



STATE OF WASHINGTON
GAMBLING COMMISSION

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

July 6, 2015

Kerrie Kimball
Bally Technologies
6601 Bermuda Road
Las Vegas, NV 89119

RE: DJ Wild Stud

Dear Ms. Kimball,

We have reviewed the changes made to DJ Wild Stud. Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "DJ Wild Stud Rules of Play" you provided on June 25, 2015 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.



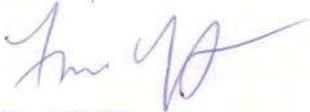
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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

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

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



RULES AND DEALING PROCEDURES

The object of DJ Wild Stud Poker is to have a higher five-card poker hand than the dealer. The game is played with a 53-card deck with the joker and all deuces serving as fully-wild cards.

DJ Wild Poker also features a bonus bet that wins if a player has three of a kind or better. The bet pays higher odds if players get the hands naturally, as opposed to using wild cards.

Rules and Dealing Procedures

1. Set the i-Deal shuffler to “DJ Wild Poker.” This mode is specifically designed for this game.
2. Players must make equal bets on the Ante and Blind. They may also make the optional Trips wager.
3. The dealer, working clockwise from his left to his right, gives each player and himself a packet of five cards.
4. Players have a choice:
 - a. Fold or make a Play bet of 2x their Ante.
 - b. If the player folds, the Trips (if played) wager is still in action. The dealer will pick up the player’s Ante and Blind bets and put them in the rack. The player’s cards are tucked face down under the Trips (if played) wager and will be resolved at the same time as the remaining hands.
5. The dealer will then reveal his hand and, working counter-clockwise from his right to his left, compare his hand with each player’s.
6. If the dealer beats the player, the Ante, Play and Blind bets lose.
7. If the dealer and the player tie, the Ante, Play and Blind bets push.

8. If the player beats the dealer, the Ante and Pay bets pay 1 to 1 and the Blind bet pays as follows:

Five Wilds	1,000 to 1
Royal Flush	50 to 1
Quints	10 to 1
Straight Flush	9 to 1
Quads	4 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1
Others	Push

9. The Trips bet wins if the player has three of a kind or better. Winning hands pay more if they are achieved without the use of wild cards. See layout for odds.

10. All hands that use a Joker are considered wild.

11. All hands with a deuce are not necessarily wild. If a deuce is not used as a wild card to make a winning Trips hand, it will be considered “natural.”

Two Way Bad Beat (optional)

The two-way bad beat bonus is an optional upgrade for DJ Wild Poker. The bet wins if both the player and the dealer each have three of a kind or better—and they do not tie.

If the player folds, the Two Way Bad Beat (if played) wager is still in action. The dealer will pick up the player’s Ante and Blind bets and put them in the rack. The player’s cards are tucked face down under the Two Way Bad Beat (if played) wager and will be resolved at the same time as the remaining hands.

Payouts are based on the losing hand. Sample payable below:

Hand Beaten	Pays
Royal Flush	10,000 to 1
Five of a Kind	10,000 to 1
Straight Flush	5,000 to 1
Four of a Kind	500 to 1
Full House	400 to 1
Flush	300 to 1
Straight	100 to 1
Three of a Kind	9 to 1

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140. Players are limited to wagering on a maximum of four games. Operators must post this limit on the layout or a sign at the table.

DJ Wild

Trips

	01		02		03		04		05		06		07	
Hands	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild
Five Wilds	2000 to 1		2000 to 1		2000 to 1		2000 to 1		2000 to 1		500 to 1		2000 to 1	
Royal flush	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	90 to 1	1,000 to 1	70 to 1	400 to 1	70 to 1	1,000 to 1	60 to 1
Straight flush	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1
5-of-a-Kind	100 to 1		100 to 1		100 to 1		70 to 1		60 to 1		60 to 1		50 to 1	
4-of-a-Kind	90 to 1	6 to 1	90 to 1	6 to 1	90 to 1	6 to 1	60 to 1	6 to 1	50 to 1	6 to 1	50 to 1	6 to 1	40 to 1	6 to 1
Full house	40 to 1	5 to 1	40 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
Flush	25 to 1	4 to 1	30 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
Straight	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
Trips	7 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1
House Edge	0.59%		1.20%		3.17%		6.16%		7.53%		7.67%		8.55%	
Hit Freq.	22.09%		22.09%		22.09%		22.09%		22.09%		22.09%		22.09%	

Blind Payouts

Hands	
Five Wilds	1,000 to 1
Royal flush	50 to 1
5-of-a-Kind	10 to 1
Straight Flush	9 to 1
4-of-a-Kind	4 to 1
Full house	3 to 1
Flush	2 to 1
Straight	1 to 1
Trips or less	Push

TWBB

Hands	TWBB -01	TWBB -02	TWBB -03
Royal Flush	500	10,000	500
Five of a Kind	500	10,000	500
Straight flush	500	5,000	500
Four of a Kind	500	500	300
Full house	400	400	200
Flush	300	300	100
Straight	100	100	50
Three of a Kind	9	9	15
House Edge	13.20.%	12.32%	14.10.%
Hit Freq.	4.16%	4.16%	4.16%



RULES OF PLAY:

1. DJ Wild Progressive is an optional progressive bonus wager.
2. The bet considers the best hand possible among each individual player's cards. The evaluation of the hand follows the base game, so wild cards (all deuces and a Joker) are used to make the best possible hand.
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 "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.
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. Other hands are paid from the tray or from the meter, at the casino's requirements.

- b. 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.)
- c. The dealer shall then contact a supervisor.
- d. Once the casino verifies the progressive win, the supervisor shall swipe the keycard and press the corresponding seat number and then press the hand the player received. 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.)
- e. When the dealer reconciles all action, he presses “END GAME.” This resets the system to begin the next hand.
- f. Once the keycard is swiped after choosing the jackpot on the touchscreen, 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. If an operator chooses a progressive payable with an “Envy Bonus” then 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 Bally Technology 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.



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.



Progressive

DJWP-1

Hand	Pays
Five Wilds	100%
Natural Royal Flush	10%
Wild Royal Flush	200 for 1
Five-of-a-Kind	150 for 1
Straight Flush	50 for 1
Four-of-a-Kind	10 for 1
Full House	9 for 1
Flush	8 for 1
Straight	5 for 1
Hold	20.36%

DJWP-2

Hand	Pays	Envy
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four-of-a-Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
Three of a Kind	9 for 1	
Hold	20.99%	



DEALER ALWAYS QUALIFIES

Hand	Pay
Four Aces	1000 to 1
Four Kings	1000 to 1
Four Queens	1000 to 1
Four Jacks	1000 to 1
Four Tens	1000 to 1
Four 9s	1000 to 1
Four 8s	1000 to 1
Four 7s	1000 to 1
Four 6s	1000 to 1
Four 5s	1000 to 1
Four 4s	1000 to 1
Four 3s	1000 to 1
Four 2s	1000 to 1
Three Aces	100 to 1
Three Kings	100 to 1
Three Queens	100 to 1
Three Jacks	100 to 1
Three Tens	100 to 1
Three 9s	100 to 1
Three 8s	100 to 1
Three 7s	100 to 1
Three 6s	100 to 1
Three 5s	100 to 1
Three 4s	100 to 1
Three 3s	100 to 1
Three 2s	100 to 1
Two Aces	10 to 1
Two Kings	10 to 1
Two Queens	10 to 1
Two Jacks	10 to 1
Two Tens	10 to 1
Two 9s	10 to 1
Two 8s	10 to 1
Two 7s	10 to 1
Two 6s	10 to 1
Two 5s	10 to 1
Two 4s	10 to 1
Two 3s	10 to 1
Two 2s	10 to 1
One Ace	1 to 1
One King	1 to 1
One Queen	1 to 1
One Jack	1 to 1
One Ten	1 to 1
One 9	1 to 1
One 8	1 to 1
One 7	1 to 1
One 6	1 to 1
One 5	1 to 1
One 4	1 to 1
One 3	1 to 1
One 2	1 to 1
High Card	1 to 1

Hand	Pay
Four Aces	1000 to 1
Four Kings	1000 to 1
Four Queens	1000 to 1
Four Jacks	1000 to 1
Four Tens	1000 to 1
Four 9s	1000 to 1
Four 8s	1000 to 1
Four 7s	1000 to 1
Four 6s	1000 to 1
Four 5s	1000 to 1
Four 4s	1000 to 1
Four 3s	1000 to 1
Four 2s	1000 to 1
Three Aces	100 to 1
Three Kings	100 to 1
Three Queens	100 to 1
Three Jacks	100 to 1
Three Tens	100 to 1
Three 9s	100 to 1
Three 8s	100 to 1
Three 7s	100 to 1
Three 6s	100 to 1
Three 5s	100 to 1
Three 4s	100 to 1
Three 3s	100 to 1
Three 2s	100 to 1
Two Aces	10 to 1
Two Kings	10 to 1
Two Queens	10 to 1
Two Jacks	10 to 1
Two Tens	10 to 1
Two 9s	10 to 1
Two 8s	10 to 1
Two 7s	10 to 1
Two 6s	10 to 1
Two 5s	10 to 1
Two 4s	10 to 1
Two 3s	10 to 1
Two 2s	10 to 1
One Ace	1 to 1
One King	1 to 1
One Queen	1 to 1
One Jack	1 to 1
One Ten	1 to 1
One 9	1 to 1
One 8	1 to 1
One 7	1 to 1
One 6	1 to 1
One 5	1 to 1
One 4	1 to 1
One 3	1 to 1
One 2	1 to 1
High Card	1 to 1

TRIPS

Two Aces
Two Kings
Two Queens
Two Jacks
Two Tens
Two 9s
Two 8s
Two 7s
Two 6s
Two 5s
Two 4s
Two 3s
Two 2s

BLIND

Four Aces
Four Kings
Four Queens
Four Jacks
Four Tens
Four 9s
Four 8s
Four 7s
Four 6s
Four 5s
Four 4s
Four 3s
Four 2s