



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

November 24, 2014

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

RE: Supreme 99

Dear Ms. Kimball,

Thank you for requesting approval to market the card game "Supreme 99" to Washington State commercial card rooms and Tribal casinos. 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:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Supreme 99 – Rules of Play" you provided and is enclosed.
- 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

- The game shall be played and operated under the terms and conditions set forth under the "Supreme 99 – Rules of Play" you provided.
- 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.



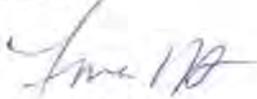
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. 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

Enclosure

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



Supreme 99 is a single-deck game that features head-to-head play against the dealer and an optional Pair Fortunes bonus bet. The game is played with a standard pack of 52 cards.

Players and the dealer get four cards to make a two-card “High” hand and a two-card “Low” hand. The High hand must be stronger than or equivalent to the Low hand. Rankings below:

Pairs (Ace-Ace is the highest pair, 2-2 is the lowest pair); then Baccarat scoring (the two cards are totaled with A=1, 2-9 cards = face value; 10 and face cards = zero) with 9 is the highest total and 0 is the lowest total).

Players win if their High hand beats the dealer’s High hand, and their Low hand beats the dealer’s Low hand.

Players lose if their High hand loses to the dealer’s High hand, and their Low hand loses to the dealer’s Low hand.

The dealer wins copies (identical scoring hands). However, in the event both hands copy, players win 4 to 1.

RULES AND DEALING PROCEDURES

1. Players must make the standard bet against the dealer. They may also make the optional “Pair Fortunes” bet, which wins if players get a pair in their four cards.
2. Set the i-Deal shuffler to “Supreme 99” or a custom mode that deals four cards from a 52-card pack.
3. Dealing rotation is determined by A) Dice cup; or B) Random-number generator built into the table.
 - If the licensee utilizes the optional i-Verify equipment for the RNG for the dealing rotation of this game; Licenses and Tribal Casinos must ensure the i-Verify Display can be viewed by surveillance as required in WAC 230-15-280 and Tribal-State Compacts.

4. The dealer will follow the prescribed dealing rotation, and will deal out all seven packets of cards, even if the betting spots are unoccupied.
5. Once players get their cards, they must set them as follows:
 - a. Two-card High hand
 - b. Two-card Low hand
 - i. The High hand must be stronger—or equivalent—to the Low hand.
6. The dealer will then reveal his cards and set them according to the following way:

Two Pair	Set the higher pair in the High hand
One Pair	Set the pair in the High hand.
No Pair	Maximize the Low hand without fouling.

7. The dealer, working counter-clockwise from his right to his left, will reconcile the action.
8. Players win 1 to 1 if they win both matchups against the dealer.
9. Players push if they win one matchup and lose the other.
10. Players lose if they lose both matchups to the dealer.
11. Note: The dealer wins copies. If the player and the dealer have an identical scoring hand (e.g. pair of 5s in the High hand or 7 points in the Low hand), the dealer wins.
12. Players win 4 to 1 if they copy both matchups with the dealer.
13. The **Pair Fortunes** bet wins if players have a pair, regardless of how they set their hand against the dealer. See payable for odds.

An optional Bally Technologies LCD Display that can be used on this game utilizes i-Verify v1.0.017 (or higher) and i-Deal v3.8.024 (or higher).

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

Supreme 99

Pair Fortunes	
Hand	Pays
Four of a Kind	300 to 1
Two Pair	15 to 1
9-9 (total each hand)	6 to 1
Pair	1 to 1
House Edge	4.70%

