

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with these games must be licensed by the state prior to the sale of the equipment.

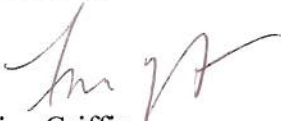
Tribal Casinos

- The games shall be played and operated under the terms and conditions set forth under the “Blazing 7’s Progressive – 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 games 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 games must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to these games 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, 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



House Money is a standard house-banked blackjack game but with an optional House Money bonus wager and Blazing 7's progressive wager . All rules pertaining to standard blackjack as posted on the WSGC's website remain the same and are not altered in this game.

RULES AND DEALING PROCEDURES

House Money is an optional bonus wager for blackjack. Players win if their first two cards make any of the following hands:

- Ace-King Suited
- Straight Flush
- Pair
- Straight

Players may immediately collect their winnings, or they may leave all or a part of their House Money winning on the House Money bet spot, giving them the chance to play with house money.

Rules and Dealing Procedures

1. Players must make their standard blackjack wagers, and they may also make the optional House Money bonus wager. The dealer then follows house procedures for blackjack.
2. The House Money wager is based on the player's first two cards.
 - a. The multi-deck payable (2+ decks) is below:

Ace-King Suited	9 to 1
Straight Flush	4 to 1
Pair	3 to 1
Straight	1 to 1

- b. Single-deck payable:

Ace-King Suited	9 to 1
Straight Flush	5 to 1
Pair	3 to 1
Straight	1 to 1

3. If players don't have one of these hands, the dealer will collect the House Money wagers.
4. If the dealer has an Ace or a 10 value showing, he'll check for blackjack before paying winning House Money wagers.
 - a. If he has blackjack, he will pay the winning House Money bets, but the players will not have the option of leaving their House Money bonus wager winnings on the House Money bet spot. At that point the dealer will follow the casino's standard blackjack rules.
 - b. If he doesn't have blackjack, the dealer will work clockwise from his left to his right. He will pay the winning House Money wagers and then ask the players if they want to leave all or a portion of the proceeds (the win plus the original House Money wager) given to them on the House money bet spot. Players may elect to leave none or any percentage up to 100% of the House Money proceeds. Once all House Money wagers have been resolved the dealer will follow the casino's standard blackjack rules.
5. If the dealer does not have an Ace or a 10 value card up, he will pay all winning House Money wagers. The dealer will ask the players if they want to receive all of the proceeds from their winnings or choose to leave all or a portion of the winnings on the House Money bet spot. Once all House Money wagers have been resolved, the dealer follows the casino's standard blackjack rules.
6. If the Player receives one of the winning House Money payouts, he can choose to leave all or a portion of the proceeds on the House Money bet spot. The House Money spot and Blackjack spot are considered separate wagers and are decided upon the outcome of the blackjack hand. Thus, if he eventually splits, the Player may match the entire House Money wager and blackjack wager. If he doubles down, he may match the entire House Money wager and blackjack wager (unless he chooses to 'double down for less' as per casino rules). The Player may also leave all or a portion of his winning House Money wager on the House Money bet spot if his winning hand was a Blackjack (Ace-King).

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



BLACKJACK PAYS 3 TO 2 Dealer stands on all 17s

PAYS 2 TO 1 PAYS 2 TO 1

INSURANCE

Hand 1 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.

Hand 2 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.

Hand 3 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.

Hand 4 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.

Hand 5 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.

Hand 6 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.

Hand 7 Cash

Bank Hand	Pays
Wager Multiplier	2 to 1
Insurance	3 to 2
Blackjack	3 to 2

Insurance bet is only allowed when the dealer's up card is an Ace or 10.



House Money is a proprietary game based on standard house-banked blackjack rules with optional wagers called House Money and Blazing 7's Progressive. All rules pertaining to Blackjack as posted on the WSGC's website remain the same and are not altered in this game. This Blazing 7's Progressive can be linked to any other similar approved and compatible game. If linked, the same number of decks must be used between all linked Blackjack games.

Rules and Dealing Procedures

1. Blazing 7's Progressive is an optional progressive bonus wager for blackjack.
2. Players must make a standard blackjack wager in order to make the optional wagers.
3. The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. If the player does not have at least one 7 in the player's initial two cards, the progressive wager will lose.
4. To begin each round, players must make their standard blackjack wager. They may also place an optional 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 wagers, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive wagers on the table.
6. The dealer will then follow standard dealing procedures for blackjack.
7. The player's Blazing 7's wager will win if the hand contains any 7's in the first two cards (see payable).
8. If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will qualify for one of the Three 7's payouts
 - a. Note – the "Two 7's" payout is based only upon the player's first two cards
9. If a player receives two 7's and chooses to split, the Progressive will be based on the two 7's and the dealer's up card.
10. If a player busts, the bust card does NOT count toward his/her Blazing 7's wager.
 - a. The dealer will pick up the player's losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing.
11. After the dealer has completed his/her hand the dealer will pay and take players hands as follows:

- a. Working from right to left pay or take the primary wager first
 - b. Pay the progressive wager if applicable
12. Once all wagers have been reconciled the dealer will hit "END GAME".
13. Paying a Progressive Winner:
- 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 this 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 winning percentage pays (%), the dealer shall press the appropriate hand button on the keypad.
 - e. The dealer will 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.

This game will use the approved Bally Technologies 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 (or higher) 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.

Blazing 7's Progressive

1	
Hand	Pays
Three 7's - Same Suit	100%
Three 7's - Same Color	10%
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	24.78%
Hit Frequency	14.82%

2	
Hand	Pays
Three 7's - Diamonds	100%
Three 7's - Suited (Other)	10%
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	23.59%
Hit Frequency	14.82%

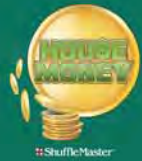


PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- 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.



BLACKJACK PAYS 3 TO 2
Dealer must hit soft 17

INSURANCE

PAYS 2 TO 1

PAYS 2 TO 1

Hand	Pays
Hand 1 (Dealer)	1 to 1
Hand 2 (Player)	2 to 1
Hand 3 (Dealer)	1 to 1
Hand 4 (Player)	2 to 1
Hand 5 (Dealer)	1 to 1
Hand 6 (Player)	2 to 1
Hand 7 (Dealer)	1 to 1
Hand 8 (Player)	2 to 1
Hand 9 (Dealer)	1 to 1
Hand 10 (Player)	2 to 1
Hand 11 (Dealer)	1 to 1
Hand 12 (Player)	2 to 1

Hand 1 (Dealer) Pays 1 to 1
Hand 2 (Player) Pays 2 to 1
Hand 3 (Dealer) Pays 1 to 1
Hand 4 (Player) Pays 2 to 1
Hand 5 (Dealer) Pays 1 to 1
Hand 6 (Player) Pays 2 to 1
Hand 7 (Dealer) Pays 1 to 1
Hand 8 (Player) Pays 2 to 1
Hand 9 (Dealer) Pays 1 to 1
Hand 10 (Player) Pays 2 to 1
Hand 11 (Dealer) Pays 1 to 1
Hand 12 (Player) Pays 2 to 1

Hand 1 (Dealer) Pays 1 to 1
Hand 2 (Player) Pays 2 to 1
Hand 3 (Dealer) Pays 1 to 1
Hand 4 (Player) Pays 2 to 1
Hand 5 (Dealer) Pays 1 to 1
Hand 6 (Player) Pays 2 to 1
Hand 7 (Dealer) Pays 1 to 1
Hand 8 (Player) Pays 2 to 1
Hand 9 (Dealer) Pays 1 to 1
Hand 10 (Player) Pays 2 to 1
Hand 11 (Dealer) Pays 1 to 1
Hand 12 (Player) Pays 2 to 1