



STATE OF WASHINGTON  
**GAMBLING COMMISSION**

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

March 10, 2015

Kerrie Kimball  
Bally Technologies  
6650 El Camino Road  
Las Vegas, NV 89118

RE: King's Bounty

Dear Ms. Kimball,

Thank you for requesting approval for changes to the King's Bounty card game for play in Washington State commercial card rooms and Tribal casinos.

The following King's Bounty optional wagers are approved:

- King's Bounty and Blazing 7's Progressive

The optional wagers listed above cannot be linked with any other progressive game or linked to any other card game.

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 "King's Bounty – Rules of Play" you provided, which 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.
- 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**

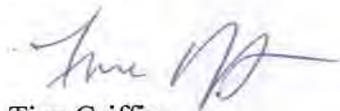
- The game shall be played and operated under the terms and conditions set forth under the “King’s Bounty – Rules of Play” you provided, which are enclosed.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- 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

Enclosures

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



*King's Bounty is a standard house-banked blackjack game but with an optional King's Bounty bonus wager and Blazing 7's progressive wager. All rules pertaining to standard blackjack as posted on the WSGC's website remain the same and not altered in this game.*

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

### **RULES AND DEALING PROCEDURES**

1. Players must make a blackjack wager in order to participate in the Kings' Bounty bonus bet.
2. Casinos set the minimum and maximum bets.
3. Players make the King's Bounty bonus bet by betting in the marked area.
4. The dealer follows house procedures for blackjack.
5. When each player and the dealer have two starting cards, the dealer settles King's Bounty wagers.
  - a. Exception: If a player has two Kings of Spades and the dealer has a potential blackjack, the dealer will settle that bet at the end of the round.

6. Kings' Bounty payouts below:

First Two Player Cards*	Pays
2 Kings of Spades + Dealer BJ	1,000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1
*Only highest winner paid	



	KB01
2 Kings of Spades + Dealer BJ	1,000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1



DEALER MUST HIT SOFT 17  
 PAYS 2 TO 1 PAYS 2 TO 1  
 INSURANCE

Player's Hand	Dealer's Hand	Player's Bet	Player's Payout
Hand 1	Hand 2	Hand 3	Hand 4
Hand 5	Hand 6	Hand 7	Hand 8
Hand 9	Hand 10	Hand 11	Hand 12
Hand 13	Hand 14	Hand 15	Hand 16
Hand 17	Hand 18	Hand 19	Hand 20
Hand 21	Hand 22	Hand 23	Hand 24
Hand 25	Hand 26	Hand 27	Hand 28
Hand 29	Hand 30	Hand 31	Hand 32
Hand 33	Hand 34	Hand 35	Hand 36
Hand 37	Hand 38	Hand 39	Hand 40
Hand 41	Hand 42	Hand 43	Hand 44
Hand 45	Hand 46	Hand 47	Hand 48
Hand 49	Hand 50	Hand 51	Hand 52

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 King's Bounty is a registered trademark of King's Bounty Games, Inc.



King's Bounty is a proprietary game based on standard house-banked blackjack rules with optional wagers called King's Bounty and Blazing 7's Progressive. All rules pertaining to Blackjack as posted on the WSGC's website remain the same and are not altered in this game. This Blazing 7's Progressive cannot be linked to any other progressive game nor linked to any other base game.

### **Rules and Dealing Procedures**

1. Blazing 7's Progressive is an optional \$1 progressive bonus wager.
2. Players must make a standard blackjack bet in order to make the optional wagers.
3. The Blazing 7's Progressive considers the player's hand ONLY, and is based on the payable listed below. If the player does not have at least a 7 in their hand, the progressive bet will lose.
4. To begin each round, players must make their standard blackjack wager. They may also place an optional 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 remove all progressive bets on the table.
6. The dealer will then follow standard dealing procedures for blackjack.
7. The player's Blazing 7's wager will win if the hand contains any 7's in the first two cards (see payable).
8. If the player has two 7's in the first two cards and hits for a third 7, the player will qualify for one of the Three 7's payouts
  - a. Note – the "Two 7's" payout is based only upon the player's first two cards
9. If a player receives two 7's and chooses to split, the Progressive will be based on the two 7's and the third card dealt to that player.
10. If a player busts, the bust card does NOT count toward his/her Blazing 7's bet.
  - a. The dealer will pick up the player's losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing.
11. After the dealer has completed his/her hand the dealer will pay and take players hands as follows:
  - a. Working from right to left pay or take the primary wager first
  - b. Pay the progressive wager if applicable

12. Once all bets have been reconciled the dealer will hit "END GAME. "

13. Paying a Progressive Winner:

- 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 winning percentage pays (%), the dealer shall press the appropriate hand button on the keypad.
  - e. The dealer will contact a supervisor
- a. 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.)
  - b. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
  - c. 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.

*This game will use the approved Bally Technologies 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.*

## Blazing 7's Progressive

1	
Hand	Pays
Three 7's - Same Suit	100%
Three 7's - Same Color	10%
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	24.78%
Hit Frequency	14.82%

2	
Hand	Pays
Three 7's - Diamonds	100%
Three 7's - Suited (Other)	10%
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	23.59%
Hit Frequency	14.82%



## 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.



**BLACKJACK PAYS 3 TO 2**  
Dealer must hit soft 17

**INSURANCE**

PAYS 2 TO 1

PAYS 2 TO 1

A green blackjack table layout featuring a central red banner with white text. The banner reads "BLACKJACK PAYS 3 TO 2" at the top, "Dealer must hit soft 17" in the middle, and "INSURANCE" at the bottom. On either side of the banner, there are two betting spots, each consisting of a red circle and a yellow chip with a crown. The spots are arranged in a semi-circle around the banner.