – No splitting or surrender is allowed.

- Players can hit and double down with each card they receive, placing the additional wager on the left side (dealer's right) of their initial wager. When doubling down, players can match up to the amount already wagered in the game (chip placement is subject to house discretion.)
 - Ex. Player doubling down initial wager \$5 | \$5 | \$10 | \$20 | \$40 | etc.
- Players have the option to keep hitting or double down until they decide to stand or go over 21 and bust. If a player busts, they lose their main wager along with any additional wagers made from doubling down.
 - The Push 22 bonus wager for busted hands stays active, and the dealer will tuck the busted hand under the bonus wager (card placement is subject to house discretion). This bonus bet remains active until the dealer acts on their hand.

PLAYER ACE | BLACKJACK

- If the player's initial card is an Ace, they can **ONLY** receive one additional card regardless of their decision to hit or double down.
- If the player doubles down and receives a blackjack, they receive a complete payout for both their main wager and double down wager.
- Any player blackjack will be paid immediately, and the dealer will collect the cards and place them either in the discard rack or tucked underneath the Push 22 bonus wager (if applicable).
 - Players are not allowed to redouble down after receiving a blackjack.

DEALER'S ACTION

- After all players have made their decisions (stand, hit, double down), the dealer will act on their hand following house rules.
- The dealer must hit on soft 17 and stand on any hand total higher without going over 21.
- The dealer begins with the player on their right and proceeds to the left, comparing their hand value with each player's hand.
- Players with a higher hand total receive a 1 to 1 payout from the chip tray for their main wagers and any additional wagers from doubling down (if applicable).
- Players with a lower hand total will lose their main wagers and any additional wagers made from doubling down (if applicable). The dealer will collect the chips and place them in the chip tray.
- If the dealer and player have the same hand value, it results in a push.

DEALER'S HAND | PUSH 22

- If the dealer draws a point total of 22, any main wagers and doubles will result in a push.
- The Push 22 bonus wager wins if the dealer has a point total of 22. See payable for odds.
- Players with blackjacks are paid before the dealer hits out their hand, so they are exempt from the Push 22 rule.



Push 22 Progressive is an optional wager for house-banked blackjack games in which one common jackpot can be used with the following WSGC approved game title(s):

- Double Down Madness Blackjack

All rules pertaining to the standard non-patented game of blackjack and approved blackjack variation games as posted on the WSGC website remain the same and are not altered in this game. Side wagers among players are prohibited. If linking multiple blackjack games, the same payable and the same number of decks must be used between all linked games. This game uses six or eight decks.

- Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.
- This game will use the approved Light and Wonder owned jackpot systems Nexus Command Game Manager 2 v2.5.4 or higher and progressive display or GM Atlas v5.4.0/Nexus Command II v5.4 or higher and jackpot display. The jackpot display can either be provided by Light and Wonder or the operator.
- 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.
- If the below game is to be hand dealt using 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 manufacturer.

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 Bonus Jackpots.
- All jackpots on a table must be of a single jackpot type (Bonus or Progressive).
- Operators can only offer one jackpot game option per sensor.

Nexus Command/GM Atlas

RULES OF PLAY:

1. The Push 22™ Progressive offers players the choice to place (per house policy) an optional or mandatory jackpot wager based on operator's discretion. The payable below is an example of a \$1 wager. This payable is scalable to \$1, \$5, or \$25 (operator's discretion.)
2. This jackpot wager focuses solely on the dealer's hand and follows the payable provided. If the dealer's final hand doesn't result in a bust or exceeds 22, the progressive bet results in a loss.
3. The meter resets upon reaching the 100% award. The casino has incorporated the reseed cost into its overall mathematical advantage.
4. Each round starts with players placing their standard game and any wagers. Players may also place a jackpot wager by placing it on the sensor in front of their betting area. The sensor will illuminate upon placement.
5. Once all players place their bets, the dealer will slide "START GAME" on the keypad. The sensors will then remain lit up, indicating a progressive wager has been locked in. The dealer will remove all progressive wagers on the table.
 - a. Note: The sensor only recognizes that a chip has been placed, not its value, so the dealer must check the amount before starting the game.
6. The dealer then follows house procedures for dealing Double Down Madness Blackjack.
7. The dealer reconciles standard and any wagers per normal house procedures. The dealer reconciles the progressive wagers after they finish completing their hand total.
8. 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. When the dealer has a progressive winning hand, (Push 22)

- d. If operator is tracking all fixed pays, the dealer will select each participating player spot and select the corresponding winning progressive hand. (If the hand button is pressed by accident, pressing it again will turn it off.) The dealer will then press the “Hit Jackpot” button followed by “Pay Jackpot,” for each participating player.
(Slide “END GAME” to start a new round.)
- e. If operator is not tracking fixed pays, the dealer will pay directly from the chip tray to all players that participated in the progressive for that round. (Slide “END GAME” to start a new round.)
- f. When the jackpot is won, (Suited 4567 – Other, or Suited 4567 –Spades) all participating players will split the payout evenly.
- g. Dealer will press “Community Jackpot” on the dealer terminal, and select the corresponding winning hand, and then select “Hit Jackpot.”
- h. The dealer shall then contact a supervisor.
- i. Once the casino verifies the jackpot win, the supervisor will press the “Pay Jackpot” button. To complete the action, a supervisor or executive card (depending on jackpot level) swipe is required. This records the win onto the GM Atlas WebUI and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the GM Atlas system will show the prize amount to be paid, and a win page may be printed, which can be used to help record the payout for accounting.)

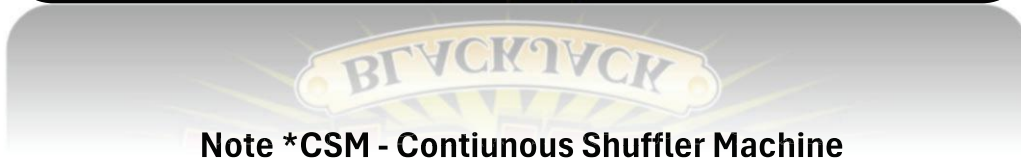


PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- 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.



Note *CSM - Continuous Shuffler Machine

HAND	Paytable 01	
Suited Blackjack	2 to 1	
Unsuited Blackjack	3 to 2	
House Advantage	Cut Card	*CSM
6 Decks	0.95%	0.92%
8 Decks	0.98%	0.95%

HAND	Paytable 02	
Suited Blackjack	3 to 2	
Unsuited Blackjack	3 to 2	
House Advantage	Cut Card	*CSM
6 Decks	2.07%	2.04%
8 Decks	2.10%	2.07%

HAND	Paytable 03	
Suited Blackjack	3 to 1	
Unsuited Blackjack	1 to 1	
House Advantage	Cut Card	*CSM
6 Decks	2.07%	2.04%
8 Decks	2.10%	2.07%



Hand		1	2
Dealer Same Suite 22		50 to 1	50 to 1
Dealer Same Color 22		20 to 1	20 to 1
Dealer Other 22		8 to 1	7 to 1
Dealer Bust Not 22		Lose	Lose
<i>House Edge</i>		<i>Hit soft 17</i>	
Paytables		1	2
<i>Decks</i>	6	5.85%	11.70%
	8	5.70%	11.55%

Hand		3
Dealer 22		11 to 1
<i>House Edge</i>		<i>Hit soft 17</i>
<i>Decks</i>	6	11.71%
	8	11.75%



Paytable 1	
Dealer's Hand	Payouts
Suited 4567 - Suit Specific	100%
Suited 4567 - Other	10%
Suited 22	50 for 1
Same Color 22	15 for 1
Any 22	5 for 1
House Advantage	14.94%
Hit Frequency	7.35%

Paytable 2	
Dealer's Hand	Payouts
Suited 4567 - Suit Specific	100%
Suited 4567 - Other	10%
Suited 22	40 for 1
Same Color 22	15 for 1
Any 22	5 for 1
House Advantage	18.25%
Hit Frequency	7.35%

Paytable 3	
Dealer's Hand	Payouts
Suited 4567 - Suit Specific	100%
Suited 4567 - Other	10%
Suited 22	50 for 1
Same Color 22	10 for 1
Any 22	5 for 1
House Advantage	20.77%
Hit Frequency	7.35%

Paytable 4	
Dealer's Hand	Payouts
Suited 4567 - Suit Specific	100%
Suited 4567 - Other	10%
Suited 22	30 for 1
Same Color 22	15 for 1
Any 22	5 for 1
House Advantage	21.57%
Hit Frequency	7.35%

**DOUBLE
DOWN
INSURANCE**
LIGHT &
WONDER

INSURED
PAYS 2 TO 1

BLACKJACK

UNINSURED
PAYS 3 TO 2

PAYS 2 TO 1

DEALER MUST HIT SOFT 17

INSURANCE

DOUBLE DOWN ON EVERY CARD



**DOUBLE
DOWN
INSURANCE**
PLAYERS
LIGHT & WONDERS

Pay 2 to 1

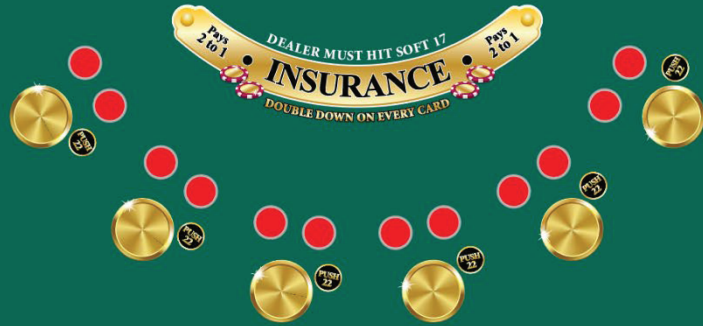
DEALER MUST HIT SOFT 17

INSURANCE

Pay 2 to 1

DOUBLE DOWN ON EVERY CARD

**DOUBLE
DOWN
INSURANCE**
FLORIANCA
LIGHT &
WONDER.



**DOUBLE
DOWN
MADNESS**
BLACKJACK

LIGHT &
WONDER.



**PUSH
22**

**DOUBLE
DOWN
MADNESS**
BLACKJACK

LIGHT &
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**DOUBLE
DOWN
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**PUSH
22**