



Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-/40.

If the below game is to be hand dealt, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacture.

RULES OF PLAY

Triple Shot Rummy uses a standard 52-card deck. There are three ways to play. The game allows the player to wager against the dealer and to wager on the value of their own hand. Triple Shot Rummy also includes the optional 6 Card Bonus that allows the player to wager on a combination of the dealer's three cards and the player's three cards.

Note: Exceptions are listed at page 4.

Ranking of Hands

The ranking of the hands in Triple Shot Rummy differs from traditional games. In Triple Shot Rummy, The total of 3 cards hand value can be a best score of 0 and the worst score 30. Cards are ranked from highest to lowest as follows.

Cards	Point Values
Ace	1
King, Queen, Jack, 10	10
2-9	Face Value
Combinations	Point Values
Any Pair	0
Any Triple	0
2- or 3- card Suited Run	0

Three Ways To Play

1. *Playing Against the Dealer - ANTE WAGER*

The object when playing against the dealer is to get a three card rummy hand with a value lower than the dealer's qualifying hand of a 20 or lower. Players place an ANTE wager. After looking at their three card rummy hand, players may fold or, if they believe their hand is high enough to beat the dealer's hand, they will place an amount equal to the ANTE on the PLAY spot.

Playing Against the Dealer

- | | |
|---|---------------------------------------|
| • Player folds | LOSE |
| • When dealer does not play | PLAY is a PUSH
ANTE wins 1 to 1 |
| • When dealer plays and player's hand beats dealer's hand | PLAY wins 1 to 1*
ANTE wins 1 to 1 |
| • When dealer plays and dealer's hand beats player's hand | PLAY is a loss
ANTE is a loss |
| • When the dealer plays and the dealer's hand ties the player's | PLAY is a PUSH
ANTE is a PUSH |

*The PLAY is paid when a player is dealt a qualifying hand and beats the dealer hand. The PLAY payouts odds are as follow:

Player Score	Odds
0	4-to-1
1-5	2-to-1
6-19	1-to-1

2. *Playing Against the Paytables – Optional Bonus Wagers*

Pair Plus - The object of betting the Pair Plus wager is to receive a pair or better. If the player's hand contains a pair or better the player wins the Pair Plus wager. **Players receive Pair Plus payouts regardless of the dealer's hand.**

6 Card Bonus – The 6 Card Bonus wager is based on the best 5-card Poker hand that can be made from the six cards dealt to the Dealer and Player. Each Player uses their own 3 cards and combines them with the Dealer's 3 cards.

Player are eligible to win both bonus wagers even if they fold their Ante wager. If the player has wagered the Pair Plus and/or 6 Card Bonus wager and folds their hand, the dealer will remove the original Triple Shot Rummy Ante wager and place the players cards under the Pair Plus and/or 6 Card Bonus wager.

3. *Playing Both – Against the Dealer and Paytables*

When a player bets both the Ante (including Play) and the Pair Plus or 6 Card Bonus or combination of both, they are playing against separate paytables with different criteria for payouts. In playing the ANTE wager, the object is to get a three-card-rummy hand that beats the dealer's qualifying hand of 20 or less. In playing the Pair Plus, the object is to receive a pair or better in the player's original starting hand. In playing the 6 Card Bonus the object is to make a five-card poker hand by combining the player's original starting hand with the dealers. **The ANTE, Pair Plus and 6 Card Bonus wagers do not have to be the same amount.** Players can wager anywhere from the table minimum to the maximum allowed bet on either spot. However, the PLAY wager must always equal the ANTE wager.

If the player has made the ANTE wager and either the Pair Plus and/or 6 Card Bonus wager and folds, both the Pair Plus and 6 Card Bonus wagers are still in action.

Wagers between players are prohibited.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. It is recommended that Triple Shot Rummy be dealt with an automatic card shuffler.

1. Each player makes a wager as indicated below, according to posted table limits:
 - To play against the dealer by placing an ANTE wager on the ANTE spot.
 - To play the hand value against the payable by placing a Pair Plus and/or 6 Card Bonus wager in the appropriate betting spots.
 - To play against the dealer and the payable by placing the ANTE wager on the ANTE spot and the Pair Plus and/or 6 Card Bonus on the appropriate betting spots.
 - At the casino's discretion, a player may place wagers at two adjacent betting positions during a round of play.
2. The dealer shall announce "No more bets" prior to the dealer dispensing any stacks of cards. Verbally acknowledge those players who have not made the Pair Plus wager. (Example: "No Pair Plus, position 2, 3 and 5.")
3. Each player and the dealer receive three cards face down. Cards are delivered face down to the player from the dealer's left to right in rotation. To enhance game security, do not expose the bottom card.
4. After examining their cards, the player has the option to either make a PLAY wager in the amount EQUAL to the player's ANTE wager, or fold and keep the Pair Plus and/ or 6 Card Bonus wagers in action. If a player has placed an ANTE wager and a Pair Plus and/or 6 Card Bonus wager but does not make a PLAY wager, the player forfeits the ANTE wager and the Pair Plus and/or 6 Card Bonus wager will stay in action.
5. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.

6. The dealer will then reconcile the hands of those players who have not folded. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the 6 Card Bonus wager and reveal the player's cards. The dealer will pay and/or take from the back forwards, reconciling the PLAY wager first, the ANTE wager second and the Pair Plus and 6 Card Bonus wager last. The dealer will lay and pay, or pick and pay, depending on casino procedures.

Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand.

If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.

2. Card shuffler malfunction.

1. Refer to the trouble shooting guide on the back of the shuffler, or;

2. If the shuffler has continually malfunctioned, replace it as follows:

1. Turn off the shuffler.
2. Unplug the power cord.
3. Replace the shuffler with the backup shuffler.
4. Plug in the power cord and the data cable.
5. Turn the shuffler on.
6. Call Light and Wonder to service the shuffler.
7. Resume play.

OR

3. Follow specific procedures approved by your local regulatory body.

Exceptions

In many jurisdictions, the ANTE wager is mandatory. (For Example, Louisiana and certain California casinos.)

In these cases, the player must make the ANTE wager to play against the dealer's hand, and may make the Pair Plus and/or 6 Card Bonus wagers to play against each payable.

Triple Shot Rummy

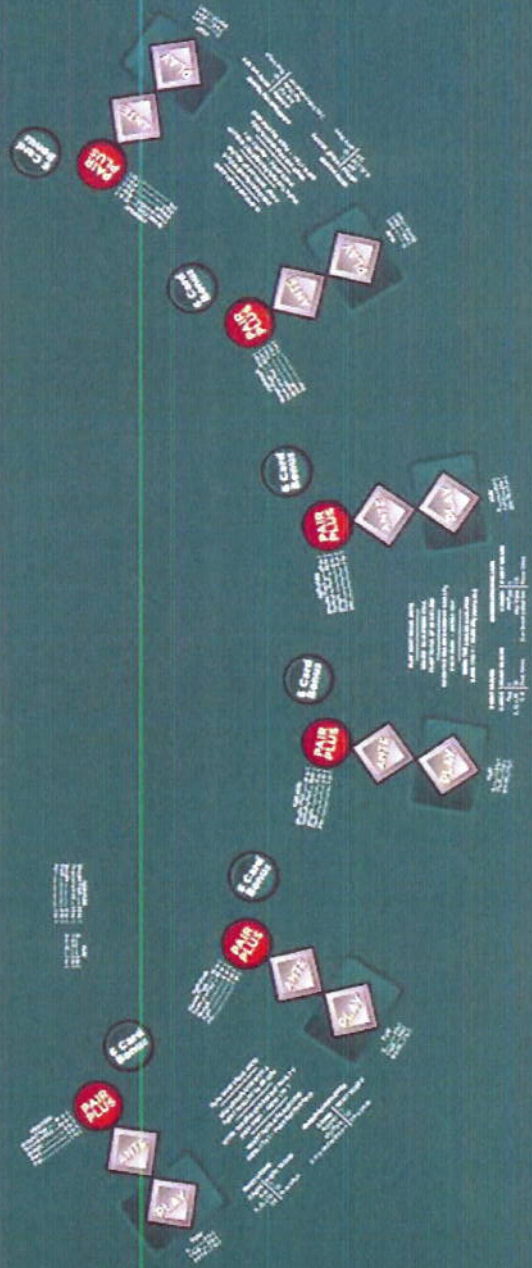
Pair Plus	1	2	3	4	5	6
Hand	Pays	Pays	Pays	Pays	Pays	Pays
Royal Flush				50 to 1	50 to 1	50 to 1
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Three-of-a-Kind	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
House Edge	2.32%	5.57%	7.28%	2.14%	5.39%	7.09%
Hit Frequency	25.61%	25.61%	25.61%	25.61%	25.61%	25.61%

Play Bet	
Player Score	Pays
0	4 to 1
1 to 5	2 to 1
6 to 19	1 to 1

6 Card Bonus	1	2	3	4
Hand	Pays	Pays	Pays	Pays
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four-of-a-Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three-of-a-Kind	5 to 1	5 to 1	8 to 1	7 to 1
House Edge	10.23%	15.28%	6.74%	8.56%
Hit Frequency	7.28%	7.28%	7.28%	7.28%

TRIPLE SHOT

Priority Shuffle



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TRIPLE SHOT



Rummy

Triple Shot Rummy features head-to-head action against the dealer for the lowest point total. The game also offers the opportunity to make the optional Pair Plus and 6 Card Bonus wagers.

GETTING STARTED

Make the Ante wager to bet against the dealer's hand. It's your cards against the dealer's. Make the optional Pair Plus wager and if your three-card hand contains a pair or better, you win! Bet the 6 Card Bonus to win on your best five-card hand.

WINNING & LOSING

The dealer will give each player and himself a packet of three cards. You may then place a Play bet (equal to your Ante), or fold and lose your Ante wager. The dealer must have a point total of 20 or less to qualify. If the dealer doesn't qualify your Play bet is pushed and your Ante gets paid 1 to 1. Beat the dealer's qualified three-card hand with a lower point total to win. By making the Play wager, you've also qualified to receive an extra Play Bonus payout based on your three-card hand's total points. See payable for odds.

PAIR PLUS

Play the Pair Plus, and if your three-card hand contains a pair or better, you win. Note: The Pair Plus wager always receives action and is eligible for payouts even if you fold. See payable for odds.

6 CARD BONUS

Combine your hand with the dealer's three-card hand to make your best five-card poker hand. You win with three-of-a-kind or better. See payable for odds.

POINT VALUES

CARDS	POINT VALUES
Ace	1
K, Q, J, 10	10
2-9	Face Value

COMBINATION VALUES

COMBO	POINT VALUES
Any Pair	0
Any Triple	0
2 or 3-card suited run	0

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Shuffle
MASTER

