King's Bounty is a standard house-banked blackjack game but with an optional King's Bounty 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 not altered in this game.

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

RULES AND DEALING PROCEDURES

1. Players must make a blackjack wager in order to participate in the Kings' Bounty bonus bet.

2. Casinos set the minimum and maximum bets.

3. Players make the King's Bounty bonus bet by betting in the marked area.

4. The dealer follows house procedures for blackjack.

5. When each player and the dealer have two starting cards, the dealer settles King's Bounty wagers.
   a. Exception: If a player has two Kings of Spades and the dealer has a potential blackjack, the dealer will settle that bet at the end of the round.

6. Kings' Bounty payouts below:

First Two Player Cards*	Pays
2 Kings of Spades + Dealer BJ	1,000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1
*Only highest winner paid	

	KB01
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2 Kings	6 to 1
Unsuited 20	4 to 1

King's Bounty is a proprietary game based on standard house-banked blackjack rules with optional wagers called King's Bounty 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 paytable).
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

Hand	1 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%

Hand	2 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

PAYS 2 TO 1 • INSURANCE • PAYS 2 TO 1