



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

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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



## **RULES AND DEALING PROCEDURES**

Rabbit Hunter is a table game with head-to-head play against the dealer and an optional bonus bet. Players and the dealer get five cards to make their best poker hands, but players have the option of buying a sixth card.

### **Rules and Dealing Procedures**

1. Set the i-Deal/i-Deal Plus or ACE shuffler to “Rabbit Hunter” or “Six Card Poker.” This mode will dispense packets of six cards.
2. To begin the game, players must make an Ante bet.
3. Players may also make the optional “Tens Up” bonus bet to compete for bonus payouts. Players may not wager more on Tens Up than they do on Ante.
4. In addition, players may also make the Two Way Bad Beat wager.
5. The dealer, working clockwise from his left to his right, gives each player a packet of cards; dragging the top card back and keeping it face-down in the marked area.
6. When the dealer gets his packet, he burns the top card. The dealer then presses the green button on the shuffler, which dispenses the remaining cards and begins shuffling the next deck.
7. Players may now look at their five cards.

8. Players have a choice:
  - a. Fold and lose their Ante, and (if bet) the optional Tens Up and Two way Bad Beat wagers.
  - b. Stay in the game by making a Play bet of 1x their Ante.
    - i. If players make the Play bet, they have the additional option of buying the sixth card for an amount of 1x their Ante.
      1. This money is placed on the “Rabbit Hunter” logo next to the sixth card.
9. When players fold, the dealer will immediately collect their chips and their cards.
10. When players make a Play bet but do not buy the sixth card, the dealer will remove that card and place it in the discard rack.
11. When players make a Play bet and buy the sixth card, the dealer will:
  - a. Verify the amount (1x Ante) is correct; and
  - b. Collect that money and put it in the tray.
12. The dealer then reveals his five cards and announces his hand.
13. The dealer qualifies with Ace-high. If the dealer has less than Ace-high, he immediately, working counter-clockwise from right to left, refunds each player’s Ante bet. All other bets receive full action.
14. The dealer then, working counter-clockwise from right to left, reconciles the action. The dealer reveals each player’s original five cards and, if applicable, turns over the sixth card.
15. If the player beats the dealer, the Ante (if applicable) and Play bets pay 1 to 1.
16. If the dealer beats the player, the Ante (if applicable) and Play bets lose.
17. If the dealer and the player tie, the Ante (if applicable) and Play push.

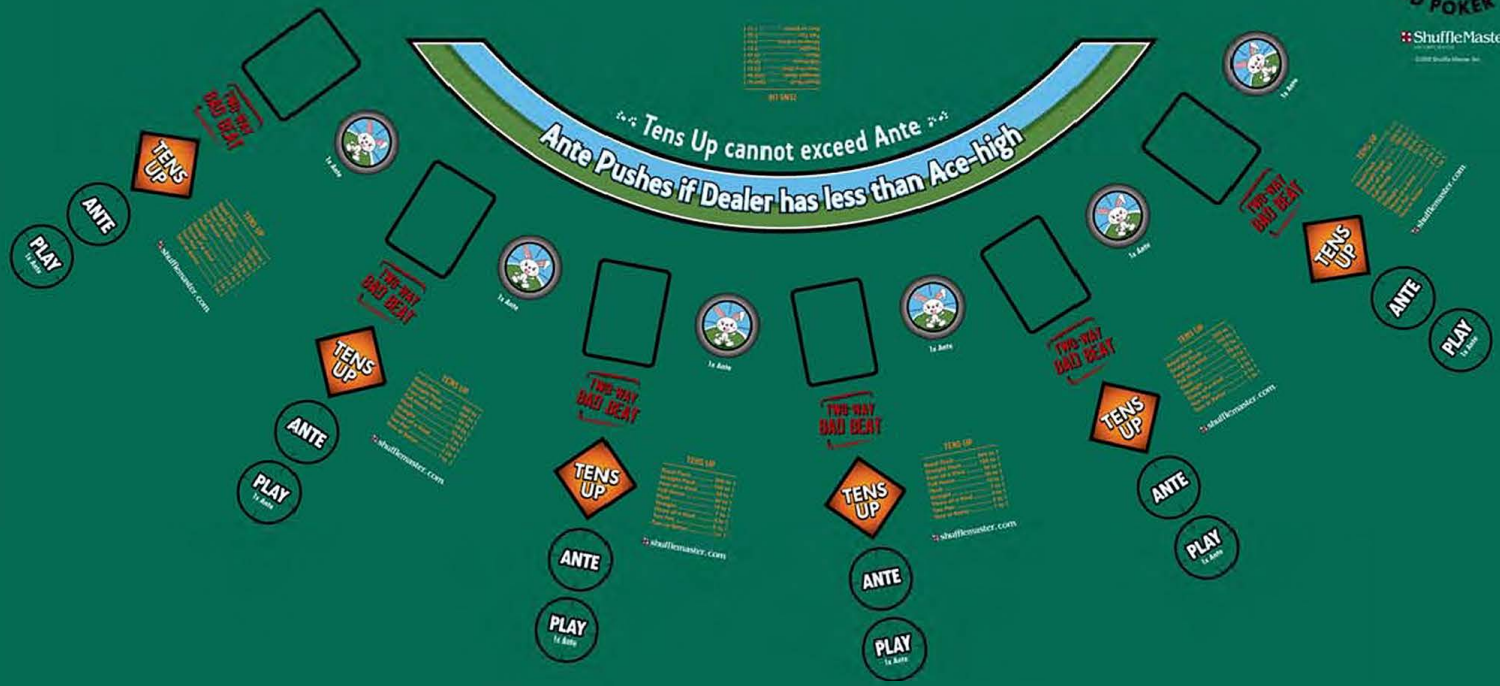
18. Players win the Tens Up bet if they have a pair of 10s or better. The dealer's hand has no effect on this bet. Sample payable below:

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Full House	30 to 1
Flush	10 to 1
Straight	7 to 1
Three of a Kind	5 to 1
Two Pair	2 to 1
Tens Up	1 to 1

19. The Two Way Bad Beat wager wins 10 to 1 if the dealer beats the player or the player beats the dealer and the losing hand is a Pair of Tens or higher.

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*





Hand Ranking

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000

Tens Up

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000

Tens Up

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000

Tens Up

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000

Tens Up

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000

Tens Up

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000

Tens Up

10-10-10-10-10	1000
9-9-9-9-9	1000
8-8-8-8-8	1000
7-7-7-7-7	1000
6-6-6-6-6	1000
5-5-5-5-5	1000
4-4-4-4-4	1000
3-3-3-3-3	1000
2-2-2-2-2	1000
1-1-1-1-1	1000