



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

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

CRAZY 4 POKER® RULES

Overview of the Rules

Introduction

Crazy 4 Poker uses a standard 52-card deck. The game features head-to-head play against the dealer and two bonus bets—one mandatory, the other optional. Since only four cards are used to make poker hands, a four-card straight is a straight; a four-card flush is a flush; and a four-card straight flush is a straight flush.

Ranking of Hands:

Hands are ranked from highest to lowest as follows:

FOUR OF A KIND
STRAIGHT FLUSH (four suited and sequential cards)
THREE OF A KIND
FLUSH (four suited cards)
STRAIGHT (four sequential cards)
TWO PAIR
PAIR
HIGH CARD

Note: Ace is high except in 4-3-2-Ace sequence.

Mandatory Bets: ANTE and SUPER BONUS

The mandatory ANTE and SUPER BONUS bets facilitate head-to-head play against the dealer. To begin the game, players place two equal wagers: an ANTE wager and a SUPER BONUS wager. After looking at their hands, players may either fold (and lose both wagers), or they may stay in the game by making the PLAY wager. The PLAY wager must equal the ANTE wager, unless the player has a pair of Aces or better. With a pair of Aces or better, the PLAY may be up to three times the ANTE.

Playing vs. Dealer:

Player folds	ANTE and SUPER BONUS lose
Dealer does not qualify*	PLAY wins 1 to 1; ANTE pushes
Player beats dealer's qualifying hand	PLAY and ANTE win 1 to 1
Player loses to dealer's qualifying hand	PLAY and ANTE lose
Player ties dealer's qualifying hand	PLAY and ANTE push

* The dealer qualifies with King-high or better.

SUPER BONUS—The **SUPER BONUS** wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the **SUPER BONUS**. This bet pushes when the player gets less than a straight, but beats or ties the dealer.

Hands of straight or better always receive **SUPER BONUS** payouts. When the player has a straight or better but loses to the dealer's qualifying hand, he still receives **SUPER BONUS** payouts and the original wager stays on the layout.

Optional **QUEENS UP** bonus bet

While the **ANTE** and **SUPER BONUS** wagers are mandatory, the **QUEENS UP** bet is optional. However, players may make the **QUEENS UP** wager for any amount within the posted table limits. Players may bet more on the **QUEENS UP** bet than they bet on the **ANTE** and **SUPER BONUS**.

The **QUEENS UP** bonus bet wins when the player receives a pair of Queens or better. Odds are printed on layout. The bet loses when the player fails to get at least a pair of Queens.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. Crazy 4 Poker must be dealt with a shuffler produced by SHFL entertainment's, such as SHFL entertainment's i-Deal. If using an i-Deal, select one of the following modes: *Crazy 4 Poker*, or *Caribbean Stud*. All are programmed to dispense the appropriate number of cards.

1. Each player makes a wager as indicated below, according to posted table limits:
 - Mandatory wagers—**ANTE** and **SUPER BONUS** in equal amounts.
 - Optional wager—the **QUEENS UP** bonus bet.
 - Players may make these bets in any amounts within table limits. Players may bet more on the **QUEENS UP** bonus bet than on the mandatory wagers.
2. Each player and the dealer receive five cards face down. Cards are delivered to the player from the dealer's left to right in rotation. After all players have cards, the dealer should give himself five cards face down.
 - If using an i-Deal shuffler: Deal one hand face-down to each player and one hand face-down to yourself.
 - Hit the green button on the shuffler to dispense the remaining cards. This will also initiate shuffling the deck for the next round of play.

3. After examining their cards, players have the option to either make a PLAY wager or forfeit their ANTE and SUPER BONUS wagers by folding. If players make the PLAY wager it must be equal to the ANTE unless the player has at least a pair of Aces. If the player has a pair of Aces or better, he can bet up to three times his ANTE.
4. The dealer should immediately collect the bets and cards of folding players.
5. When all players have either folded or made PLAY wagers, the dealer will turn over his five cards and make his best four-card hand. The dealer will arrange his four-card hand in accordance with house rules.
6. The dealer will then reconcile the hands of those players who have not folded.
 - a. When the dealer does not qualify (with King-high or better):
 - i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the QUEENS UP wager and reveal the player's cards.
 - ii. Pay all PLAY bets even money and push all ANTE bets. Resolve QUEENS UP and SUPER BONUS bets as usual.
 - iii. Handle the bets in this order: PLAY, ANTE, QUEENS UP and SUPER BONUS.
 - b. When the dealer qualifies (with King-high or better):
 - i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the QUEENS UP wager and reveal the player's cards.
 - ii. If the player's hand is higher than the dealer's, the PLAY and ANTE bets are paid even money. Reconcile the QUEENS UP and SUPER BONUS as normal.

Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand. If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.
2. Card shuffler malfunction. Refer to the trouble shooting guide on the back of the shuffler, or; If the shuffler has continually malfunctioned, replace it as follows:
 1. Turn off the shuffler.
 2. Unplug the power cord.
 3. Replace the shuffler with the backup shuffler.
 4. Plug in the power cord.
 5. Turn the shuffler on.
 6. CALL SHFL entertainment to service the shuffler.
 7. Resume play.

OR

Follow specific procedures approved by your local regulatory body.

	C4P-09		C4P-10		C4P-11		C4P-12	
	Super Bonus	Queens Up						
4 Aces	200 to 1							
4 of a Kind	30 to 1	50 to 1						
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	9 to 1	2 to 1	8 to 1	2 to 1	8 to 1	2 to 1	7 to 1
Flush	3 to 2	4 to 1						
Straight	1 to 1	3 to 1						
2 Pair		2 to 1						
Queens or Better		1 to 1						

Crazy 4 Poker Bad Beat Bonus features an optional wager.

1. Players that make the bet win if they are involved in a bad beat with the dealer. There are two ways to win:
 - a. The player loses with two pair or better.
 - b. The player beats the dealer's hand of two pair or better.
2. Sample paytables are below:

Paytable 1

Hand Beaten	Payout
4 of a Kind	25,000 to 1
Straight Flush	10,000 to 1
3 of a Kind	200 to 1
Flush	50 to 1
Straight	30 to 1
2 Pair	20 to 1
House edge	19.3%
Hit frequency	2.4%

Paytable 2

Hand Beaten	Payout
Straight Flush +	1,000 to 1
3 of a Kind	500 to 1
Flush	50 to 1
Straight	20 to 1
2 Pair	15 to 1
House edge	17.3%
Hit frequency	2.4%

3. To begin each round, players must make their standard Crazy 4 Poker wagers and, if they like, bad-beat bonus wager.
4. The dealer then follows house procedures for Crazy 4 Poker.



Paytables

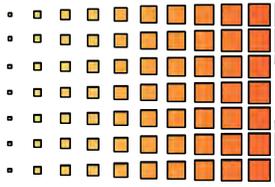


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	C4P-09		C4P-10		C4P-11		C4P-12	
	Super Bonus	Queens Up						
4 Aces	200 to 1							
4 of a Kind	30 to 1	50 to 1						
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	9 to 1	2 to 1	8 to 1	2 to 1	8 to 1	2 to 1	7 to 1
Flush	3 to 2	4 to 1						
Straight	1 to 1	3 to 1						
2 Pair		2 to 1						
Queens or Better		1 to 1						
House edge	3.42%	3.07%	3.42%	4.53%	3.42%	5.33%	3.42%	6.79%
Base game hit %	48.06%		48.06%		48.06%		48.06%	
Bonus hit %	2.36%	24.88%	2.36%	24.88%	2.36%	24.88%	2.36%	24.88%

CRAZY



POKER®

Hand	C4P - BBB 01	Hand	C4P - BBB 02
4 of a Kind	25,000 to 1	Straight Flush or Higher	1,000 to 1
Straight Flush	10,000 to 1	3 of a Kind	500 to 1
3 of a Kind	200 to 1	Flush	50 to 1
Flush	50 to 1	Straight	20 to 1
Straight	30 to 1	2 Pair	15 to 1
2 Pair	20 to 1		
House edge	19.87%	House Edge	17.3%
Hit frequency	6.59%	Hit Frequency	2.4%

CRAZY 4 BAD BEAT BONUS POKER

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Best four-card hand plays Dealer qualifies with King-high

Super Bonus	
Four of a Kind	1000
Full House	100
Flush	50
Straight	25
Three of a Kind	10
Two Pair	5
Pair of Queens	1
Pair of Kings	1
Pair of Aces	1
Pair of Jacks	1
Pair of Tens	1
Pair of Nines	1
Pair of Eights	1
Pair of Sevens	1
Pair of Sixes	1
Pair of Fives	1
Pair of Fours	1
Pair of Threes	1
Pair of Twos	1
High Card	1

BAD BEAT BONUS

Queens Up

Ante = Super Bonus

Play

Players may triple down with a pair of Aces or better.

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BAD BEAT BONUS

Queens Up

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Queens Up

Ante = Super Bonus

Play

Players may triple down with a pair of Aces or better.

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RULES OF PLAY:

1. Four Card Poker Progressive and Crazy 4 Poker Progressive are optional progressive wagers.
2. The bet considers the best hand possible among all the player's 4 cards in play.
3. 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.
4. 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.
5. 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.
6. The dealer then follows house procedures for dealing the regular game.
7. The dealer reconciles the standard wager, bonus wagers and progressive wagers at the same time. Folded hands do NOT qualify for payouts on the progressive wager. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

8. 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 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 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.

9. 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.**
 - 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.

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

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 2230-15-040 and WAC 230-15-140.



RULES OF PLAY:

1. Four Card Poker Progressive and Crazy 4 Poker Progressive are optional progressive bets.
2. The bet considers the best hand possible among all 5 cards dealt to the player, not just the player's 4 card hand that is in play.
3. The paytables shown have been designed to work on a link with different games all linked together. These paytables all define a 5 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, and bonus wager using the best 4 card hand. The dealer reconciles the progressive wager using all 5 cards dealt to the player. All hands are resolved 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 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 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.

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.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 2230-15-040 and WAC 230-15-140.



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.



Hand	Pays 1*	Envy	Pays 2*	Envy	Pays 3*^	Envy
Four Aces	100%	\$100	100%	\$100	100%	\$100
Four of a Kind	300 for 1	\$10	300 for 1	\$25	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1		100 for 1	
Three of a Kind	9 for 1		15 for 1		15 for 1	
*Original Wager is NOT Returned						
^Same payable but with 5% reserve						



Best four-card hand plays Dealer qualifies with King-high

