



STATE OF WASHINGTON
GAMBLING COMMISSION

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

April 24, 2014

Kerrie Kimball
SHFL Entertainment
6650 El Camino Road
Las Vegas, NV 89118

RE: Flush Rush

Dear Ms. Kimball,

Thank you for requesting approval to market the card game "Flush Rush" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from SHFL Entertainment, the Washington State Gambling Commission will approve the game under the conditions listed below:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Flush Rush – Rules of Play" you provided and are enclosed
- 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

- The game shall be played and operated under the terms and conditions set forth under the "Flush Rush – 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 game to operate, they will seek concurrence from our agency as well.



Ms. Kimball
April 24, 2014
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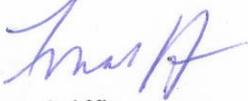
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game 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 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



RULES AND DEALING PROCEDURES

Flush Rush is single-deck game played against a paytable. The object is for players to make a flush (or straight flush) of 4+ cards.

Rules and Dealing Procedures

1. Flush Rush is dealt with a single deck of 52 cards. Casinos should set the i-Deal shuffler to "Flush Rush" or a custom game that deals packets of four cards.
2. To start the game, players must make the Ante bet. They may also make the optional "All or Nothing" bonus. Those bets do not have to be equal.
3. The dealer will press the green button on the i-Deal shuffler. Working clockwise from his left to his right, the dealer will give each player a packet of four cards. For the community cards, the dealer will take a packet out of the i-Deal shuffler and burn the bottom card. The remaining three cards will be shared by all players.
4. The dealer, again working clockwise from his left to his right, will give players the following options:
 - a. Fold and lose their Ante; or
 - b. Make the first 1x bet for an amount equal to their Ante.
5. The dealer will then reveal the two community cards to his left.
6. Players again have a choice:
 - a. Fold and lose their Ante and first 1x bet; or
 - b. Make the second 1x bet for an amount equal to their Ante.
7. The dealer will then reveal the third and final community card.

8. The dealer, working counter-clockwise from his right to his left, will reveal each player's four hole cards and reconcile the action.
9. If the player has less than a four-card flush, both 1x and Ante bets lose.
10. If the player has at least a four-card flush or straight flush, the two 1x bets pay even money and the Ante pays odds. Sample payable below:

Length	Flush	Straight Flush
7 Cards	300 to 1	1,000 to 1
6 Cards	20 to 1	500 to 1
5 Cards	9 to 1	100 to 1
4 Cards	5 to 1	15 to 1

11. The "All or Nothing" bonus bet wins if the player's first four cards contain all cards of the same suit or no cards of the same suit. The "All or Nothing" wager (if played) receives action even if the player folds. Sample payable below:

All (four cards same suit)	30 to 1
Nothing (four cards different suits)	5 to 1

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

Flush Rush

Ante		
Hand	Pays	
Length	Flush	Straight Flush
7 Cards	300 to 1	1,000 to 1
6 Cards	20 to 1	500 to 1
5 Cards	9 to 1	100 to 1
4 Cards	5 to 1	15 to 1
House Edge	3.75%	

All or Nothing*	
Hand	Pays
All (Four Cards Same Suit)	30 to 1
Nothing (Four Cards Different Suit)	5 to 1
House Edge	3.95%

*Payouts are based on the player's first four cards ONLY

