October 28, 2014

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

RE: Progressive Games

Dear Ms. Kimball,

We have reviewed the changes made to the progressive games noted below:

- 6 Card Fortune Pai Gow Poker
- Big Raise Stud Poker
- Caribbean Stud Poker (includes Caribbean Stud Bonus Poker)
- Crazy 4 Poker
- Dragon Bonus
- Fortune Asia Poker
- Fortune Pai Gow
- King's Bounty Progressive
- Let it Ride
- Mississippi Stud
- Straight Edge Poker
- Texas Hold'em Bonus
- Three Card Poker

Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the progressive games noted above under the conditions listed below:

- The games shall be played and operated under the terms and conditions set forth under the rules of play you provided on September 9, 2014, September 24, 2014 and October 14, 2014, and which 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

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

RULES AND DEALING PROCEDURES

The object of Big Raise Stud Poker is to get a pair of 6s or better. Players get three cards and combine them with two community cards to make their best five-card poker hand.

Big Raise Stud Poker also features an optional 3 Card Bonus wager that wins if their first three cards make a pair or better.

Rules and Dealing Procedures

1. Big Raise Stud Poker is dealt with a standard deck of 52 cards.

2. Player's make the Ante wager to receive cards. Player's may also make the optional 3 Card Bonus wager.

3. Set the i-Deal shuffler to "Three Card Poker." This mode will dispense packets of three cards.

4. The dealer, working clockwise from his left to his right, will give each player a packet of three cards.

5. When all players have cards, the dealer will set the community cards. The dealer will take a packet of three cards and discard the bottom one, leaving two cards in the marked area.

6. Players then look at their first three cards and make a decision:
    a. Fold; or
    b. Make a Raise bet of 1x to 4x their Ante.

Note: A folded hand is still eligible to win (if played) the 3 Card Bonus wager. If the player folds his hand, and has made the 3 Card Bonus wager the dealer will pick up the Ante bet and tuck the player's three cards under the 3 Card Bonus bet.

7. Once all wagers have been placed and the folded hands have been resolved, the dealer will reveal the two community cards.

8. The dealer, working counter-clockwise from right to left, will reveal each player's three cards and combine them with the community cards to make a five-card poker hand.

9. If players have less than a pair of 6s, their Raise and Ante bets lose.

10. If players have a pair of 6s or higher, their Raise and Ante bets are paid according to the posted odds. Sample paytable below:

Royal Flush	500 to 1
Straight Flush	100 to 1
4 of a Kind	40 to 1
Full House	8 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of 10s or Better	1 to 1
Pair of 6s to 9s	Push

11. The 3 Card Bonus bet wins if the player's first three cards are a pair or better. It is identical to the Pair Plus bet in Three Card Poker. Sample payouts below:

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

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

Big Raise Stud Poker

Hand	BRSP-01	BRSP-02	BRSP-03	BRSP-04	BRSP-05
Royal Flush	500 to 1	500 to 1	200 to 1	200 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Four of a Kind	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Full House	8 to 1	6 to 1	8 to 1	9 to 1	9 to 1
Flush	6 to 1	5 to 1	6 to 1	6 to 1	6 to 1
Straight	4 to 1	4 to 1	4 to 1	5 to 1	5 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Pair 10s or Better	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Pair 6s to 9s	Push	Push	Push	Push	Push
House edge	2.58%	4.22%	2.80%	1.64%	1.41%
Hit Frequency	25%	25%	25%	25%	25%

Hand	Non-US	NM
Royal Flush	200 to 1	250 to 1
Straight Flush	100 to 1	100 to 1
Four of a Kind	40 to 1	40 to 1
Full House	8 to 1	6 to 1
Flush	6 to 1	5 to 1
Straight	4 to 1	4 to 1
Three of a Kind	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1
Pair 10s or Better	1 to 1	1 to 1
Pair 6s to 9s	Push	Push
House edge	2.85%	4.22%
Hit Frequency	25%	25%

Big Raise Stud Poker 3 Card Bonus

Hand	1 Pays	2 Pays	3 Pays
Straight flush	40 to 1	40 to 1	40 to 1
Three of a kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1
House Advantage	2.3167%	5.5747%	7.2760%

BIG RAISE

SHFL

Royal Flush ..... 500 to 1
Straight Flush ..... 100 to 1
Four-of-a-Kind ..... 40 to 1
Full House ..... 8 to 1
Flush ..... 6 to 1
Straight ..... 4 to 1
Three-of-a-Kind ..... 3 to 1
Two Pair ..... 2 to 1
Jacks or better ..... 1 to 1
Pair of 8s to 10s ..... Push

ANTE

RAISE

BONUS

Royal Flush ..... 500 to 1
Straight Flush ..... 100 to 1
Four-of-a-Kind ..... 40 to 1
Full House ..... 8 to 1
Flush ..... 6 to 1
Straight ..... 4 to 1
Three-of-a-Kind ..... 3 to 1
Two Pair ..... 2 to 1
Jacks or better ..... 1 to 1
Pair of 8s to 10s ..... Push

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Four-of-a-Kind ..... 40 to 1
Full House ..... 8 to 1
Flush ..... 6 to 1
Straight ..... 4 to 1
Three-of-a-Kind ..... 3 to 1
Two Pair ..... 2 to 1
Jacks or better ..... 1 to 1
Pair of 8s to 10s ..... Push

RULES OF PLAY:

1. Big Raise Stud Poker Progressive is an optional progressive bet.

2. The bet considers the best hand possible among the player's 3 cards in their hand. This bet does **NOT** consider the 2 community cards.

3. The paytables shown all define a 3 card winning hand from a standard 52 card deck

4. 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.

5. 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.

6. 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.

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

8. 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.

9. Progressive winners:
   a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
   b. Other hands are 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

10.   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 bet 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.

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

This game will use the approved SHFL entertainment 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

RULES OF PLAY:

1. Big Raise Stud Poker Progressive is an optional progressive bet.

2. The bet considers the best hand possible among the player's 3 cards in their hand. This bet does **NOT** consider the 2 community cards.

3. The paytables shown all define a 3 card winning hand from a standard 52 card deck

4. 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.

5. 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.

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

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

8. 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.

9. Progressive winners:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands are 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.

10. 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 bet 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.

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

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.

Big Raise Stud Poker Prog.

Quick Hit

Hand	Paytable 1*	Paytable 2*	Envy
AKQ Spades	100%	100%	$100
AKQ Hearts/Diamonds/C	500 for 1	500 for 1	$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	

PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
  - 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.

- Reserve contribution
  - 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.

- Seed amount
  - 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.

Royal Flush .... 500 to 1
Straight Flush .... 100 to 1
Four-of-a-Kind .... 40 to 1
Full House .... 8 to 1
Flush .... 6 to 1
Straight .... 4 to 1
Three-of-a-Kind ...... 3 to 1
Two Pair .... 2 to 1
Pair of 6s to better . 1 to 1
Pair of 5s to 2s ..... Push

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