



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

Ms. Santoriello

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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

Cincinnati Stud is a table game with head-to-head play against the dealer and an optional bonus bet and an optional community pot bet. Players and the dealer get seven cards to make their best five-card poker hands.

Rules and Dealing Procedures

1. Set the i-Deal shuffler, or i-Deal Plus to “Cincinnati Stud.” This mode is specifically designed for this game
2. To play against the dealer, players make equal bets on the Ante and Blind. To play against the bonus payable, players make a Trips bet. To play for the pot, make a Cincy Pot bet.
3. The dealer, working clockwise from his left to his right, gives each player a packet of seven cards, and pulls the top (“7th Street”) card back in front of each player. This card remains down until the dealer reveals it at the end of the game.
4. The dealer gives himself a packet of seven cards and presses the green button on the shuffler. This will eject the discards and start shuffling the next deck.
5. Players then look at their cards and make a choice:
 - a. Fold; or
 - b. Make a Play bet of 1x their Ante; or
 - c. Make a Play bet of 2x their Ante.
6. The dealer will then reveal his cards and announce his hand.
7. The dealer then compares his hand with each player’s.
 - a. If the dealer wins, the player’s Ante, Play and Blind bets lose.
 - b. If the player wins, the Ante and Play bets pay 1 to 1, and the Blind pays as follows:

Royal Flush	500 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1
Full House	3 to 1
Flush	2 to 1
Straight	3 to 2

8. The Trips bet wins if the player has three of a kind or better.
 - a. See layout for odds.
 - b. If players fold, the Trips bet receives action.

Cincy Pot Rules

1. The Cincy Pot is an optional wager.
2. Players participating in the Cincy Pot wager are playing against the other participants and dealer, if allowed by internal control game rules, for the highest winning hand.
3. The contribution to the Cincy Pot is the same as the minimum bet on the main game (e.g. \$5, \$10).
4. When a new pot opens, players must place the Cincy Pot wager in front of their individual betting stations. The dealer will then replace their wagers with a lammer indicating they are in action.
5. The dealer, if allowed by internal control game rules, also contributes to the Cincy Pot bet each round.
6. The dealer will pull all Cincy Pot wagers and stack them in the designated Cincy Pot circle.
7. The Cincy Pot is won when someone has the highest hand amongst Cincy Pot participants, and it's at least two pair. If none of the Cincy Pot participants win with at least two pair, the Cincy Pot carries over to the next round of play. If the carryover pot has not been won by the tenth game, the dealer will divide it equally between the remaining players still participating in the pot and the house or, if allowed by game rules, only the players still participating in the pot. At this point, players may begin placing the Cincy Pot wager prior to the next round being dealt.
8. Players must continue to make a Cincy Pot bet each round to remain eligible.
9. If the highest hand among pot participants is at least two pair and an exact tie, the dealer will evenly divide the amount.
10. If all the participants in the Cincy Pot drop out before it's won or the tenth round is completed, the house collects the accumulated amount and places it in the chip tray.
11. Players cannot join a Cincy Pot after it has started.
12. Once players miss a round, they cannot rejoin the pot.
13. The Cincy Pot lammers will be collected, counted and placed in the chip tray after the Cincy Pot is paid or collected due to the lack of player participation.

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



TRIPS PAYTABLES

	PAYTABLE 1	PAYTABLE 2	PAYTABLE 3
Royal flush	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Four of a kind	30 to 1	30 to 1	20 to 1
Full house	8 to 1	8 to 1	7 to 1
Flush	6 to 1	7 to 1	6 to 1
Straight	5 to 1	4 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1
House edge:	1.90%	3.50%	6.18%
Expected Hold:	24%	26%	30%

BLIND PAYTABLE

Royal flush	500 to 1*
Straight flush	50 to 1*
Four of a kind	20 to 1*
Full house	3 to 1*
Flush	2 to 1*
Straight	3 to 2*

* Must beat dealer



1	2	3	4	5
6	7	8	9	10

TRIPS

ANTE = BLIND

PLAY

CINCY POT

Hand	Pay
ROYAL FLUSH	1000
STRAIGHT FLUSH	500
FOUR OF A KIND	200
FULL HOUSE	100
FLUSH	50
STRAIGHT	25
THREE OF A KIND	15
TWO PAIR	10
PAIR	5
HIGH CARD	1

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