



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



### RULES OF PLAY FOR LET IT RIDE® BASE GAME:

Let it Ride is a five-card poker game. Players compete against a paytable, not against the dealers or other players.

#### RECOMMENDED DEALING PROCEDURES

1. Set the ACE/iDeal shuffler to “Let it Ride.” In this mode, the ACE/iDeal will dispense sets of three cards.
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
3. Working from left to right, the dealer gives each player three cards face down.
4. The dealer gets two community cards. To do this, the dealer takes a three-card pack from the shuffler and burns the bottom card.
5. The dealer then presses the green button on the ACE/iDeal; this dispenses the remaining cards.
6. Players now have a choice:
  - a. Remove the (1) bet or keep it in action.

- i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
  - ii. To keep the bet in action, the player tucks his cards under the (2) bet.
- 7. The dealer then reveals the community card on his left.
- 8. Players now have a choice:
  - a. Remove the (2) bet or keep it in action.
    - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
- 9. Players then tuck their cards under the (\$) bet.
- 10. The dealer then reveals the second community card.
- 11. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
- 12. If the player has a pair of 10s or better, all bets left in action win according to the posted odds chart.
  - a. If the player has less than a pair of 10s, all bets left in action lose.

**Let it Ride**  
Basic Game Paytable Summary

| Paytable Designator<br>Description | LIRX-01             |  | LIRX-02             |  | LIRX-03             |  | LIRX-04                                    |  | LIRX-05                    |  |
|------------------------------------|---------------------|--|---------------------|--|---------------------|--|--|--|----------------------------|--|
|                                    | 1000:1 Top award    |  | 500:1 Top award     |  | 100:1 Top award     |  | 500:1 Top award<br>Special for Cruise ship |  | 200:1 Top award<br>Indiana |  |
| OUTCOME                            | Primary<br>Paytable |  | Primary<br>Paytable |  | Primary<br>Paytable |  | Primary<br>Paytable                        |  | Primary<br>Paytable        |  |
| Royal Flush                        | 1000                |  | 500                 |  | 100                 |  | 500  |  | 200                        |  |
| Straight Flush                     | 200                 |  | 100                 |  | 50                  |  | 100  |  | 100                        |  |
| Four of a Kind                     | 50                  |  | 25                  |  | 30                  |  | 25   |  | 40                         |  |
| Full House                         | 11                  |  | 15                  |  | 15                  |  | 11   |  | 15                         |  |
| Flush                              | 8                   |  | 10                  |  | 9                   |  | 8  |  | 9                          |  |
| Straight                           | 5                   |  | 5                   |  | 6                   |  | 5  |  | 5                          |  |
| Three of a Kind                    | 3                   |  | 3                   |  | 3                   |  | 3  |  | 3                          |  |
| Two Pair                           | 2                   |  | 2                   |  | 2                   |  | 2  |  | 2                          |  |
| 10s or Better                      | 1                   |  | 1                   |  | 1                   |  | 1  |  | 1                          |  |
| Par                                | 2.86%               |  | 2.80%               |  | 2.66%               |  | 4.63%                                      |  | 2.48%                      |  |
| Hit Frequency                      | 23.88%              |  | 23.88%              |  | 23.88%              |  | 23.88%                                     |  | 23.88%                     |  |

**Let it Ride**  
Basic Game Paytable Summary

| Paytable Designator<br>Description | LIRX-06                          |  |
|------------------------------------|----------------------------------|--|
|                                    | 500:1 Top award<br>Colorado Only |  |
| OUTCOME                            | Primary<br>Paytable              |  |
| Royal Flush                        | 500                              |  |
| Straight Flush                     | 200                              |  |
| Four of a Kind                     | 50                               |  |
| Full House                         | 11                               |  |
| Flush                              | 8                                |  |
| Straight                           | 5                                |  |
| Three of a Kind                    | 3                                |  |
| Two Pair                           | 2                                |  |
| 10s or Better                      | 1                                |  |
| Par                                | 3.05%                            |  |
| Hit Frequency                      | 23.88%                           |  |



## **RULES OF PLAY:**

1. Let It Ride Progressive is an optional progressive bet.
2. The bet considers the best hand possible among all the player's cards.
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.

9. 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.**
- 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 SHFL entertainment owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive displays can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.*

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



## **RULES OF PLAY:**

1. Let It Ride Progressive is an optional progressive bet.
2. The bet considers the best hand possible among all the player's cards.
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 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 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.

9. 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.**
- 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 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.*



## 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.



**Paytables**

| Hand                            | Pays*     | Envy    |
|---------------------------------|-----------|---------|
| Royal Flush                     | 100%      | \$1,000 |
| Straight Flush                  | 10%       | \$300   |
| 4 of a Kind                     | 300 for 1 |         |
| Full House                      | 50 for 1  |         |
| Flush                           | 40 for 1  |         |
| Straight                        | 30 for 1  |         |
| 3 of a Kind                     | 9 for 1   |         |
| *Original Wager is NOT Returned |           |         |

## OPTIONAL 3 CARD BONUS:



### Overview of the Rules for option 1

3 Card Bonus is an optional bonus bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH  
THREE OF A KIND  
STRAIGHT  
FLUSH  
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

This game must be used with a shuffler produced by SHFL entertainment.

### Dealing Procedures

Casinos should follow standard dealing procedures for Let it Ride® or Let it Ride Bonus®. The 3 Card Bonus bet is handled in this manner:

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.

3. The Player plays the Let it Ride® or Let it Ride Bonus® game as usual. The 3 Card Bonus bet is resolved at the end before the base game is resolved.
4. 3 Card Bonus is resolved when all cards are revealed. Only Players first 3 cards can be considered.
5. The dealer then resumes game play of Let it Ride® or Let it Ride Bonus®.

\* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.

### **Overview of the Rules for option 2**

3 Card Bonus is an optional bonus bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH  
THREE OF A KIND  
STRAIGHT  
FLUSH  
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

### **Dealing Procedures**

Casinos should follow standard dealing procedures for Let it Ride® or Let it Ride Bonus®. The 3 Card Bonus bet is handled in this manner.

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.
3. If the player has a pair or better, he shows it to the dealer. The dealer pays him the appropriate amount according to the payable.

4. If the player does not have a pair or better, he does not reveal his hand. He indicates a loss by making a left-to-right waving motion with his cards. The dealer then removes his 3 Card Bonus bet.
5. 3 Card Bonus is resolved when all cards are revealed. Only the players first 3 cards can be considered.
6. The dealer then resumes game play of Let it Ride® or Let it Ride Bonus®.

\* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.



### 3 Card Bonus Bet Pay Tables

| Hand            | 1       | 2       | 3       |
|-----------------|---------|---------|---------|
| Straight flush  | 40 to 1 | 40 to 1 | 40 to 1 |
| Three of a kind | 30 to 1 | 30 to 1 | 30 to 1 |
| Straight        | 6 to 1  | 5 to 1  | 6 to 1  |
| Flush           | 4 to 1  | 4 to 1  | 3 to 1  |
| Pair            | 1 to 1  | 1 to 1  | 1 to 1  |

| Hand            | 4       | 5       | 6       |
|-----------------|---------|---------|---------|
| Mini Royal      | 50 to 1 | 50 to 1 | 50 to 1 |
| Straight flush  | 40 to 1 | 40 to 1 | 40 to 1 |
| Three of a kind | 30 to 1 | 30 to 1 | 30 to 1 |
| Straight        | 6 to 1  | 5 to 1  | 6 to 1  |
| Flush           | 4 to 1  | 4 to 1  | 3 to 1  |
| Pair            | 1 to 1  | 1 to 1  | 1 to 1  |



**PAYOUTS**

ROYAL FLUSH 1,000 to 1  
STRAIGHT FLUSH 200 to 1  
FOUR OF A KIND 50 to 1  
FULL HOUSE 10 to 1  
FLUSH 5 to 1  
STRAIGHT 3 to 1  
THREE OF A KIND 3 to 1  
TWO PAIR 2 to 1  
JACK OR BETTER 1 to 1

3 CARD BONUS

\$ 2 1

**PAYOUTS**

ROYAL FLUSH 1,000 to 1  
STRAIGHT FLUSH 200 to 1  
FOUR OF A KIND 50 to 1  
FULL HOUSE 10 to 1  
FLUSH 5 to 1  
STRAIGHT 3 to 1  
THREE OF A KIND 3 to 1  
TWO PAIR 2 to 1  
JACK OR BETTER 1 to 1

3 CARD BONUS

\$ 2 1

**PAYOUTS**

ROYAL FLUSH 1,000 to 1  
STRAIGHT FLUSH 200 to 1  
FOUR OF A KIND 50 to 1  
FULL HOUSE 10 to 1  
FLUSH 5 to 1  
STRAIGHT 3 to 1  
THREE OF A KIND 3 to 1  
TWO PAIR 2 to 1  
JACK OR BETTER 1 to 1

3 CARD BONUS

\$ 2 1

**PAYOUTS**

ROYAL FLUSH 1,000 to 1  
STRAIGHT FLUSH 200 to 1  
FOUR OF A KIND 50 to 1  
FULL HOUSE 10 to 1  
FLUSH 5 to 1  
STRAIGHT 3 to 1  
THREE OF A KIND 3 to 1  
TWO PAIR 2 to 1  
JACK OR BETTER 1 to 1

3 CARD BONUS

\$ 2 1

**PAYOUTS**

ROYAL FLUSH 1,000 to 1  
STRAIGHT FLUSH 200 to 1  
FOUR OF A KIND 50 to 1  
FULL HOUSE 10 to 1  
FLUSH 5 to 1  
STRAIGHT 3 to 1  
THREE OF A KIND 3 to 1  
TWO PAIR 2 to 1  
JACK OR BETTER 1 to 1

3 CARD BONUS

\$ 2 1