



STATE OF WASHINGTON
GAMBLING COMMISSION

P.O. Box 42400 • Olympia, Washington 98504-2400 • (360) 486-3440 • TDD (360) 486-3637 • FAX (360) 486-3627

June 22, 2016

Kerrie Kimball
AGS, LLC
5475 S. Decatur Blvd.
Las Vegas, NV 89118

RE: Chase The Flush

Dear Ms. Kimball,

Thank you for requesting approval to market the card game “Chase The Flush” to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from AGS, LLC, 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 “Chase The Flush – Rules of Play” you provided and are 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 “Chase The Flush – Rules of Play” you provided and are enclosed.
- 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.



Ms. Kimball
June 22, 2016
Page 2 of 2

- 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, Regulation and Enforcement Division

Enclosure

cc: Josh Stueckle, Acting Special Agent in Charge, Regulation Unit
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



RECOMMENDED RULES OF PLAY

Introduction:

Chase the Flush features head-to-head play against the dealer and an optional Same Suit Bonus wager. Ranking of hands are based upon the number of cards of the same suit (a flush) in the player or dealer's hand. Players and the dealer each receive three cards. They combine them with four community cards to make the longest flush possible.

If players bet pre-Flop, they may wager 3x their Ante or check. If the player bets after the Flop, they may bet 2x their Ante or check. If the player waits until the turn/river when all of the community cards are exposed, they may only bet 1x their Ante or fold.

To play:

1. Players must make equal bets on the Ante and the X-tra Bonus. They can also make an optional Same Suit Bonus wager.
2. Working from left to right, the dealer gives each player and himself three starting cards, face-down.
3. After looking at their cards, players then make a choice:
 - a. Check (do nothing); or
 - b. Make an All In wager equal to 3x their Ante.
NOTE: Once players bet, they cannot bet again and they cannot change their bet.
4. The dealer then places the first two community cards (the Flop) face up on the layout.
5. Players that have not yet made an All In wager have a choice:
 - a. Check (do nothing); or
 - b. Make an All In wager equal to 2x their Ante.
6. The dealer then places the final two community cards (the Turn and the River) face up on the layout.
7. Players that have not yet made an All In wager have a choice:
 - a. Fold; or
 - b. Make an All In wager equal to 1x their Ante.
8. The dealer then reveals his three hole cards and announces his seven-card flush (using the community cards). *NOTE: The dealer needs a 9 high three-card flush in order to qualify.*
9. Working from right to left, the dealer combines each player's three hole cards with the community cards to make the best seven-card flush and compares the player's hand against the dealer's hand.

Winning and Losing:

1. When the dealer qualifies with a 9-high three card flush or higher:
 - a. If the dealer and the player both have the same number of cards in their flush, the winning hand is determined by the highest ranking card Ace (high) – 2 (low) of the flush in each hand. Straight flushes have no significance in the card ranking, they only have value in the Same Suit Bonus wager.
 - b. If the player's flush beats the dealers, the All In and Ante wagers win even money.
 - c. If the player's hand loses to the dealer, the All In, Ante and X-tra Bonus wagers lose.
 - d. When the hands tie, the All In, Ante and X-tra Bonus wagers push.

2. When the dealer doesn't qualify:
 - a. The dealer, working from right to left, refunds each player's Ante wager. He does this prior to looking at any of the player's hands.
 - b. If the dealer and the player both have the same number of cards in their flush, the winning hand is determined by the highest ranking card Ace (high) – 2 (low) of the flush in each hand. Straight flushes have no significance in the card ranking, they only have value in the Same Suit Bonus wager.
 - c. If the player's flush beats the dealers, the All In wager wins even money.
 - d. If the player's hand loses to the dealer, the All In and X-tra Bonus wagers lose.
 - e. When the hands tie, the All In and X-tra Bonus wagers push.

3. The X-tra Bonus wager wins when the player beats the dealer with four or more cards of the same suit. See payable for odds. If the player wins against the dealer with less than a four-card flush then the X-tra Bonus wager pushes.

4. The Same Suit Bonus wager wins if the player has a four-card flush or higher. Player does not have to win the hand to win the Same Suit Bonus. See payable for odds.

Optional Wager:

This game also features an optional wager called Same Suit Bonus. Players win the Same Suit Bonus wager if they have a four-card flush or higher. Same Suit Bonus pays are based on the player's hand only and is still in play even if the player folds their base game hand. See payable for odds payout.

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



X-tra Bonus A	Pay to 1
7 Card Flush	250
6 Card Flush	20
5 Card Flush	5
4 Card Flush	1
H.E.	2.39%

X-tra Bonus B	Pay to 1
7 Card Flush	400
6 Card Flush	70
5 Card Flush	7
4 Card Flush	0
H.E.	2.29%

Same Suit Bonus A	Pay to 1
6-7 Card Straight Flush	2000
7 Card Flush	300
5 Card Straight Flush	100
6 Card Flush	50
4 Card Straight Flush	20
5 Card Flush	10
4 Card Flush	1
H.E.	5.67%

Same Suit Bonus B	Pay to 1
5-6-7 Card Straight Flush	500
7 Card Flush	400
6 Card Flush	50
4 Card Straight Flush	20
5 Card Flush	5
4 Card Flush	1
H.E.	8.46%

Game H.E. 2.39%

