August 11, 2014

Kerrie Kimball
Bally Technologies
6650 El Camino Road
Las Vegas, NV 89118

RE: Six Card Poker with Bad Beat and Progressive

Dear Ms. Kimball,

We have reviewed the changes made to Six Card Poker. Based on our review of the documentation we received from Bally Technologies, 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 "Six Card Poker with Bad Beat and Progressive Rules of Play" you provided on July 23, 2014, 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.

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. 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,

Tina Griffin
Assistant Director
Licensing Operations Division

Enclosures

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File

RULES AND DEALING PROCEDURES

Six Card Poker is a table game with head-to-head play against the dealer and also features an optional bonus and Bad Beat wagers. Players and the dealer get six cards to make their best five-card poker hands.

Rules and Dealing Procedures

1. Set the i-Deal or ACE shuffler to "Rabbit Hunter" or "Six Card Poker." This mode will dispense packets of six cards.

2. To play against the dealer, players make an Ante bet.

3. To play against the bonus paytables, players must make an Aces Up bet and/or a Bad Beat bet.

4. The dealer, working clockwise from his left to his right, gives each player and himself a packet of six cards. The dealer will turn his top three cards face-up.

5. Players look at their cards and must decide:
    a. Fold and lose their Ante and Aces Up (if less than a pair of Aces) bets; or
    b. Stay in the game by making a Play bet of 1x their Ante.

6. When players fold, the dealer will immediately collect their Antes and, if the player has less than a pair of Aces, he will take the Aces Up bet as well.
    a. If players fold with a pair of Aces or better, the dealer will pay that bet.

7. The dealer then reveals his five cards and announces his hand.

8. The dealer qualifies with Ace-King. If the dealer has less than Ace-King, he will refund each player's Ante bet. All other bets receive full action.

9. The dealer then, working counter-clockwise from right to left, reconciles the action.

10. If the player beats the dealer, the Ante (if applicable) and Play bets pay 1 to 1.

11. If the dealer beats the player, the Ante (if applicable) and Play bets lose.

12. If the dealer and the player tie, the Ante (if applicable) and Play push.

13. Players win the Aces Up bonus bet if they have a pair of Aces or better. The dealer's hand has no effect on this bet.

14. Players win the Bad Beat bonus if they and the dealer get at least a pair of Aces, and they do not tie each other. The Bad Beat is paid on the strength of the losing hand.

15. Note: Players win the Aces Up and Bad Beat bonus bets even if they fold.

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

Aces Up Paytables				
Hand	SCP-01	SCP-02	SCP-03	SCP-04
Royal Flush	500 to 1	500 to 1	500 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1
Four of a Kind	30 to 1	30 to 1	30 to 1	30 to 1
Full House	9 to 1	10 to 1	9 to 1	9 to 1
Flush	8 to 1	8 to 1	8 to 1	7 to 1
Straight	7 to 1	6 to 1	6 to 1	6 to 1
Three of a Kind	4 to 1	4 to 1	4 to 1	4 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Pair of Aces	1 to 1	1 to 1	1 to 1	1 to 1
Expected hold:	20%	25%	28%	30%

TWBB -001	
Losing Hand	*Pays*
Straight Flush	10,000 to 1
4 of a Kind	5,000 to 1
Full House	500 to 1
Flush	200 to 1
Straight	100 to 1
3 of a Kind	35 to 1
2 Pair	10 to 1
Pair of "Aces"	9 to 1

TWBB-002	
Losing Hand	*Pays*
Straight Flush	2,500 to 1
Four of a Kind	1000 to 1
Full House	500 to 1
Flush	200 to 1
Straight	100 to 1
Three of a Kind	35 to 1
Two Pair	10 to 1
Pair of Aces	9 to 1

TWBB-003	
Losing Hand	*Pays*
Straight Flush	500 to 1
Four of a Kind	500 to 1
Full House	500 to 1
Flush	200 to 1
Straight	100 to 1
Three of a Kind	35 to 1
Two Pair	10 to 1
Pair of Aces	9 to 1

Ante Pushes if Dealer Has Less Than Ace-King

SIX CARD POKER

RULES OF PLAY:

1. Six Card Poker Progressive™ is an optional progressive wager.

2. The wager considers the best hand possible among all the player's cards.

3. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

4. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

5. Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.

6. The dealer then follows house procedures for dealing the regular game.

7. The dealer reconciles the standard wager, bonus wagers, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

8. Progressive winners:
   a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
   b. Other hands can be paid from the tray or from the meter, at the casino's requirements
   c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.

d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
e. The dealer shall then contact a supervisor.
f. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to "JPH" and then press "J-pot" button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
g. Returning the supervisor key to the "Run" position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
h. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
i. Once the "J-pot" button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

9. Envy Bonus:
   a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive wager win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**
   b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
   c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

**This game will use the approved Shuffle Master owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive displays can be either CHAM2+ v1.66P$ or ViPS v1.2.0 or higher.

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

RULES OF PLAY:

1. Six Card Poker Progressive™ is an optional progressive wager.

2. The wager considers the best hand possible among all the player's cards.

3. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

4. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

5. Once all players place their bets, the dealer will press "START GAME" on the display. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.

6. The dealer then follows house procedures for dealing the regular game.

7. The dealer reconciles the standard wager, bonus wagers, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

8. Progressive winners:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands can be paid from the tray or from the meter, at the casino's requirements.
    c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.

d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)

e. The dealer shall then contact a supervisor.

f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)

g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.

h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

9. Envy Bonus:

a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive wager win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**

b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

This game will use the approved SHFL entertainment owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 and ViPS display.

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

PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- <u>Progressive meter contribution</u>
    - 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.

- <u>Reserve contribution</u>
    - 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.

- <u>Seed amount</u>
    - 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.

Hand	Pays		
	SIXCPP-01	SIXCPP-02	Envy
Royal Flush	100%	100%	$100
Straight Flush	10%	10%	$10
Four of a Kind	100 for 1	100 for 1	
Full House	25 for 1	20 for 1	
Flush	15 for 1	15 for 1	
Straight		9 for 1	

SIX CARD POKER

ShuffleMaster

Ante Pushes if Dealer Has Less Than Ace-King

TWO-WAY BAD BEAT

ACES UP

Royal Flush .... 100 to 1
Straight Flush ...... 50 to 1
Four of a Kind ...... 20 to 1
Full House .... 10 to 1
Flush .... 5 to 1
Straight .... 4 to 1
Three of a Kind .... 2 to 1
Two Pair .... 1 to 1
Pair of Aces .... 1 to 1

ANTE

PLAY