July 28, 2011

Donald Evans
DigiDeal Corporation
5123 E 3rd Ave
Spokane Valley, WA 99212

RE: DTS-C Classic Blackjack

Dear Mr. Evans,

Thank you for requesting approval of the DTS-C Classic Blackjack. We have completed our review.

The DTS-C Classic Blackjack is approved for use in Washington State. We are approving the DTS-C Classic Blackjack with the following requirements:

1. Surveillance – *WAC 230-15-280 Surveillance requirements for house-banked card games* states *"House-banked licensees must use a closed circuit television system (CCTV) to closely monitor and record all gambling activities and areas including at least: 1) Each table, including: cards, wagers, shuffling devices..."*

    - All surveillance requirements are applicable for this electronic table as with any other traditional gambling table.

    - Facilities shall have sufficient camera coverage to capture all activities at the table. Specifically, the dealer's activity and the entire player's monitor.

    - The player's position may be problematic due to the glare of reflective light. There will be no exceptions for the monitor's glare. The surveillance cameras must be able to identify the cards.

    - Installation, maintenance, and/or general service that requires access to the "Main Computer Door Key" is considered a critical activity. As the computer is located underneath the table, multiple cameras may be needed to closely monitor activity to the computer.

    - Prior to installation you must ensure there is adequate lighting to ensure wagers are not misrepresented prior to opening for public play.

2. <u>Key Controls</u> – *WAC 230-15-630 – Restricting access and controlling keys "House-banked card game licensees must use keys to control access to restricted areas of the business premises."*

    - Key to the shuffler – Gaming shall maintain this key and the floor supervisor and above are the only personnel who should have access to the key.

    - Rules Door key – There must be a separate key that only accesses the Rules Door. Security shall maintain this key and surveillance shall be notified when accessing this area.

    - Main Computer Door Key – Security shall maintain this key and surveillance shall be notified when accessing this area.

    - Power Door Key – Security shall maintain this key and surveillance shall be notified when accessing this area.

3. <u>Miscellaneous:</u>
    - The facility must have the house rules correctly programmed into the system.

    - The motherboard IDE ports shall not be connected to any other systems or devices.

    - The BIOS setting shall be password protected and the facility shall not have access to the password.

4. <u>Tribal Implementation:</u>
    - Tribes wishing to operate this device must submit internal controls governing the operation of this device to WSGC's Tribal Gaming Unit (TGU). The controls must be approved by TGU prior to the operation of this device at any tribal casino. TGU agents will use the above standards as a guideline when reviewing internal control submissions from tribes. However, the following procedures/requirements would be expected to differ from those described above:

        The Tribal gaming Agency (TGA) should perform all testing on the system.

        TGA may assume some or all of the key controls assigned to the security department in the above standards.

    - Tribes must submit their proposed game settings (house rules) for review under the game rules submission requirement of Appendix A, Section 18.

5. <u>Additional game approval:</u>
    - Requests to approve any additional games on the DTS-C will require submission of the game rules as well as the software for testing with the platform.

Mr. Evans
July 28, 2011

The electronic signatures for the DTS-C Classic Blackjack are as follows:

File Name	SHA1 Signature
CBJGMC01-04.dd	7DF359E77D74059D1979B57C9CDE5EC038513013
game.img	A937E49B38F44D401295329A221383CC02E0714B
game.md5	29401D56229C041A5579184493D19FEAEC32C97A
NVOS0001-01.dd	C2EFAC3C330E5F9FC3C4E7BB2AA0DF2B88A15135
DDB0000002.bin	D2EC3A07AE8CD9B0743D9595B206AE962F6332D9
DigiRNG.cpp	3CD2DC0D4B6FCFACACCC1071B00C2C0BCF9F37B6
DigiRNGVersion.h	FC4CB75749C1568966B1D49C28B2E3EB7C1BCCD1
DigiRNG.h	22A12B5A10724F60BFF0D78FA20285209B8111AA

Any modifications made to the DTS-C Classic Blackjack or software must be submitted to us for additional testing and review. We reserve the right to investigate and reevaluate the DTS-C Classic Blackjack if we determine that such a review is required to ensure compliance.

Thank you for your cooperation during this process. We appreciate your desire to comply with our regulations. If you have any questions regarding this matter, please contact me at (360) 486-3546.

Sincerely,

Tina Griffin
Assistant Director
Licensing Operations Division

cc: Mark Harris, Assistant Director Field Operations Division
       Julie Lies, Assistant Director Tribal Gaming Division

GAME RULES

DTS DIGITAL TABLE SYSTEM

Classic **BLACKJACK**

...with More Ways to Win Big!

**Model:
Classic Blackjack – Chip WA
(CBJGMC01-04)**

DigiDeal® CORPORATION

last modified August 1, 2013

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Classic Blackjack

Classic Blackjack is a proprietary variation of the public domain (non-proprietary) game Blackjack. Game rules for the non-proprietary version of the game are available on the WSGC website. All rules pertaining to standard Blackjack remain the same except for those listed in these rules of play.

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

Note: Card room employees must operate the DCS system (see WAC 230-15-116 (2)).

Classic Blackjack is played on the Digital Table System (DTS-C) gaming platform, which performs card handling, card physics and display functions of a standard card-based game using Electronic Card Facsimiles (Washington State approved gambling equipment).

General Game Play

1. The host begins the game by having the game deal each player two cards, and the host one card up and one card down.
2. Cards are counted at their face value.
   - Kings, Queens and Jacks count as 10.
   - Aces count as 1 or 11.
3. If the first two cards a player is dealt total 21 (any 10 value card and an Ace), they have a Blackjack. If the host is also dealt a Blackjack, there are two possibilities:
   - If the host Ace is showing and:
     a. the Even Money option is enabled:
        i. the player can take even money and get paid 1:1
        ii. if the player opts out of even money, the worst that can happen is they push against a host blackjack
     b. the Even Money option is disabled:
        i. the player can take insurance and get paid 2:1 on insurance (normally a 50% insurance bet would be equivalent to 1:1 on their main bet)
        ii. if the player opts out of insurance, the worst that can happen is they push against a host blackjack
   - If the host 10 card is showing and the player has no option for insurance or even

money, then the worst that can happen is a push against the host blackjack. The house/casino has the option of paying the player blackjack how they want before they play out the host hand.

4. If a player is dealt any combination other than a blackjack, they can stand, hit, split, double, and/or surrender.

5. After all of the players have acted on their hands, the host exposes their down card and takes additional cards or stands.

Classic Blackjack Pay Table

Payback can be configured via the game rules.

Blackjack	pays 6:5, 5:4, 3:2, 1:1
21 and under	pays 1:1

Bonus Wagers

One "early" bonus is offered. Bonus configuration is based on the game rules. The bonus wager is always configured independently of any other wager and has no effect on the game's payback percentages. Note that the bonus does not support all of the available number of decks.

High Tie Bonus Wager (Early Bonus)

High Tie Bonus is an optional bonus wager. The High Tie Bonus wager is paid according to the pay table selected by the House. This bet must be placed before the start of the round.

- Any first two cards listed on the pay table are a winner for any player placing the High Tie Bonus wager.
- A High Tie Bonus winner is when both the player and the host have a Blackjack.

It pays as follows.

High Tie Bonus Pay Table

First two cards pay	Table 1 4, 6 or 8 decks	Table 2 2 decks only	Table 3 single deck only
High Tie Blackjack	50X	25X	30X
Suited Pair	15X	8X	--
Suited Blackjack	10X	4X	8X
Blackjack	6X	3X	4X

First two cards pay	Table 1 4, 6 or 8 decks	Table 2 2 decks only	Table 3 single deck only
Any Pair	3X	2X	2X
2 Suited	--	1X	1X

Deck and shuffling limitations:
- Pay Table 1 – 4 decks – with Traditional Shuffle use 66% penetration or less
- Pay Table 1 – 6 or 8 deck – with Traditional Shuffle use 75% penetration or less
- Pay Table 2 – 2 decks only – with Traditional Shuffle use 50% penetration only
- Pay Table 3 – single deck only – Shuffle Every Round (already a restriction for single deck)

Bust Dodger Winner

Casino management can activate Bust Dodger Winner whereby a player's hand may become an automatic winner after receiving a predetermined number of cards (6, 7 or 8) without busting and if the dealer does not have blackjack.

Lucky Duo House Prize Winner

Casino management can activate Lucky Duo House Prize Winner whereby any player receiving the house's designated two-card combination as their first two cards win a prize (determined by the house). This does not affect the winning or losing of player's hand.

Management can set it to be two exact cards (for example, King of Spades and King of Spades) or two cards of any suit (for example, 2 of Diamonds and 2 of Spades).

When the Lucky Duo is enabled and a player triggers it, the game will pause until the host/casino management either presses the DEAL button or accesses the menus and touches the virtual DEAL button to progress the game. This enables the casino to present whatever house prize is associated with the Lucky Duo before the game progresses.

Playing Classic Blackjack

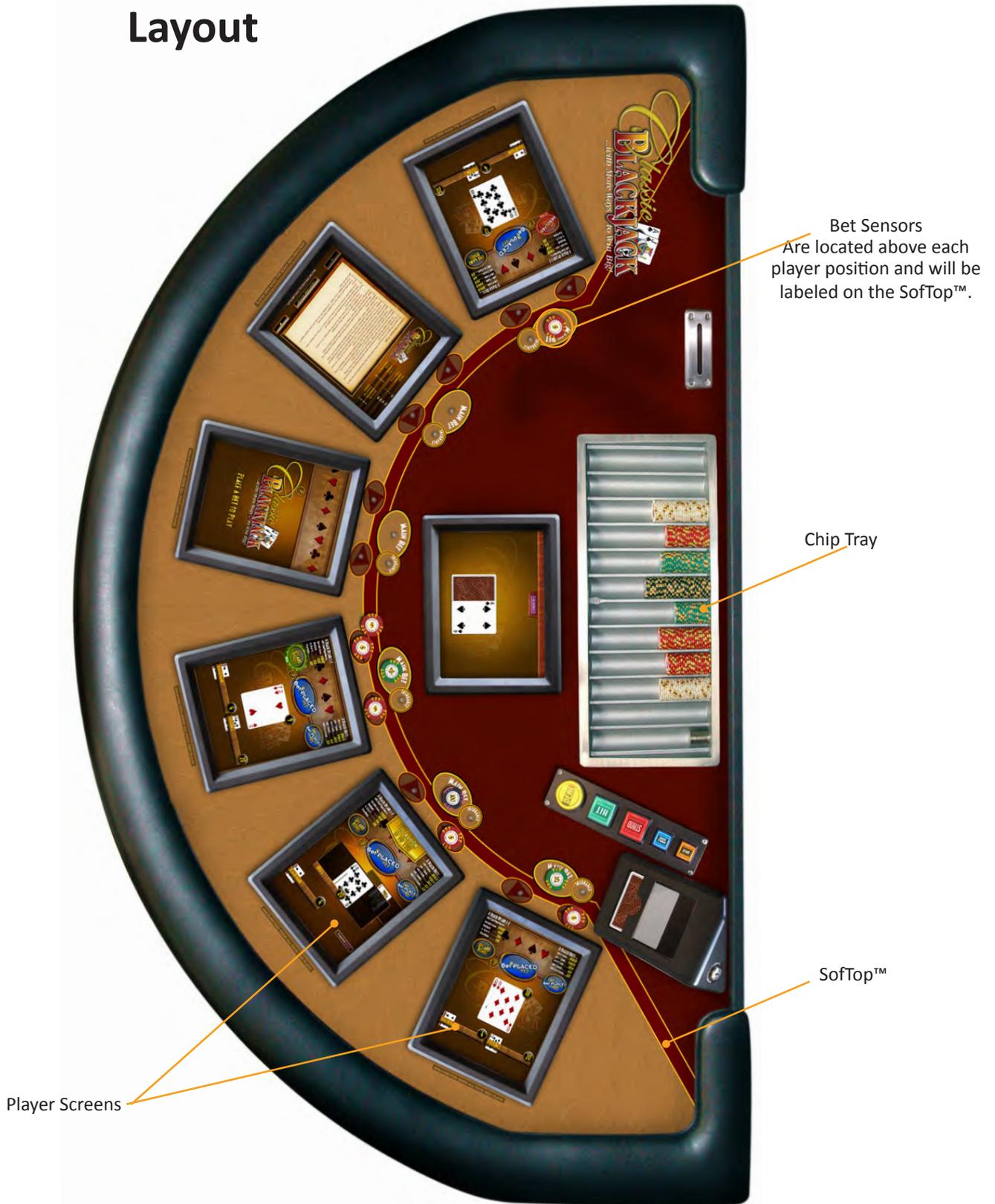Classic Blackjack is played on a standard DTS-C Blackjack gaming table.
1. The player delivers cash to the host.
2. The host gives chips back to the player.

3. The player places chips on the sensor in the area above the Player screen. All bets must be placed inside the marked betting areas for the sensors to work properly.
4. The host acknowledges the player and position.
5. The player places a main bet (required) and bonus wagers (if they want).
6. The host presses the **DEAL** button to start the round. This locks in bets.
7. There may or may not be a shuffle and cut sequence. Once this sequence is complete, the first two cards are delivered to all active players and the host. If there is no shuffle/cut, the cards are dealt immediately after bets are locked in.
8. All cards are automatically totaled for the player.
9. If the Lucky Duo feature is enabled, it is resolved.
10. The early bonus wager is resolved. If the bet is a loss, the bet sensor must be cleared for the game to progress.
11. The Insurance Sequence initiates when the host's up card is an Ace. **Insurance?** displays on each Player screen. The player places a chip on the **Insurance Bet** sensor. A confirmation banner displays. One of the following two outcomes occur.
    *   Host blackjack ends the round and the corresponding outcome graphics are displayed. The message, **Insurance Pays** displays on each Player screen that placed an insurance bet.
    *   **No Blackjack** displays on the Host screen momentarily, then game play continues.
13. If enabled, the Even Money Option initiates when the player has a blackjack and the host's up card is an Ace. The player has the option to be paid even money on their blackjack as an insurance bet. Otherwise, if host also has a blackjack, it is considered a push and the player does not win any additional money.
14. Casino management may allow a player to surrender after the first two cards are dealt. This feature may be turned on or off in the game rules.
    a. If this feature is turned on and the player wants to surrender, they touch the **Surrender** button on their screen.
    b. The player's cards are removed and the message **Surrendered!** displays. The host removes the player's bet from the sensor and pays half of that bet to the player; the remainder goes to the house. If the bet is a loss, the bet sensor must be cleared for the game to progress.
15. If the host does not have blackjack, the game continues to the first active player in the position designated by the First Deal Position game rule.
16. Each player hits, stands, doubles or splits. Based on game rule settings, the system can also provide the player a suggested play strategy.
    *   If they hit, another card is dealt to them.
    *   If they stand, no card is dealt to them.
    *   If they choose to double, they may double their bet and be dealt one more card. This card is dealt face-up or face-down, depending on how the game rule is set.
    *   If the player's first two cards are of equal point value and/or rank (depending

on game rules), they may split them into two hands. In this event, each card is the first card of a new hand. The player must also make another wager, of equal value to the first wager, for the second hand. Splitting after splitting is allowed (the number of splits allowed is set by the house and can be viewed on the Information screen).

17. The host presses the appropriate Dealer button corresponding to the choice of each player.

18. The host continues with the first active player until the player chooses to stand or the card total is greater than 21, at which time the hand is a bust. When a hand busts, a Bust graphic displays.

19. The host removes any bet placed on a busted hand at the time of the bust.

20. The host moves to the next active player position after the previous hand busts or stands.

21. The host continues to move around the table until all players have completed their hands.

22. After all of the players have acted on their hands, the host exposes their "hole card" (down card) and takes additional cards or stands according to how the game rules are set. However, If the *Manually Playout Dealer* game rule is enabled (required in some jurisdictions), the host must manually play out the Dealer hand.

   - If the host's two-card total is 17 or more (a hard 17), the suggested Host action is to stand.
   - The Host Soft 17 game rule whether the suggested Host action is to stand or hit on a soft 17.
   - If the host's total is 16 or less, they must hit until their hand totals 17 or more or "busts" (exceeds a total of 21).
   - If the host busts, all of the players still in the game win.
   - If the host does not bust and the player's card count is closer to 21 than the host's hand, they win.
   - If the player's card count is less than the host's hand, they lose.
   - If the player ties the host, it is called a "push" and they neither win nor lose.

23. All outcomes are shown on the Player screens.

   - Splits on each Player screen arrange vertically so the Dealer can clearly see and resolve them for each player.
   - The host resolves losing bets and/or Bust Dodger feature, if enabled. If they want, players can "let it ride" on winning bets and leave the chips on the sensors for the next round.

24. The host presses the **DEAL** button to clear screens for a new round of betting.

DTS-C Tabletop Layout

Bet Sensors
Are located above each player position and will be labeled on the SofTop™.

Chip Tray

SofTop™

Player Screens

DTS-C Player Screen - Stand

DTS-C Active Player Screen - Split

DTS-C Player Screen - Idle

DTS-C Player Screen - Info