



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

February 18, 2025

Sent via email to lindsey.perez@interblockgaming.com

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

RE: Craps–Shoot to Win (Electronic Table Games)

Dear Ms. Perez,

Thank you for requesting approval to market the game of “Craps– Shoot to Win - Game Description/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 “Craps– Shoot to Win -Game Description/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.

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.

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- 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, Assistant Director Licensing Operations Division
Julie Lies, Tribal Liaison
Kelly Main, Special Agent Supervisor Tribal Gaming
File

SHOOT TO WIN CRAPS LUCKY ROLL

Overview

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1 INTRODUCTION

Shoot To Win Craps Lucky Roll comprises the Push to Win Dice Generator, eight X-Station Player Stations and an optional overhead Player Information Display. This fully automated Electronic Table Game utilizes a mechanical RNG that consists of a central Plexiglass dome, a dice shaking table mechanism and large dice blocks that are embedded with RFID tags. After the dice are shaken and launched, sensors at the base of the shaking table read the orientation of the RFID tags in the dice and the roll result is relayed to the game software and displayed onscreen to the player. Each Player Station also receives a live feed of the dice-shaking action and roll result from a camera located directly above the dice field.

Players insert credits and conduct betting on their individual Player Stations via large touchscreens that display the betting field. Each player's touchscreen also displays the shared dice result generated by the dice shaker in the Center Unit, in addition to their individual betting results and payouts.

Each Player Station is equipped with a Bill/Ticket Acceptor and Ticket Printer to facilitate the individual player's insertion and cashing out of credits.



2 FEATURES

- 8 Player Stations surround a Center Unit containing a dice shaking mechanism and roll result sensors.
- Launching of the Dice can be performed by players utilizing the Shooter Button located on each Play Station.
- Equipped with a live video feed function that sends exciting video of the dice shaking and dice result to each Player Station screen.
- Each Center Unit can support a maximum of 50 connected Play Stations.

3 BASIC STRUCTURE

3.1 Outside Structure

**1****Illuminated Game Sign and Player Information Display (optional)**

Features LED tube lighting, translucent 3-D dice artwork and a 360-degree wraparound LED display. The LED display shows game progress messaging, game results, game history and minimum and maximum bet information. All messaging shown on the LED display is also available on each Player Station screen.

- 2 Security Cap**

The security cap affixed to the top of the dome utilizes a camlock and a monitored door switch to allow only secured access.
- 3 Live Camera**

Within the cap is a downward facing camera that sends live video of the dice field to each play station during the game. A camera located under the cap on the Plexiglas dome sends live video of the dice to each station.
- 4 Dome**

The Plexiglas dome securely displays the rolling of the dice.
Bumpers at the base of the tube limit the lateral movement of the dice and therefore reduce any potential scuffing that may occur when the dice make contact with the Plexiglass tube.
- 5 Dice**

There are two large dice positioned on the vibration table within the secured dome. Each die is 88mm square and weighs approximately 250g $\pm 5\%$. Each die contains 6 embedded RFID tags that are identified and read by the RFID sensors in the vibration table.
- 6 Vibration/Shaking Table & RFID Sensors**

Equipped with a Linear Voice Coil Motor Actuator, the vibration table shakes the dice causing them to tumble before being launched upward, simulating a dice roll. Incorporated within the vibration table assembly is an array of RFID sensors that read the result of the dice roll.
- 7 Central Unit Speakers**

Four speakers incorporated into the Central Unit play game announcements, sound effects and error/alarm notifications for the Central Unit and Spacer Modules.
- 8 Player Station Speakers**

Two speakers incorporated into each Player Station play game announcements, sound effects and error/alarm notifications specific to that Player Station.
- 9 Ticket Printer (optional)**

Part of the pay system, the ticket printer prints out the ticket as a means of credit redemption.
- 10 Bill & Ticket Acceptor (optional)**

Part of the pay system, the bill and ticket acceptor is where the player inserts the tickets or bills for credit increment.
- 11 21" Full HD (1920x1080) touchscreen**

A full-HD touchscreen through which the player interacts with the game.
- 12 Voice Coil Driver Module**

Each Play Station is equipped with its own Dice Shooter Button. Only the button for the designated "shooter" is active in each game. LED lights around the button light up to notify the player they are the shooter.

13 Reset/Audit Key Switch (Player Station)

A Reset/Audit Key Switch is located on the top, right side of each Player Station. This key switch is used by authorized casino personnel to enter the station's Audit menu and to clear the station lockups.

14 Control Spacer Module

The Control Spacer Module located between play stations #2 and #3 contains a monitor which is used for viewing the Audit Menu, Center Unit settings, and the Dice Shaker control device screen. The door for this spacer module utilizes a camlock and a monitored door switch.

Additional note: Each spacer module is equipped with a charging unit containing two USB ports so that the player to the left and right of the spacer module can charge their mobile devices (phones, watches, tablets, etc.); however, only the Control and Power/Hub Spacer Modules contain any internal components.

15 Power/Hub Spacer Module

The Power/Hub Spacer Module located between play stations #1 and #8 contains the main power ON/OFF switch as well as the LAN Hub that connects to the Center Unit and all 8 play stations. The door for this spacer module utilizes a camlock and a monitored door switch.

16 Top Door Camlock

This lock secures access to the top half of the Player Station. The top door lifts upward to reveal the ticket printer, bill & ticket acceptor, and to provide access to the stacker box and station touchscreen.

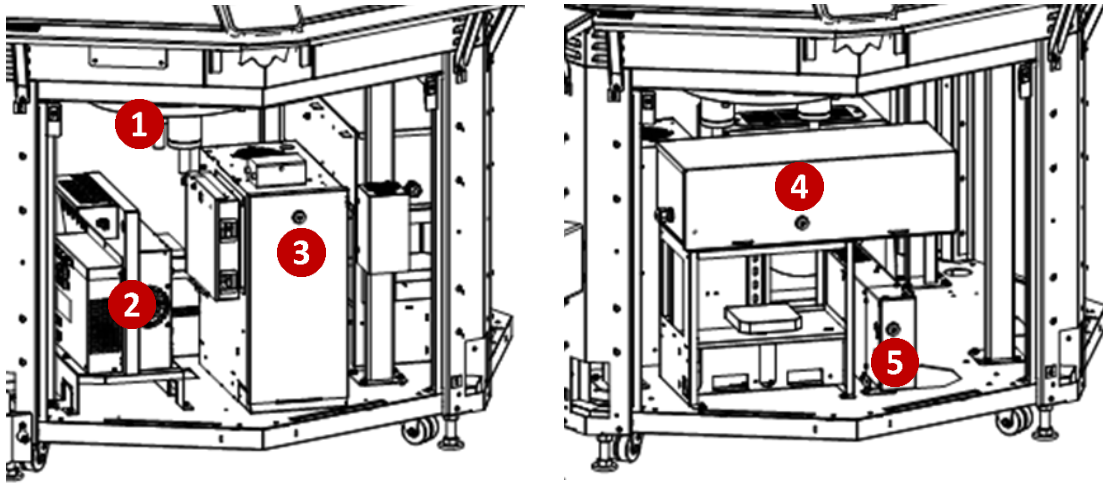
17 Main Door Camlock

This lock secures access to the cabinet body containing the Player Station's Logic Cage, power supply and power switches.

18 Lower Door Camlock

This lock secures access to the bottom of the machine, an area which contains power and network cabling.

3.2 Internal Structure (Central Unit)

**1****Actuator for Vibration Table**

The linear voice coil actuator motor receives signals from the ETD control computer and the Voice Coil Driver module to shake the table vertically and launch the dice upward to create a dice roll result.

2**Main Power Supply Unit**

Provides power to the components contained within the central unit.

3**AP-X Logic Cage**

The program storage devices (PSD) containing the main, personality and OS programs that control the Center Unit are connected to the AP-X motherboard contained in this monitored and key-locked device. The LAN port to communicate with the Play Stations is also located on the motherboard.

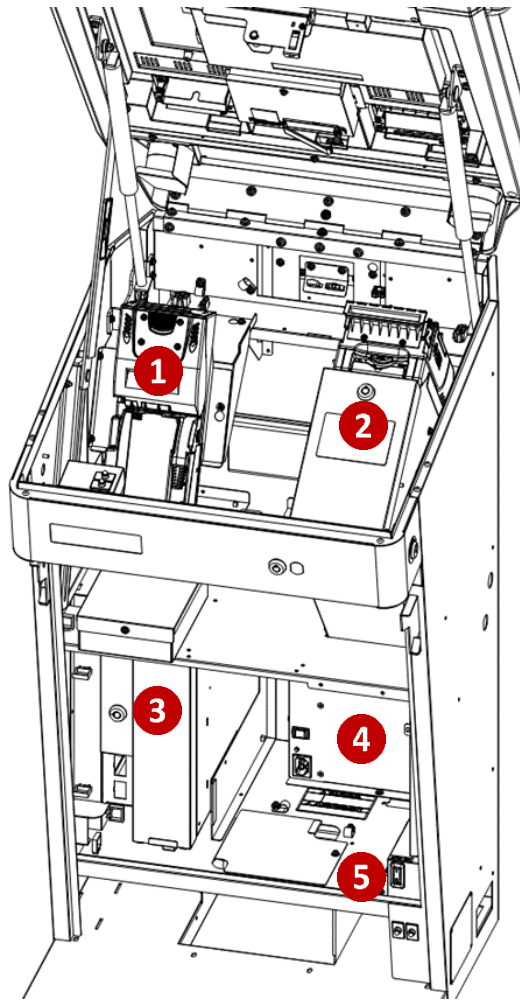
4**Voice Coil Driver Module**

The voice coil driver module controls the movement of the linear voice coil motor. The module has several capacitors mounted, which act as a kind of UPS system, and store the energy needed to produce high dice jumps.

5**ETD Control Computer**

The ETD control computer contains the vibration patterns for the actuator connected to the vibration table used to shoot the dice, it is connected to the RFID sensors that read the dice result and it also monitors the performance of the dice shaking mechanism.

3.3 Player Station (internal structure)



1 Ticket Printer

2 Bill & Ticket Acceptor and Stacker Box

The removable Stacker Box contains the bills and tickets inserted into the machine by players. The Stacker box door is secured by a camlock and monitored switch.

3 AP-X Logic Cage

The program storage devices (PSD) containing the main, personality and OS programs that control the individual play station are connected to the AP-X motherboard contained in this monitored and key-locked device. The LAN port to communicate with the Center Unit and the serial port to communicate with the casino host system are also located on the motherboard.

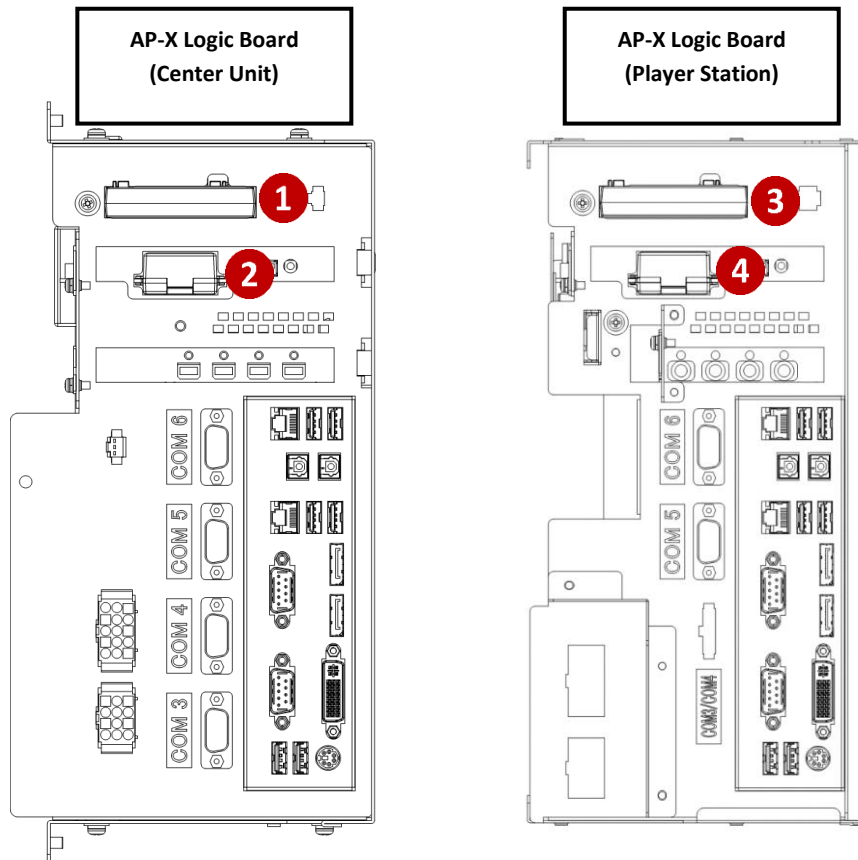
4 Power Supply

Provides power to the play station and it internally connected components.

5 Power Switch

Powers the individual play station off and on.

3.4 AP-X Motherboard Interfaces (Center Unit & Player Stations)

**1****SSD for Central Unit**

The SSD contains the Main Program, Personality Program and OS of the Central Unit's AP-X Logic Cage.

2**GAL SSD for Central Unit**

The GAL SSD is utilized to restrict certain settings and functionalities contained in the Main and Personality Programs according to jurisdictional requirements.

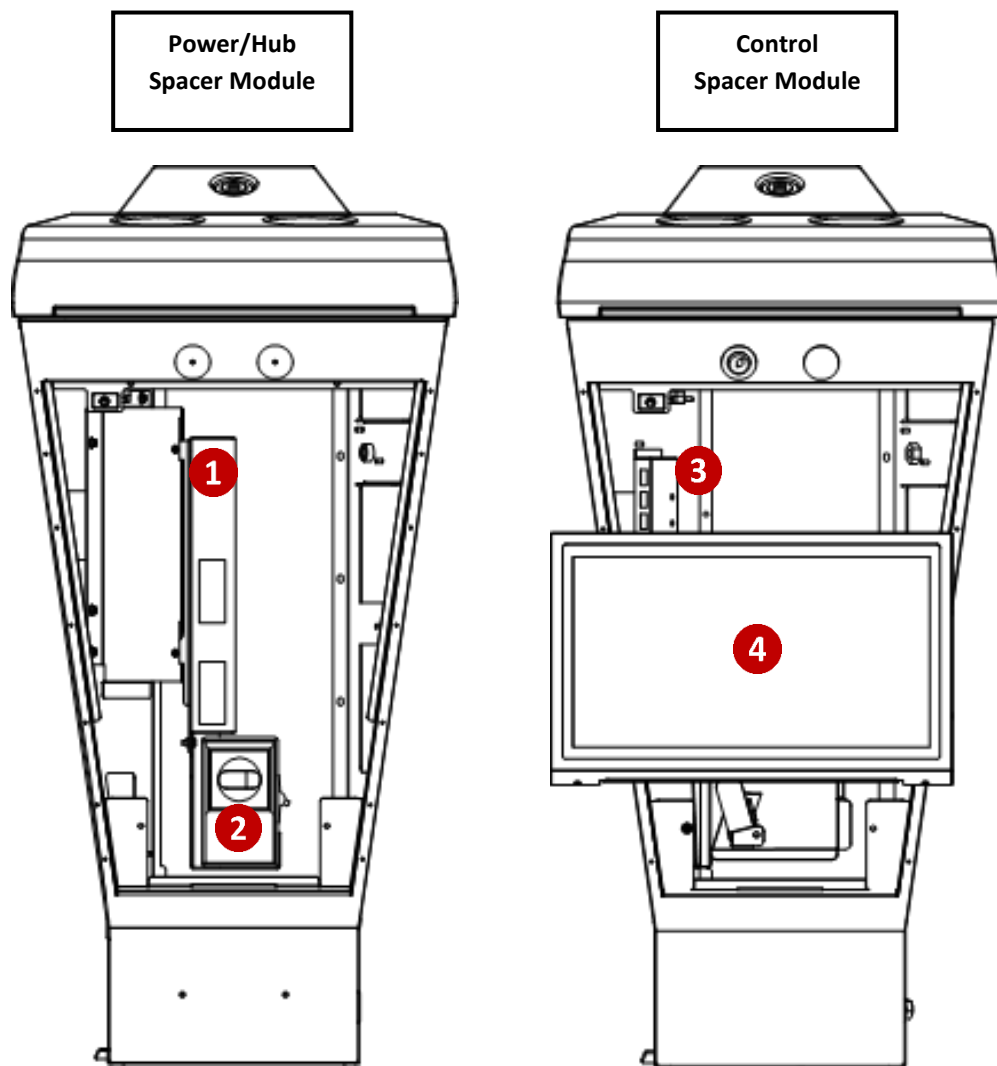
3**SSD for Player Stations**

The SSD contains the Main Program, Personality Program and OS of the Player Station's AP-X Logic Cage.

4**GAL SSD for Player Stations**

The GAL SSD is utilized to restrict certain settings and functionalities contained in the Main and Personality Programs according to jurisdictional requirements.

3.5 Spacer Modules (inside structure)

**1****LAN Hub**

The Power/Hub Spacer Module contains a communication Hub that connects the Center Unit to all play stations via LAN cables.

2**Main Power Switch**

The Power/Hub Spacer Module also contains a master power switch to turn off and on the power of the entire assembly (play stations, center unit and optional PID).

3**KVM Switch**

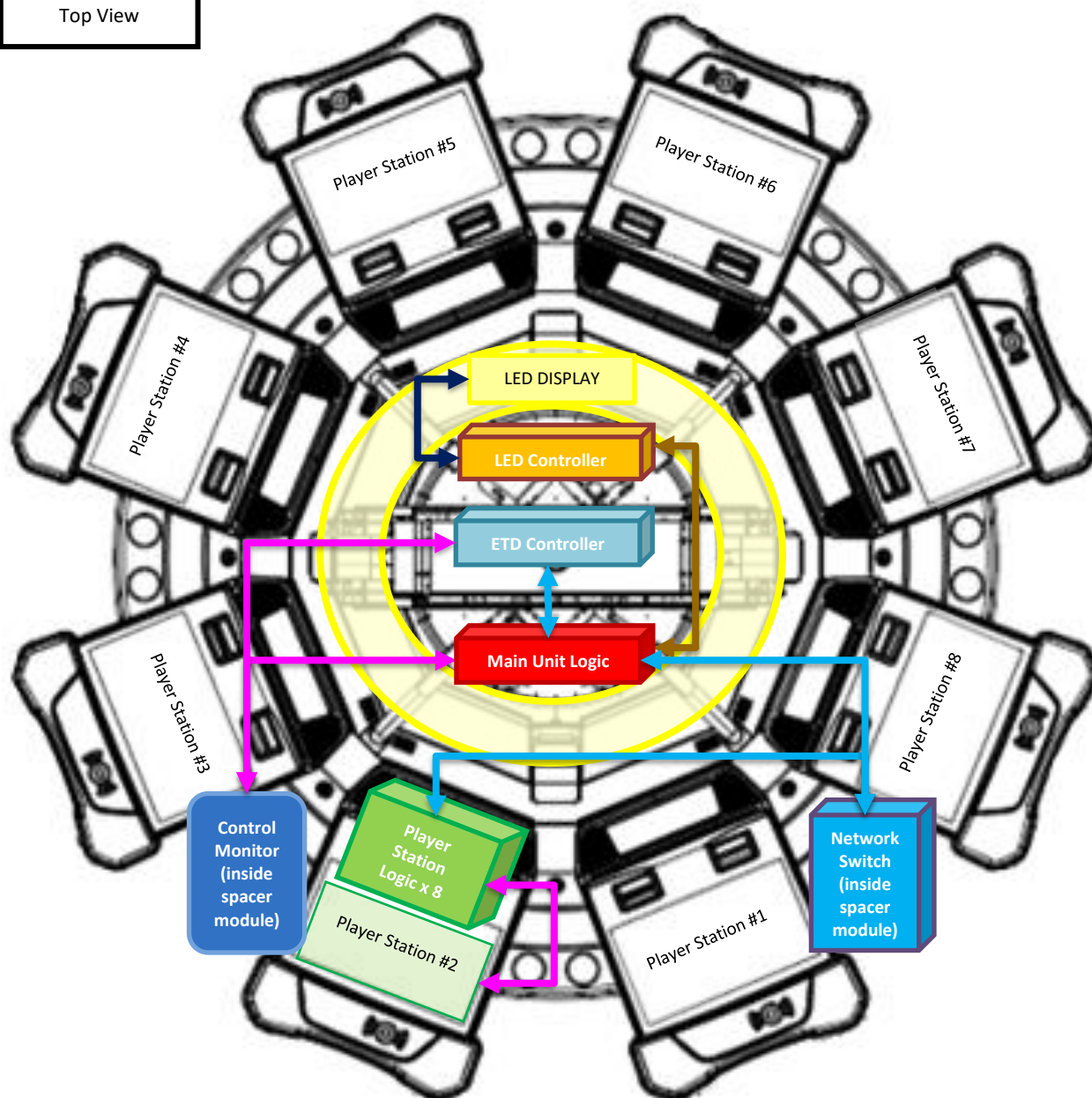
The Control Spacer Module contains a KVM Switch to alternate the display output of the internal LCD touchscreen between the Center Unit Audit Menu screen and the ETD control computer screen.

4**LCD Touchscreen**

The Control Spacer Module contains an extendible LCD panel that is utilized to access the Center Unit Audit Menu containing game information, system information and settings, and utilized to access the ETD control computer that contains settings and performance data for the vibration table.

3.6 Network Topography

Top View



KEY:

- TCP/IP (LAN Cable)
- A/V Signal (HDMI Cable)
- A/V Signal (DisplayPort Cable)
- LED Control Signal (LAN Cable)

NOTE: Each Player Station contains its own Logic Cage.

4 GRAPHIC USER INTERFACE DESCRIPTION



1 Meters & Buttons (From left to right)

- **WIN Meter:** Displays player's win amount either in Credits or Currency (touch meter to switch).
- **Denomination:** Displays game denomination
- **Bet Meter:** Displays total bet amount either in Credits or Currency (touch meter to switch).
- **Credit Meter:** Displays current player's credit amount either in Credits or Currency (touch meter to switch).

2 Cash Out & Service


- **Cash Out:** Press this button to cash out the credits on Credit Meter.
- **Service:** Press this button to call for Service.

3 Bet Time timer: Displays remaining Bet time. The Timer changes from green to red when 5 seconds remain.

4 History: Displays the game results (Each Die outcome and Total) of the past 27 games.








5 Betting Field: Bet field for the main Craps game.




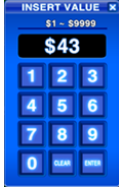





6 Special Game Bet Area: Player can participate in Special Games by placing chips on bet spots in this area.

- 7 Special Game Tab:** Press the “Lucky Roller Open” tab to access the “Lucky Roller” bet area or press the “Lucky Roller Close” tab to access the “Hot Shooter Jackpot” bet area.
- 8 Hop Bets Tab:** Press the “Hop Bets Open” tab to access the “Hop Bets” bet area or press the “Hop Bets Close” tab to access the “Hardways” and Horn Bets” bet areas.
- 9 Function Buttons (From left to right)**
- **Game Rules:** Press this button to access rules of the game, odds, descriptions of button functionality.
 - **Easy Help:** Provides simplified betting information for each bet spot, including odds.
 - **Volume:** Press this button to adjust the machine volume
 - **Live:** Slide  to the right to open a live overhead camera view of the dice shaker on the screen.
- 10 Chip Rack:** Player selects chip value to use for placing bets.
- 11 Function Buttons (From left to right)**
- **Across Bet:** Press this button to place bets on the five PACE bet spots that do not contain the Point.
 - **Undo:** Press this button to undo the last action (can be used up to 50 times).
 - **Cancel:** Press this button and then touch each unlocked chip that is to be canceled.
 - **All Cancel:** Press this button to cancel all unlocked chips that are bet.
 - **All On / All Off:** Touch these buttons to turn ON or turn OFF chips. Chips that are tuned OFF are not bet.

5 SPECIAL BUTTONS

Special buttons enable convenient betting or provide unique player interaction with the game.

Button	Description
	Tapping this button will wager a Place bet on all Points except on the established one. The Across button only works when Pass Line, Don't Pass, Field or one of the single-roll bets is placed and after the come-out roll.
	Tapping this button undoes the last action (can be used up to 50 times). NOTE: This button's function is not applicable to turning bets OFF or ON.
	Tapping this button turns ON all chips that were turned OFF.
	<p>Tapping this button turns OFF all unlocked chips on the following bet spots from the upcoming roll onward: ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS.</p> <p>NOTES:</p> <ul style="list-style-type: none"> The word "OFF" is displayed on a bet chip that has been turned OFF, tapping the ALL ON button removes the OFF status for all OFF chips. Chips that are turned OFF become inactive and are not bet. OFF chips do not consume a player's credit and do not contribute to the minimum bet for the game. 
	<p>Tapping this button and then touching individual unlocked chips on the following bet spots turns those chips OFF from the upcoming roll onward: ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS.</p> <p>NOTES:</p> <ul style="list-style-type: none"> The word "OFF" is displayed on a bet chip that has been turned OFF, but this OFF status can be removed by touching the chip again. Chips that are turned OFF become inactive and are not bet. OFF chips do not consume a player's credit and do not contribute to the minimum bet for the game. 



Button	Description
	<p>Tapping this button outlines the available bets spots in blue. Then, tapping any bet spot opens a simplified description of the bet in a pop-up window.</p> 
	<p>Tapping the blue cog icon on the chip in the chip rack opens a keypad and allows the player to set the chip to a value of their choice.</p> 
 <p>Or</p> 	<p>The player designated as the "shooter" can shoot the dice by pressing the Shooter Button. If the "shooter" does not press the button within the displayed time limit, the dice are automatically shot.</p>  <p>SHOOTER buttons</p>
	<p>Sliding the button to the right provides a live view pop-window during the dice shaking action on the screen. The window location and size can be adjusted by touching the screen.</p> 

6 GAME FLOW



6.1 Main Craps Game

PICTURE	STEP	STEP DESCRIPTION
	1	Insert credit into the machine.
	2	Select a chip value from the graphical chip rack at the bottom of the screen.
	3	To increase the value of a bet chip, touch the bet again and the value of the bet chip is incremented by its initial value each time it is touched. During "bet time", bet chips can be canceled by dragging them to an area of the screen that does not contain bet spots. Chips can also be canceled via the "cancel" buttons.
	4	Bets can be placed until the displayed Bet Timer in the upper left of the screen reaches "0". The color of the Bet Timer changes from green to red when 5 or fewer seconds remain. Bet Time is the same for all players. "No More Bets" messaging appears when Bet Time expires.
	5	The player designated as the "shooter" can shoot the dice by pressing the Shooter Button. If the "shooter" does not press the button within the displayed time limit, the dice are automatically shot.
	6	When the dice have settled after being shot, sensors in the machine "read" each dice the roll results are displayed onscreen. Any wins are automatically paid to the player. The game can be configured so that cocked or stacked dice are either reshot automatically, the game is automatically voided and bets returned, or game is paused for attendant settlement.

6.2 Improved Odds Feature (configurable): Power Odds

PICTURE	STEP	STEP DESCRIPTION
	1	Power Odds is a randomly triggered feature that may increase the odds paid for the following bet spots after bet time ends: Any Craps, C, Any 7, E, Hop Bets, Horn Bets, C&E, Hardways.
	2	Standard odds are displayed during Bet Time; however, after Bet Time ends, there is a chance that the abovementioned bet spots randomly display improved payout odds. An example of the improvement of odds is shown to the left.

6.3 Special Game (configurable): Hot Shooter Jackpot

PICTURE	STEP	STEP DESCRIPTION
	1	After a 7 OUT, place a bet on the Hot Shooter Jackpot side game during the bet time of the Come Out Roll. The game can be configured to require a minimum qualifying bet on the main Craps game before a bet on the Hot Shooter Jackpot can be made.
	2	The result of the Hot Shooter Jackpot is based on the "roll count" (the total number of rolls that occur from the Come Out Roll after a 7 Out until the next 7 Out). The award paid is a determined multiple of the amount bet on the Hot Shooter Jackpot side game.

6.4 Special Game (configurable): Lucky Roller

PICTURE	STEP	STEP DESCRIPTION
	1	Place bets on one or more groups of numbers.
	2	<p>If dice roll totals of 2, 3, 4, 5 & 6 are all rolled before any 7, the odds are paid to the player.</p> <p>The bet spot is reset if the dice roll totals listed above are all rolled or on the roll of any 7.</p>
	3	<p>If dice roll totals of 8, 9, 10, 11 & 12 are all rolled before any 7, the odds are paid to the player.</p> <p>The bet spot is reset if the dice roll totals listed above are all rolled or on the roll of any 7.</p>
	4	<p>If dice roll totals of 2, 3, 4, 5, 6, 8, 9, 10, 11 & 12 are all rolled before any 7, the odds are paid to the player.</p> <p>The bet spot is reset if the dice roll totals listed above are all rolled or on the roll of any 7.</p>

7 RULES OF CRAPS AND FEATURES

7.1 Available wagers

The following wagers are available to players. Some wagers may take multiple rolls to resolve. Unless otherwise specified, all wagers may be withdrawn from the table after they are placed and before they have been resolved, excluding special games.

NOTE: For all main bet and special bet pay tables refer to jurisdictionally approved par sheets.

- **Pass and Come**

Players that place one of these wagers win on an initial roll of seven or eleven and lose on an initial roll of two, three, or twelve; otherwise, a point is set. The wager then remains on the table until the point established by the initial roll is rolled again, or a seven is rolled. If the point value is rolled before a seven is rolled, then the wager is won. If a seven is rolled before the point value, then the wager is lost. Players may not withdraw their wager after a point is established.

- **Don't Pass and Don't Come**

Players that place one of these wagers win on an initial roll of two or three, push on an initial roll of twelve, and lose on an initial roll of seven or eleven; otherwise, a point is set. The wager then remains on the table until the point established by the initial roll is rolled again, or a seven is rolled. If the point value is rolled before a seven is rolled, then the wager is lost. If a seven is rolled before the point value, then the wager is won.

- **Odds**

The Odds wager may be placed after a point is set for a Pass or Come wager and wins or loses in the same manner as the Pass or Come wager that it is placed with. The Odds wager will have a bet limit set by the casino that is a multiple of the base wager, between 2x and 100x.

- **Don't Odds**

The Don't Odds wager may be placed after a point is set for a Don't Pass or Don't Come wager and wins or loses in the same manner as the Don't Pass or Don't Come wager that it is placed with. The Don't Odds wager will have a bet limit set by the casino that is a multiple of the base wager, between 2x and 100x.

- **Place**

A Place wager may be placed on any point value besides seven. Place wagers win if the wagered value is rolled before a seven, and lose if a seven is rolled before the wagered value.

- **Big 6 and Big 8**

The Big 6 and Big 8 wagers are resolved identically to the "Place 6" and "Place 8" wagers, but have lower pays.

- **Buy**

Buy wagers work identically to the Place wagers in how they are resolved and have higher pays. To balance these higher pays, a 5% commission is required.

- **Place to Lose**

A Place to Lose wager may be placed on any point value besides seven. Place wagers lose if the wagered value is rolled before a seven and wins if a seven is rolled before the wagered value.

- **Lay**

Lay wagers work identically to the Place to Lose wagers in how they are resolved and have higher pays. To balance these higher pays, a 5% commission is required.

- **Hard Ways**

Hard Ways wagers win if a paired dice roll equal to the wagered value is rolled before a seven or an unpaired dice roll equal to the wagered value. The wager is lost if a seven or an unpaired dice roll equal to the wagered value is rolled first.

- **Field**

The Field wager is resolved in a single roll. It wins if a two, three, four, nine, ten, eleven, or twelve is rolled, and loses with any other outcome.

- **Proposition wagers**

Proposition wagers are resolved in a single roll. Wagers may be placed on any of the following exact values being rolled: two, three, seven, eleven and twelve. The wager is won if the value rolled matches the value wagered; otherwise, the wager is lost.

- **Any Craps**

This wager wins if a two, three or twelve is rolled. The wager is lost with any other outcome.

- **C&E**

This wager wins with a lower pay if a two, three, or twelve is rolled, and wins with a higher pay if an 11 is rolled. The wage is lost with any other outcome.

- **Hop**

A Hop wager is placed on a set of two values as the result of the dice roll.

An “easy” Hop bet is on any set of unpaired dice (examples: 1-2, 4-5, 5-6, etc.) while a “hard” Hop bet is on any set of paired dice (examples: 1-1, 2-2, etc.).

The Hop bet wins if the result of the next roll matches the wagered set of values and loses on any other outcome. Winning “easy” Hop wagers have lower pays than winning “hard” Hop wagers.

- **Horn**

A wager placed on the Horn table position is divided into four equal amounts on each of the proposition wagers for two, three, eleven and twelve.

7.2 Special game: Hot Shooter Jackpot

HOT SHOOTER JACKPOT (Special Game: Configurable)

HOT SHOOTER JACKPOT is determined by the ROLL COUNT of a SHOOTER. The ROLL COUNT is the number of consecutive games in which a SHOOTER rolled the dice from the COME OUT ROLL after a 7 OUT until the next 7 OUT.

This bet can be placed during the bet time of the COME OUT ROLL after a 7 OUT.

The pay is the win multiplier corresponding to the highest achieved ROLL COUNT applied to the bet amount placed on the HOT SHOOTER JACKPOT. The minimum win multiplier applicable is 1 times bet upon the 8th roll and the maximum win multiplier applicable is 100 times bet upon the 50th roll.

7.3 Special game: Lucky Roller

LUCKY ROLLER (Special Game: Configurable)

LUCKY ROLLER is a set of optional wagers to accompany standard Craps games played with 2 standard 6-sided dice. For LUCKY ROLLER, the wagers are: LOW ROLLS, HIGH ROLLS and ROLL 'EM ALL.

The wagers are persistent across multiple rolls and may be placed prior to any roll when there are no active wagers of the same type persisting from previous rolls.

The LOW ROLLS bet wins if each of the totals 2, 3, 4, 5 and 6 are rolled before a 7 is rolled.

The HIGH ROLLS bet wins if each of the totals 8, 9, 10, 11 and 12 are rolled before a 7 is rolled.

The ROLL 'EM ALL bet wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 are rolled before a 7 is rolled.

The pays for LOW ROLLS and HIGH ROLLS wins are equal and the pay for a ROLL 'EM ALL win is substantially higher.

7.4 Improved odds feature: Power Odds

POWER ODDS (Improved Odds Feature: Configurable)

POWER ODDS is a randomly triggered feature that increases the odds paid for certain BET SPOTS after bet time ends.

POWER ODDS may be randomly displayed on any of the following bet spots when bet time ends: ANY CRAPS, C, ANY 7, E, HOP BETS, HORN BET, C&E and HARDWAYS.

POWER ODDS are randomly selected from two available improved odds values corresponding to the bet spot with the maximum improved odds value doubling the pay for the bet spot.

If POWER ODDS is displayed on a bet spot, the odds paid for a win on that bet spot are as displayed for that roll only.

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