



STATE OF WASHINGTON
GAMBLING COMMISSION

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

May 26, 2015

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

RE: Flushes Gone Wild

Dear Ms. Kimball,

Thank you for requesting approval to market the card game "Flushes Gone Wild" to Washington State commercial card rooms and Tribal casinos. 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:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Flushes Gone Wild – 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 "Flushes Gone Wild – 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
May 26, 2015
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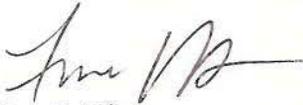
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and 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

Flushes Gone Wild features head-to-head play against the dealer and an optional Flush Rush bonus bet. Players and the dealer are dealt 5 cards and combine them with the community hand (2 cards) to make their longest flush hand possible. Deuces (two-valued cards) are always wild and can be used to complete the Flush hand.

If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h.

Copied hands push.

Ace will be the highest card in the flush.

Rules and Dealing Procedures

1. Set the i-Deal shuffler to “Flushes Gone Wild,” or any game that deals packets of five cards.
2. To begin the game, players make equal wagers on the Ante and Blind. Players may also make the optional Flush Rush Bonus. See payable for odds.
3. The dealer presses the green button to dispense the first packet of cards. This packet will be used for the community hand.
4. The dealer, working clockwise from his left to his right, gives each player and himself a packet of five cards.
5. The dealer then presses the green button on the i-Deal to dispense all the remaining cards and begin shuffling the next deck.
6. The dealer will then burn the first card from the community hand, and spread two cards. The dealer will burn the bottom two cards from the hand at this time.
7. Players look at their hands and have a choice:
 - a. Fold or stay in the game by making a Play bet of 2x their Ante.
 - b. The Flush Rush bonus wager (if played) is always in action. If the player folds, the dealer will pick up the players Ante and Blind wagers and tuck the cards face down under the Flush Rush bonus bet.

8. The dealer then reveals his hand and the two community cards.
9. The dealer, working counter-clockwise from right to left, compares his hand with the hand of each player that stayed in the game.
10. If players win, their Ante and Play bets pay 1 to 1, and their Blind bet is resolved based on their margin of victory over the dealer. See below:

Win By	Pays
5 Cards or more	200 to 1
4 Cards	25 to 1
3 Cards	5 to 1
2 Cards	3 to 1
0 or 1	Push

11. If players lose, their Ante, Play and Blind bets lose.
12. If players tie, their Ante, Play and Blind bets push.
13. Players win the Flush Rush bonus bet if they can make a four-card flush or better, even if they lose to the dealer. Sample payable below:

Length of Flush	Pays
7-Card Natural Flush	250 to 1
7-Card Wild Flush	100 to 1
6-Card Natural Flush	50 to 1
6-Card Wild Flush	10 to 1
5-Card Natural Flush	6 to 1
5-Card Wild Flush	3 to 1
4-Card Natural Flush	1 to 1

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

Flushes Gone Wild

Blind*	
Win By	Pays
5	200 to 1
4	25 to 1
3	5 to 1
2	3 to 1
1 or 0	Push
Blended House Adv.	2.15%

*Blind payouts are based on the players margin of victory

Flush Rush Side Bet	1
Hand	Pays
7- Card Natural Flush	250 to 1
7- Card Wild Flush	100 to 1
6- Card Natural Flush	50 to 1
6- Card Wild Flush	10 to 1
5- Card Natural Flush	6 to 1
5- Card Wild Flush	3 to 1
4- Card Natural Flush	1 to 1
House Adv.	8.58%



Shuffle
MAKER



FLUSH RUSH

Hand
1. 1000
2. 1000
3. 1000
4. 1000
5. 1000
6. 1000
7. 1000
8. 1000
9. 1000
10. 1000

BLIND

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000

COPIED HANDS PUSH

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000

FLUSH RUSH

Hand
1. 1000
2. 1000
3. 1000
4. 1000
5. 1000
6. 1000
7. 1000
8. 1000
9. 1000
10. 1000

BLIND

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000

COPIED HANDS PUSH

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000



FLUSH RUSH

Hand
1. 1000
2. 1000
3. 1000
4. 1000
5. 1000
6. 1000
7. 1000
8. 1000
9. 1000
10. 1000

BLIND

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000

COPIED HANDS PUSH

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000



FLUSH RUSH

Hand
1. 1000
2. 1000
3. 1000
4. 1000
5. 1000
6. 1000
7. 1000
8. 1000
9. 1000
10. 1000

BLIND

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000

COPIED HANDS PUSH

1000
2000
3000
4000
5000
6000
7000
8000
9000
10000





RULES OF PLAY:

1. Flushes Gone Wild Progressive is an optional progressive bonus wager.
2. The bet considers the best hand possible among the 5 cards dealt to the player. NOT the 2 community cards.

Note: Deuces (two-valued cards) are wild in the regular game of Flushes Gone Wild, but ARE NOT considered wild cards when determining the progressive payouts.

3. The following paytables all define a 5 card winning hand from a standard 52 card deck.

Hand	FGWP-01		FGWP-02	
	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	
*Original Wager is NOT Returned				
Wager amount	\$1		\$5	
Contribution Rate	21%		22%	
Seed amount**	\$10,000		\$10,000	
House advantage	20.99%		21.22%	
Hit frequency	2.87%		2.87%	
Probability of top payout	649,740 to 1		649,740 to 1	
Top payout average**	\$81,813		\$386,165	
**Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount				

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. All hands are resolved at the same time. The dealer reconciles the standard wager, and bonus wager using the player's 5 card hand and 2 community cards. To reconcile the progressive wager, only the player's 5 cards will be considered. Deuces will not be considered wild for the progressive. 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.
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; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, see Appendix A attached for resolution of the progressive hands.
 - 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 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.

Flushes Gone Wild

Blind*	
Win By	Pays
5	200 to 1
4	25 to 1
3	5 to 1
2	3 to 1
1 or 0	Push

*Blind payouts are based on the players margin of victory

Flush Rush Side Bet	1
Hand	Pays
7- Card Natural Flush	250 to 1
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6- Card Natural Flush	50 to 1
6- Card Wild Flush	10 to 1
5- Card Natural Flush	6 to 1
5- Card Wild Flush	3 to 1
4- Card Natural Flush	1 to 1

Progressive

Hand	FGWP-01		FGWP-02	
	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	



Shuffle
MASTER

Flush Rush
 Ante
 Blind
 Play
 Flush Rush
 Ante
 Blind
 Play

FLUSH RUSH
 Ante
 Blind
 Play

COPED HANDS PUSH
 Ante
 Blind
 Play

Flush Rush
 Ante
 Blind
 Play

FLUSH RUSH
 Ante
 Blind
 Play

COPED HANDS PUSH
 Ante
 Blind
 Play

Flush Rush
 Ante
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 Play

FLUSH RUSH
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COPED HANDS PUSH
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COPED HANDS PUSH
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 Play