



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



## **Overview**

Fortune Asia Poker features head-to-head play against the dealer and two optional bonus bets. The game is played with a 53-card deck that includes a semi-wild joker. The joker can be used as an ace, or to complete a straight flush, straight or flush.

Players receive seven cards to make three poker hands:

1. A four-card high hand;
2. A two-card mid hand that must be equal to or lesser than the four card hand; and
3. A one-card low hand that must be equal to or lesser than the two card hand.

The dealer also receives seven cards and arranges them into three hands, according to a house way. The dealer will compare his high hand against the player's high hand, his mid hand against the player's mid hand and his low hand against the player's low hand.

The house wins ties.

Players win their main bet if they win two or three of the matchups against the dealer. If they lose two or more of the matchups, their main bet loses.

## **Ranking of Hands**

Four card (high) hand:

Four Aces  
Straight flush (AKQJ is highest, A234 is second-highest)  
Four of a Kind  
Flush  
Straight (AKQJ is highest, A234 is second-highest)  
Three of a kind  
Two Pair  
Pair  
High card

Two card (mid) hand:

Pair  
High card

One card (low) hand:

High card

## **Fortune Bonus Bet**

This optional bet wins if the player's best five-card poker hand is straight or higher. Sample payable below:

Hand	Pays	Envy
7 Card Straight Flush	8,000 to 1	\$5,000
Royal Flush + Royal Match*	2,000 to 1	\$1,000
7 Card Straight Flush w/Joker	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

\* Royal Match is considered a suited King and Queen

Players may bet any amount within table limits; however, a *Fortune Bonus* bet of at least \$5 qualifies them for **Envy Bonus** payouts. When a player makes a *Fortune Bonus* wager of \$5 the dealer will place an "Envy" lammer on top or to the side of the *Fortune Bonus* wager to signify the player as eligible to win the **Envy Bonus** payouts. Players win the **Envy Bonus** when another player at the table receives a four of a kind or higher. A player can win multiple Envy payouts, but they CANNOT win an **Envy Bonus** for their own or the dealer's hand.

- a. If the player's hand qualifies for payouts, the dealer pays the player according to the posted payable.
  - i. The dealer leaves the "Envy" lammer, if applicable, next to the player's original wager and payouts. The dealer will not pick up the "Envy" lammers until all wagers have been reconciled
- b. If the player's hand does not qualify for payouts, the dealer takes the players *Fortune* wager.
  - i. The dealer leaves the "Envy" lammer, if applicable, next to the player's original wager and payouts. The dealer will not pick up the envy lammer(s) until all wagers have been reconciled.

### **Insurance Bonus Bet (if available)**

This optional bet wins if the player's seven cards contain less than a pair. Sample payable below:

9-High	100 to 1
10-High	50 to 1
Jack-High	10 to 1
Queen-High	7 to 1
King-High	5 to 1
Ace-High	3 to 1

The Fortune Bonus and Insurance Bonus bets are reconciled at the same time as the original Fortune Asia Poker wager.

### **Rules and Dealing Procedures (i-Verify with House Way Verification)**

1. Set the i-Deal shuffler to "Fortune Asia Poker."
2. Players must make the standard bet against the dealer. They may also make the optional Fortune Bonus and Insurance (if available) wagers.
3. To begin the game, the dealer presses the green button on the i-Deal. The LCD in the table will display a number, chosen randomly, between 1 and 7. This indicates which player position gets the first hand out of the shuffler.
  - a. Note: As with pai gow poker, positioning can differ from casino to casino. Contact your Bally service technical for assistance.
4. The shuffler will then dispense packs of seven cards. The dealer, starting with the spot indicated by the LCD, dispenses hands to each player position and himself. As in pai gow poker, each player spot—occupied or not—will get a hand.
5. When the last hand is dealt, the dealer will pick up the unused hands and place them in the discard tray. The LCD will now read, "DEALER HOUSE WAY."
6. Players now set their hands. The only rule for players is they must rank their hands in order. The high hand must be equal to or higher than the mid hand, and the mid hand must be equal to or higher than the low hand. If a player does not follow that rule, his hand fouls and he automatically loses to the dealer. His Fortune Bonus, however, would still receive action.
7. If players want their hand set according to the house way, the dealer may assist them electronically by pressing on the i-Verify LCD:

PLAYER HOUSE WAY  
SEAT NUMBER

This will display the players cards set according to the house way. The dealer then presses EXIT to return to the "DEALER HOUSE WAY" screen.

8. Once players finish, the dealer reveals his cards and sets them according to the house way by pressing “DEALER HOUSE WAY.” The LCD will show which card belongs in the low hand and which belongs in the mid hand. The dealer can then infer his high hand.
9. The dealer then compares his high, mid and low hands against the corresponding player’s high, mid and low hand. See ranking of hands in the above section.
10. If the player and dealer have identical hands, the house wins that matchup.
11. If the player wins two or more matchups, his main bet pays 1 to 1.
12. If the dealer wins two or more of the matchups, the player’s main bet loses.
  - a. The house wins ties
13. Fortune Bonus: This bet wins if the player’s best five-card hand (of his seven total cards) is three of a kind or better.
14. Insurance Bonus: This bet wins if the player’s seven cards contain less than a pair.

### **Rules and Dealing Procedures (i-Verify without House Way Verification)**

1. Set the i-Deal shuffler to “Fortune Asia Poker.”
2. Players must make the standard bet against the dealer. They may also make the optional Fortune Bonus and Insurance (if available) wagers.
3. To begin the game, the dealer presses the green button on the i-Deal. The LCD in the table will display a number, chosen randomly, between 1 and 7. This indicates which player position gets the first hand out of the shuffler.
  - a. Note: As with pai gow poker, positioning can differ from casino to casino. Contact your Bally service technical for assistance.
4. The shuffler will then dispense packs of seven cards. The dealer, starting with the spot indicated by the LCD, dispenses hands to each player position and himself. As in pai gow poker, each player spot—occupied or not—will get a hand.
5. When the last hand is dealt, the dealer will pick up the unused hands and place them in the discard tray.
6. Players now set their hands. The only rule for players is they must rank their hands in order. The high hand must be equal to or higher than the mid hand, and the mid hand must be equal to or higher than the low hand. If a player does not follow that rule, his hand fouls and he automatically loses to the dealer. His Fortune Bonus, however, would still receive action.
7. The dealer then compares his high, mid and low hands against the corresponding player’s high, mid and low hand. See ranking of hands in the above section.
8. If the player and dealer have identical hands, the house wins that matchup.

9. If the player wins two or more matchups, his main bet pays 1 to 1.
10. If the dealer wins two or more of the matchups, the player's main bet loses.
  - a. The house wins ties
11. Fortune Bonus: This bet wins if the player's best five-card hand (of his seven total cards) is three of a kind or better.
12. Insurance Bonus: This bet wins if the player's seven cards contain less than a pair.

### **Rules and Dealing Procedures (LED)**

1. Set the i-Deal shuffler to "Fortune Asia Poker" or "Fortune Pai Gow Poker."
2. Players must make the standard bet against the dealer. They may also make the optional Fortune Bonus and Insurance (if available) wagers.
3. To begin the game, the dealer presses the green button on the i-Deal. The LED in the table will display a number, chosen randomly, between 1 and 7. This indicates which player position gets the first hand out of the shuffler.
4. The shuffler will then dispense packs of seven cards. The dealer, starting with the spot indicated by the LED, dispenses hands to each player position and himself. As in pai gow poker, each player spot—occupied or not—will get a hand.
5. When the last hand is dealt, the dealer will pick up the unused hands and place them in the discard tray.
6. Players now set their hands. The only rule for players is they must rank their hands in order. The high hand must be equal to or higher than the mid hand, and the mid hand must be equal to or higher than the low hand. If players do not follow that rule, their hands are "fouled" and they automatically lose to the dealer. Fortune Bonus bets, however, would still receive action.
7. Once players finish, the dealer reveals his cards and sets them according to the house way (see Fortune Asia Poker House Way).
8. The dealer then compares his high, mid and low hands against the corresponding player's high, mid and low hand. See ranking of hands in the above section.
9. If the player and dealer have identical hands, the house wins that matchup.
10. If the player wins two or more matchups, his main bet pays 1 to 1.
11. If the dealer wins two or more of the matchups, the player's main bet loses.
  - a. The house wins ties

12. Fortune Bonus: This bet wins if the player's best five-card hand (of his seven total cards) is three of a kind or better.
13. Insurance Bonus: This bet wins if the player's seven cards contain less than a pair.

### **Rules and Dealing Procedures (Dice Cup)**

1. Set the i-Deal shuffler to "Fortune Asia Poker" or "Fortune Pai Gow Poker."
2. Players must make the standard bet against the dealer. They may also make the optional Fortune Bonus and Insurance (if available) wagers.
3. To begin the game, the casino follows its procedure for shaking the dice cup. The aggregate total of the dice determines the dealing rotation for that round.
4. The dealer will then press the green button on the i-Deal. The shuffler will dispense packs of seven cards. The dealer, starting with the spot indicated by the dice cup, will dispense hands to each player position and himself. As in pai gow poker, each player spot—occupied or not—will get a hand.
5. When the last hand is dealt, the dealer will pick up the unused hands and place them in the discard tray.
6. Players now set their hands. The only rule for players is they must rank their hands in order. The high hand must be equal to or higher than the mid hand, and the mid hand must be equal to or higher than the low hand. If players do not follow that rule, their hands are "fouled" and they automatically lose to the dealer. Fortune Bonus bets, however, would still receive action.
7. Once players finish, the dealer reveals his cards and sets them according to the house way (see Fortune Asia Poker House Way).
8. The dealer then compares his high, mid and low hands against the corresponding player's high, mid and low hand. See ranking of hands in the above section.
9. If the player and dealer have identical hands, the house wins that matchup.
10. If the player wins two or more matchups, his main bet pays 1 to 1.
11. If the dealer wins two or more of the matchups, the player's main bet loses.
  - a. The house wins ties
12. Fortune Bonus: This bet wins if the player's best five-card hand (of his seven total cards) is three of a kind or better.
13. Insurance Bonus: This bet wins if the player's seven cards contain less than a pair.

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If the licensee utilizes the optional i-Verify equipment for this game they will need to follow the Washington State requirements listed below:

- i. Licensee must ensure all other players at the table have set their hands before using the i-Verify Display to set a player's hand to the Casinos "house way".
- ii. Dealers must not access the i-Verify Display to reveal the dealer "house way" until all players at the table have set their hands or had their hand set according to the Casinos "house way".
- iii. Licenses and Tribal Casinos must ensure the i-Verify Display can be viewed by surveillance as required in WAC 230-15-280 and Tribal-State Compacts.

*An optional Bally Technologies LCD Display that can be used on this game utilizes i-Verify v1.0.017 (or higher) and i-Deal v3.8.024 (or higher).*

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

# Fortune Asia Poker

Paytable 1	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$ 1,000
Royal Flush + Royal Match*	1,000 to 1	\$ 250
7 Card Straight Flush with Joker	750 to 1	\$ 100
5 Aces	250 to 1	\$ 50
Royal Flush	100 to 1	\$ 25
Straight Flush	50 to 1	\$ 10
4 of a Kind	20 to 1	\$ 5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
Three Pair	Push	
House Edge (max Envy Bonus)	5.30%	
House Edge (no Envy Bonus)	8.00%	

Paytable 2	Pays	Envy
7 Card Straight Flush	8,000 to 1	\$ 5,000
Royal Flush + Royal Match*	2,000 to 1	\$ 1,000
7 Card Straight Flush with Joker	1,000 to 1	\$ 500
5 Aces	400 to 1	\$ 250
Royal Flush	150 to 1	\$ 50
Straight Flush	50 to 1	\$ 20
4 of a Kind	25 to 1	\$ 5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
House Edge (max Envy Bonus)	3.13%	
House Edge (no Envy Bonus)	7.76%	

Paytable 3	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$ 3,000
Royal Flush + Royal Match	2,000 to 1	\$ 1,000
7 Card Straight Flush with Joker	1,000 to 1	\$ 500
5 Aces	400 to 1	\$ 250
Royal Flush	150 to 1	\$ 50
Straight Flush	50 to 1	\$ 20
4 of a Kind	25 to 1	\$ 5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
House Edge (max Envy Bonus)	3.23%	
House Edge (no Envy Bonus)	7.82%	

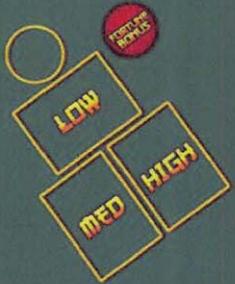
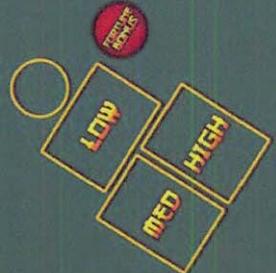
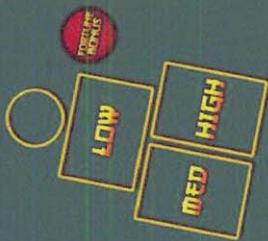
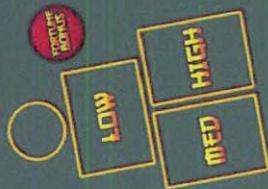
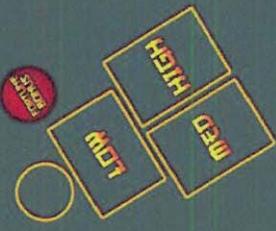
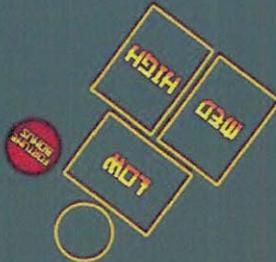
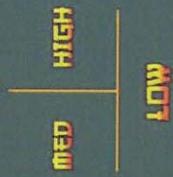
Paytable 4	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$ 1,000
Royal Flush + Royal Match	1,000 to 1	\$ 750
7 Card Straight Flush with Joker	750 to 1	\$ 250
5 Aces	250 to 1	\$ 100
Royal Flush	125 to 1	\$ 50
Straight Flush	50 to 1	\$ 20
4 of a Kind	25 to 1	\$ 5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
House Edge (max Envy Bonus)	4.09%	
House Edge (no Envy Bonus)	8.49%	

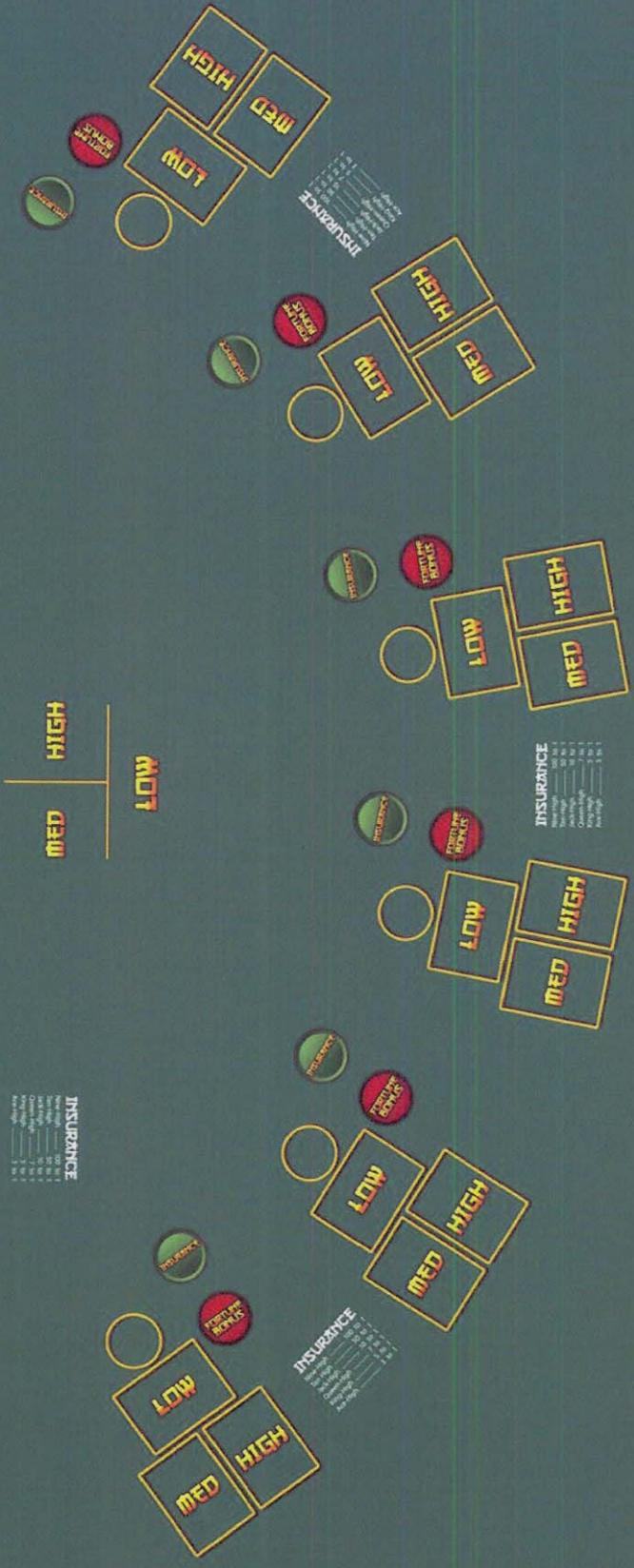
Paytable 6	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$ 2,500
Royal Flush + Royal Match	1,000 to 1	\$ 500
7 Card Straight Flush with Joker	500 to 1	\$ 250
5 Aces	300 to 1	\$ 150
Royal Flush	110 to 1	\$ 55
Straight Flush	45 to 1	\$ 25
4 of a Kind	25 to 1	\$ 6
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
House Edge (max Envy Bonus)	3.94%	
House Edge (no Envy Bonus)	9.28%	

Paytable 7	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$ 2,500
Royal Flush + Royal Match	2,000 to 1	\$ 500
7 Card Straight Flush with Joker	1,000 to 1	\$ 250
5 Aces	400 to 1	\$ 150
Royal Flush	150 to 1	\$ 55
Straight Flush	50 to 1	\$ 25
4 of a Kind	25 to 1	\$ 6
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
House Edge (max Envy Bonus)	2.49%	
House Edge (no Envy Bonus)	7.82%	

## Fortune Asia Poker Insurance Paytables

Player's Hand	01 Pays	02 Pays	03 Pays
Nine-high	100 to 1	100 to 1	100 to 1
Ten-high	40 to 1	50 to 1	40 to 1
Jack-high	10 to 1	10 to 1	10 to 1
Queen-high	7 to 1	7 to 1	7 to 1
King-high	6 to 1	5 to 1	5 to 1
Ace-high	3 to 1	3 to 1	3 to 1
House edge:	3.91%	6.44%	8.05%
Hit frequency:	14.78%	14.78%	14.78%







## **RULES OF PLAY:**

1. Fortune Asia Poker Progressive is an optional progressive wager.
2. The bet considers the best hand possible among all the player's cards.

Note: Depending on the pay table in use, the Joker may be considered Semi Wild or Fully Wild. The Semi Wild Joker completes a Straight Flush, Straight, and Flush, or substitutes for an Ace. A Fully Wild Joker can substitute for any rank and suit.

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 wager, and progressive wagers at the same time. 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.

*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 230-15-040 and WAC 230-15-140.*

*An optional SHFL entertainment LCD Display that can be used on this game utilizes i-Verify v1.0.017 (or higher) and i-Deal v3.8.024 (or higher).*



## 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	FPGPP- WA01
7 Card Natural Straight Flush	100%
Royal Flush + Royal Match*	50%
7 Card Wild Straight Flush	25%
5 Aces	\$2,500
Royal Flush	\$200
Straight Flush	\$100
4 of a Kind	\$75
Full House	\$6

\*Royal Match is a Suited King and Queen

Hand	Pays*
7 Card Straight Flush	100%
5 Aces	10%
Royal Flush	500 for 1
Straight Flush	100 for 1
Four of a Kind	75 for 1
Full House	4 for 1

\*Original Wager is NOT Returned

