STATE OF WASHINGTON
GAMBLING COMMISSION
PO Box 42400 • Olympia, WA 98504-2400 • (360) 486-3440 • TDD (360) 486-3637 • FAX (360) 486-3624

July 23, 2002

Ms. Kathy Worley, Director of Compliance
Shufflemaster Gaming
1106 Palms Airport Drive
Las Vegas, NV. 89119-3730

Dear Ms. Worley:

Thank you for requesting approval to market the card game "*Triple Shot Bonus*" in Washington State. Based on our review of the documentation you provided, the Washington State Gambling Commission will approve your game for sale to Tribal casinos under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the game rules you provided. Additional standards required by Tribal-State Compact will be required to be added by each Tribe.

- Tribal casino operators must request and obtain approval from their Tribal Gaming Agencies and from our Tribal Gaming Unit before operating this game.

Please be advised any modifications to "*Triple Shot Bonus*" may affect this approval. Please contact our agency if you are considering modifications to the approved standards.

If you have any further questions on Tribal implementation, contact Robert Zaher at (206) 391-2125. Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

Julie L Lies
Program Manager, Tribal Gaming Unit

JL:rz

cc: Robert Berg, Deputy Director
Robert Zaher, Coordinator - TGU
Michelle Mack, Special Agent – FIU
Keith Wittmers, Card Room Coordinator
TGU file

WAR ♣ BLACKJACK ♣ POKER

Triple Shot™ BONUS

Paytables

TSB-05	
ROYAL FLUSH	500 TO 1
STRAIGHT FLUSH	50 TO 1
FOUR OF A KIND	20 TO 1
FULL HOUSE	6 TO 1
FLUSH	5 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	2 TO 1
TWO PAIR	3 TO 2
JACKS OR BETTER	1 TO 1
Hit Freq:	34.6%
House edge:	5.59%
Hat Trick Bonus	6 to 1
Hit Freq:	12.5%
House edge:	12.4%

TSB-06	
ROYAL FLUSH	200 TO 1
STRAIGHT FLUSH	60 TO 1
FOUR OF A KIND	20 TO 1
FULL HOUSE	6 TO 1
FLUSH	5 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	2 TO 1
TWO PAIR	3 TO 2
JACKS OR BETTER	1 TO 1
Hit Freq:	34.6%
House edge:	5.78%
Hat Trick Bonus	6 to 1
Hit Freq:	12.5%
House edge:	12.4%

NUS

ST HIT SOFT

Hat Trick Bonus

6 to 1
Ties Win

Poker

Blackjack

War

PAYOUTS

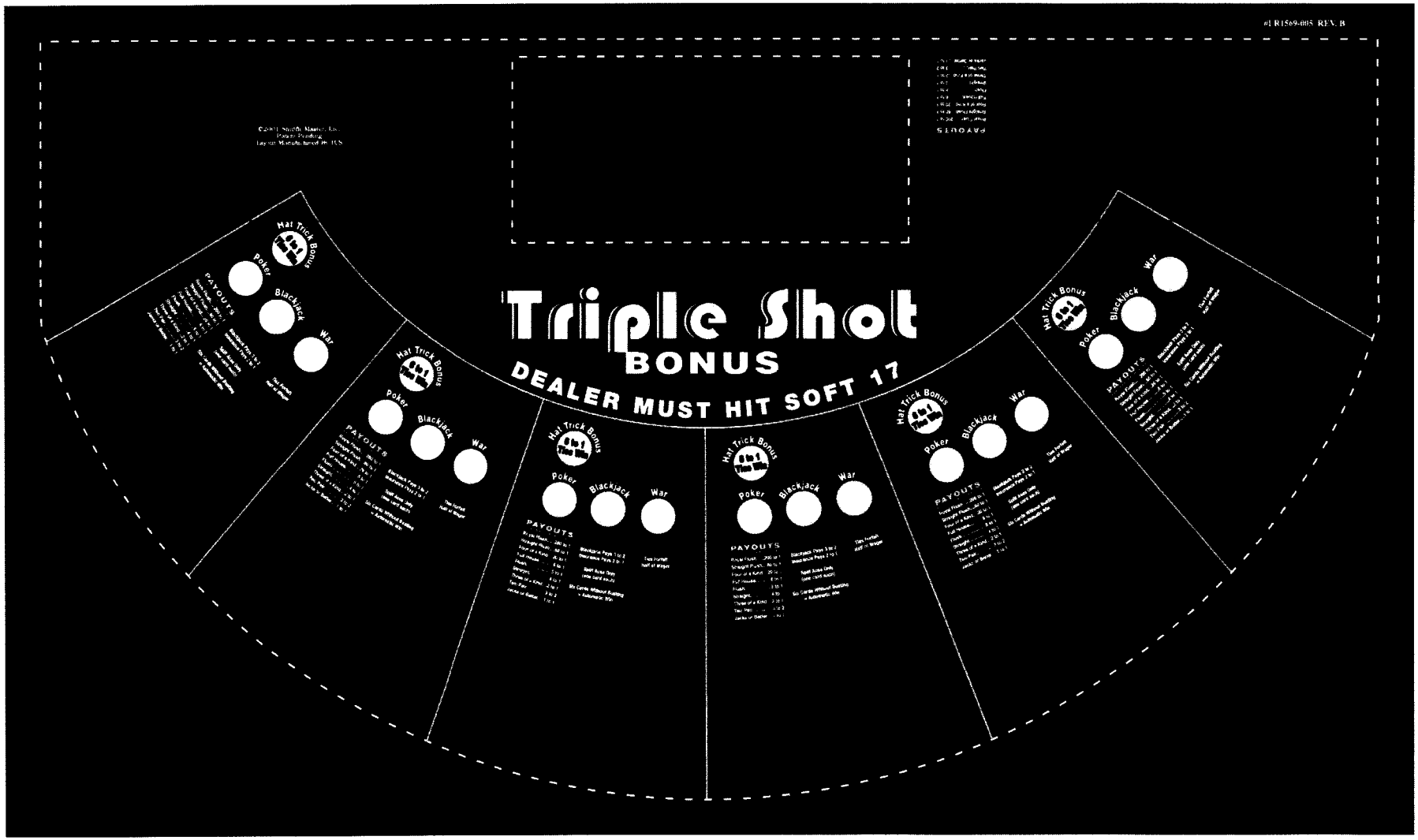
Royal Flush.....200 to 1
Straight Flush....60 to 1
Four of a Kind....20 to 1
Full House.....6 to 1
Flush.....5 to 1
Straight.....4 to 1
Three of a Kind....2 to 1
Two Pair.....3 to 2
Jacks or Better.....1 to 1

Blackjack Pays 3 to 2
Insurance Pays 2 to 1

Split Aces Only
(one card each)

Six Cards Without Busting
= Automatic Win

Ties Forfeit
Half of Wager



Dealer Must Hit Soft 17 – #LR1569-005 REV. B — Triple Shot BONUS Table Layout — (TSB-05) — 08/07/02 1/4 Scale

Shuffle Master
GAMING

June 4, 2002

Ms. Michelle Mack, Special Agent,
Financial Investigations Unit
Washington State Gambling Commission
P.O. Box 42400
Olympia, WA 98504-2400

Via Facsimile: 360-486-3632

Re: Table Game Submission for *Triple Shot Bonus*™

Dear Ms. Mack:

In response to your correspondence dated May 23, 2002, please note that on February 5, 2001 Shuffle Master, Inc., d/b/a Shuffle Master Gaming ("Shuffle Master"), submitted a request to Mike Tindall (formerly Program Manager, Tribal Gaming Unit) for approval of its table game, *Triple Shot*™. At that time we provided an overview of the Patent Application information. For your convenience included with this letter is a copy of the Patent Application for *Triple Shot*. Shuffle Master's *Triple Shot* table game was developed in house and is owned outright by Shuffle Master. There are no royalty agreements with third parties or royalty payments due a third party. Shuffle Master intends to enter lease/license agreements directly with Washington Tribal Casinos interested in the game. All royalty payments will go directly to Shuffle Master. Furthermore, due to the fact that Shuffle Master developed the game, there is no monies due or assignments granted by an inventor.

As submitted in February 2001, Shuffle Master owns the intellectual and proprietary property rights associated with the game *Triple Shot*, including certain copyrights in the logo artwork, layout design, promotional materials and rule sheets; trademarks in the name and logo, and future patent rights in the game play method. Patent Application serial number 09/740,216 was filed on December 18, 2000 to protect the method of game play.

Since the initial filing for review of *Triple Shot* in February 2001, Shuffle Master has made several changes and enhancements to the game and has developed a bonus version of the game. Accordingly, Shuffle Master is now requesting approval of its game, *Triple Shot Bonus*™. We have added an optional side bet and changed the paytables for the Poker portion of the game.

1106 Palms Airport Drive, Las Vegas, Nevada 89119-3730 (702) 897-7150 Fax (702) 897-2284

Triple Shot Bonus ™ is a proprietary game owned by Shuffle Master. The proprietary game play method is described in pending U.S. patent application serial number 09/740,216 filed December 18, 2000. The name *Triple Shot Bonus* is a trademark of Shuffle Master. The "Hat Trick" bonus game play method is also itself proprietary and will be the subject of a future U.S. patent application scheduled to be filed on or before June 30, 2002 and assigned to Shuffle Master. The term "Hat Trick Bonus" is a trademark of Shuffle Master.

Enclosed please find the following documentation submitted to the Washington State Gambling Commission on behalf of Shuffle Master for your evaluation and approval for use in Washington Tribal casinos:

- Completed Game Endorsement Informational Form;
- Enlarged player position;
- Poker Payout schedules TSB-01 and TSB-02;
- Training Manual; and
- Math Analysis prepared by Stanley Ko dated May 17, 2002

I have also enclosed check #155475 in the amount of five hundred dollars ($500.00) as requested for your review of the game. If you have additional questions regarding this submission, please contact me at 702-270-5114.

Sincerely,

Kathy Worley

Kathy Worley
Director of Compliance

cc: Roger Snow, Product Manager – Table Games

Enclosures

A Mathematical Analysis

of

Triple Shot Bonus ™

Prepared for

Shuffle Master, Inc.®

by

Stanley Ko
GAMBOLOGY
P. O. Box 82225
Las Vegas, NV 89180

www.gambology.com

May 17, 2002

Mathematical Analysis

War Bet

The probability that the player and the dealer will tie is 52/52 * 3/51 = 1/17 = 5.8824%. As the player will lose half the bet in the event of a tie, the house advantage is 5.8824% / 2 = 2.9412%.

Blackjack Bet

A combinatorial analysis was performed to determine the optimal player strategy. Under the aforementioned rules, the house advantage is

0.2715% per initial bet if the dealer hits soft 17, or
0.0832% per initial bet if the dealer stands on soft 17.

Player Strategy (dealer hits soft 17)

	Dealer Upcard									
Player Hand	A	2	3	4	5	6	7	8	9	T
4 to 7	H	H	H	H	H	H	H	H	H	H
8	H	H	H	H	H8	H8	H	H	H	H
9	H	D	D	D	D	D	H	H	H	H
10	H	D	D	D	D	D	D	D	D	H
11	D	D	D	D	D	D	D	D	D	D
12	H	H	H	S	S	S	H	H	H	H
13 to 16	H	S	S	S	S	S	H	H	H	H
17 to 21	S	S	S	S	S	S	S	S	S	S
A-A	P	P	P	P	P	P	P	P	P	P
A-2	H	H	H	D	D	D	H	H	H	H
A-3	H	H	H	D	D	D	H	H	H	H
A-4	H	H	H	D	D	D	H	H	H	H
A-5	H	H	H	D	D	D	H	H	H	H
A-6	H	D	D	D	D	D	H	H	H	H
A-7	H	S	D	D	D	D	S	S	H	H
A-8	S	S	S	S	S	D	S	S	S	S
A-9	S	S	S	S	S	S	S	S	S	S
A-T	S	S	S	S	S	S	S	S	S	S

- H8: Double vs. a 5 up if the hand is composed of 2-6. Double vs. a 5 or 6 up if the hand is composed of 5-3 or 4-4. Hit otherwise.
- Hit a 5-card 12 to 14 except a 14 vs. a 6 up.

Hat Trick Bet Hit Frequency with Optimal Play

	Win % of Split Hands (Aces)	Win %	Tie %	Overall Win %
Dealer hits soft 17	0.3220	43.3716	8.1355	51.8290
Dealer stands on soft 17	0.3224	43.4190	8.2356	51.9770

Triple Shot House Advantages

	Pay Table 1 (6-card Poker)	Pay Table 2 (6-card Poker)
Dealer hits soft 17	(2.9412% + 0.2715% + 5.5857%) / 3 = 2.9328%	(2.9412% + 0.2715% + 5.7814%) / 3 = 2.9980%
Dealer stands on soft 17	(2.9412% + 0.0832% + 5.5857%) / 3 = 2.8700%	(2.9412% + 0.0832% + 5.7814%) / 3 = 2.9353%

Six-Card Poker Bet

Pay Table 1

Hand	Probability	Pay (to 1)	Pay Out %
Royal Flush	0.000923%	500	0.46%
Straight Flush	0.008134%	50	0.41%
Four of a Kind	0.072029%	20	1.51%
Full House	0.815305%	6	5.71%
Flush	1.010840%	5	6.07%
Straight	1.776259%	4	8.88%
Three of a Kind	3.596332%	2	10.79%
Two Pair	12.441062%	1.5	31.10%
Jacks/better	14.739558%	1	29.48%
Totals	**34.460442%**		**94.41%**
		House edge	5.5857%
		Hit freq.	34.4604%

Pay Table 2

Hand	Probability	Pay (to 1)	Pay Out %
Royal Flush	0.000923%	200	0.19%
Straight Flush	0.008134%	60	0.50%
Four of a Kind	0.072029%	20	1.51%
Full House	0.815305%	6	5.71%
Flush	1.010840%	5	6.07%
Straight	1.776259%	4	8.88%
Three of a Kind	3.596332%	2	10.79%
Two Pair	12.441062%	1.5	31.10%
Jacks/better	14.739558%	1	29.48%
Totals	**34.460442%**		**94.22%**
		House edge	5.7814%
		Hit freq.	34.4604%

Hat Trick Bet

	Dealer hits soft 17	
Outcome	Yes	No
Win or push War bet	52.9412%	52.9412%
Win or push Blackjack bet	51.8290%	51.9770%
Win 6-card Poker bet	34.4604%	34.4604%
Win or push all 3	9.4556%	9.4826%
Payout (to 1)	9	9
Return	94.5555%	94.8255%
House edge	5.4445%	5.1745%

Gaming Laboratories International Incorporated®
G.L.I.®

World Headquarters:
26 Main Street
Toms River, NJ 08753
Phone (732) 244-3818
Fax (732) 244-4761
www.gaminglabs.com

May 25, 2001

Mr. Clarence A. Greeno
Training Officer
Missouri Gaming Commission
P.O. Box 1847
Jefferson City, MO 64102

Re: *Shuffle Master Gaming's Triple Shot*

Dear Mr. Greeno,

As per Shuffle Master's letter of March 26, 2001, please find Gaming Laboratories International, Inc.'s analysis of Shuffle Master Gaming's Triple Shot table game. This report will verify the information as provided by Shuffle Master Gaming as well as offer an opinion as to whether this game is currently authorized by Missouri Statute and/or Gaming Commission rule or if this game is a "new game", which may require Commission approval.

As you are aware, my qualifications have been set forth in previous memorandum sent to your office. I incorporate that narrative into this document by reference.

For use in this opinion document, I have utilized the following statutory definitions from Section 313.800 of the Missouri Statutes.

> *"(11) "Games of Chance", any gambling game in which the player's expected return is not favorably increased by his or her reason, foresight, dexterity, sagacity, design, information or strategy;"*

> *"(12) "Games of skill, any gambling game in which there is an opportunity for the player to use his or reason, foresight, dexterity, sagacity, design, information or strategy to favorably increase the player's expected return including, but not limited to, the gambling games known as "poker", "blackjack' (twenty-one), "craps", "Caribbean stud", "pai gow poker", Texas hold 'em", "double down stud", and any video representation of such games;"*

Worldwide Locations:

U.S. Regional Offices:
Golden, Colorado
Biloxi, Mississippi

International Offices:
GLI Africa

GLI Europe, B.V.
The Netherlands

Gaming Laboratories Australia®

I have utilized the following Missouri Gaming Commission's definition as well.

> *11 CSR 45-1.090 (16)(D) "Poker - A card game played by a maximum of ten (10) players who are dealt cards by a non-player dealer. The object of the game is for each player to bet the superiority of his/her own hand and win the other players' bets by either making a bet no other player is willing to match, or proving to hold the most valuable cards after all the betting is over;"*

Game Description

The Triple Shot game is almost identical to last years the 3-Way Action game request to Missouri and the subject of our letter dated April 17, 2000. Like the initial request, Triple Shot is comprised of three separate games: Combat (war), Blackjack, and Six-Card Stud. (The 3-Way Action game used 7-Card Stud, instead of 6-Cards Stud). However, unlike the 3-Way Action game, there are no other optional side bets. In the initial deal, each player gets a single card, as does the dealer. They play Combat (or war). The cards from the first game are used in the second game along with one new card dealt to each player and the dealer to play Blackjack. After Blackjack, the players play 6-Card Stud using his or her cards from Blackjack and any new cards needed to make a six-card hand.

The game starts out by the players making three separate bets. Bets need not be equal. After the bets are placed, each player and the dealer receive one card. This begins the Combat (war) portion of the game. If the player has a higher card than the dealer, he receives a 1-to-1 payback. If they tie, the player loses half of his/her wager. If the player's card is lower, the player loses his/her bet.

Each player is then dealt one additional card, and the two cards (one from the Combat portion) are then used to play Blackjack using house rules. After the Blackjack game is completed, the player is dealt additional cards to make a six-card hand, which he/she plays against the pre-defined paytable to win additional payouts.

Opinion

GLI certifies that it has reviewed the mathematics as submitted by Shuffle Master Gaming and has done an independent review of the game play and mathematics to confirm the submission documents put forth by Shuffle Master Gaming.

1. Mathematical Portion

The GLI Mathematics Department has reviewed each part of the Triple Shot game and has determined the payout percentage associated with each part of the game. They are as follows:

a. First stage: Combat. The return to player in the Combat portion of the game is 97.06%.

b. Second Stage: Blackjack. The return to player in Blackjack is the same as the house rules on Blackjack. GLI has calculated the payback percentage on the Blackjack portion to be 97.94%, as splitting of Aces is the only splitting allowed in this game. If the player splits Aces, the player shall only receive one additional card on each Ace.

c. Third Stage: Six-card Stud Poker where player plays against the predetermined posted paytable. If the Aces or better paytable is used, the payback is 96.67%. If the Kings or better paytable is used the return would be 96.72%, and if Queens or better paytable is used, the payback would be 96.74%. In order to gain the best payback, the player should bet the maximum on the Blackjack portion and the minimum on the poker and war segments of the game.

2. Enumerated game under the Missouri Statutory Scheme or require Commission Approval?

The game is clearly a combination of game of chance and game of skill. The Combat portion of the game is a game of chance, as is the 6-Card Stud Poker. The Blackjack game is a game of skill. The 6-Card Stud Poker portion of the game is not "poker" as defined by Missouri Regulations because it, in this form, is not a game of skill, and the players do not play against each other, but rather play against a house fixed paytable.

Blackjack is an enumerated game of skill while the games of Combat and 6-Card Stud Poker where players play against a pre-determined paytable are not listed in the Statutes or regulations. Furthermore, when the games are assembled in a single overall game, the entire game takes on characteristics that was not either contemplated by the Statutory and regulatory scheme nor enumerated.

Shuffle Master Gaming's Triple Shot is a new table game not specifically allowed by Statute or regulation. Therefore, it is Gaming Laboratories International, Inc.'s opinion that this game requires the Missouri Gaming Commission's review.

As requested, we are returning the Shuffle Master's original game documentation as well as providing GLI Math Department's memorandum on the payback percentages of the game.

If I can be of any further assistance, please do not hesitate to contact me.

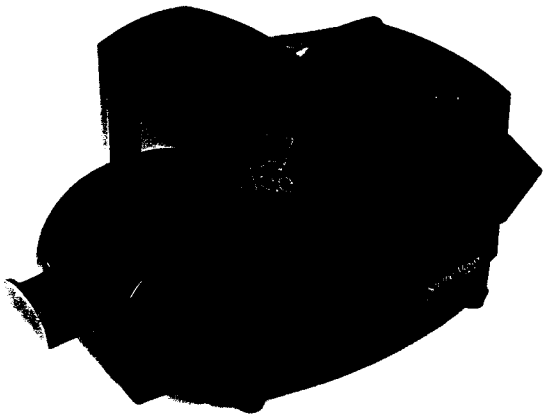
Best regards,

James R. Maida
President

JRM/absl
c: Kathy Worley, Director of Compliance, Shuffle Master Gaming

Enclosures

ace



From the company that revolutionized card shuffling comes a stunning breakthrough in technology that redefines the process of randomizing and dealing hands of cards. The Shuffle Master ACE creates hands through the random selection of cards using a random number generator and then delivers those hands in random order.

Fewer moving parts and reduced sensitivity to card quality mean less down time. In most cases, casinos can diagnose and resolve problems on the spot. Small, light-weight, and user-friendly, the ACE has a 25% faster cycle time than traditional shufflers.

The Shuffle Master ACE — setting the new standard for casino and player satisfaction.

APPLICATIONS

- Let It Ride
- Let It Ride Bonus
- Pai Gow Poker
- Pai Wow Poker
- Caribbean Stud
- Three Card Poker
- Double Down Stud
- Other Single Deck Stud Poker Games

ADVANTAGES

- As random as video poker (RNG)
- Non-trackable; random unloading of hands
- 25% faster cycle time than traditional shufflers
- Less sensitive to card quality; longer card life
- Handles paper or plastic cards; poker or bridge size
- Easy to diagnose and service
- Counts down the deck <u>before</u> the cards reach the players
- Maintains a log of machine performance; tracks total cycles and hands delivered
- User friendly - LED message display and convenient game selection
- Compact; attractive; light-weight
- Easy operation greatly reduces training for casino personnel
- Universal electrical power capability

Shuffle Master
GAMING

1106 PALMS AIRPORT DRIVE, LAS VEGAS, NEVADA 89119
(702) 897-7150

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NASDAQ symbol: SHFL

WASHINGTON STATE GAMBLING COMMISSION
Game Endorsement Information Form

QUESTION 9
Certification Form

Confederated Tribe of the Chehalis Indian Reservation	Lucky Eagle Casino
Jamestown S'Klallam Tribe	Seven Cedars Casino
Kalispel Tribal Gaming Agency	Northern Quest Casino
Lummi Indian Gaming Commission	Silver Reef Casino
Muckleshoot Gaming Commission	Muckleshoot Casino
Nisqually Tribal Gaming Agency	Nisqually Red Wing Casino
Nooksack Indian Tribe of Washington	Nooksack River Casino
Port Gamble S'Klallam	Point-No Point Casino
Puyallup Tribe of Washington	Emerald Queen Casino, B.J's Bingo, Puyallup Tribe's Bingo Palace
Quinault Gaming Commission - Tribal Gaming Agency	Quinault Beach Resort
Squaxin Island Gaming Commission	Little Creek Casino
Suquamish Tribal Gaming Commission	Suquamish Clear Water Casino & Bingo
Swinomish Tribal Gaming Commission	Swinomish Northern Lights Casino
Tulalip Tribal Gaming Agency	Tulalip Casino & Bingo
Upper Skagit Indian Tribe	Skagit Valley Casino Redort
Washington State Gambling Commission	Tribal and Commercial Card Rooms
Yakama Nation Gaming Commission	Yakama Nation Legends Casino

As per Washington Tribal/State Compacts, the rules of play are fundamentally the same as those approved in Nevada. *Triple Shot Bonus* is a variation of Triple Shot with the addition of an optional side bet and alternative paytables offered for the Poker portion of the game. Triple Shot is approved for use in Nevada. Attached is a copy of the Nevada Gaming Control Board's approval letter for Triple Shot.

Submitted by:

Shuffle Master Inc. d/b/a Shuffle Master Gaming
1106 Palms Airport Drive
Las Vegas, Nevada 89119

Phone Number 702 897-7150
FAX Number 702 260-1174

WAR ♣ BLACKJACK ♣ POKER

Triple Shot™ BONUS

Triple Shot Bonus™ combines War, Blackjack and Poker. It also features a unique side bet designed to increase drama and excitement as the hand develops. Triple Shot appeals to tables games players because:

- ♣ It's easy to learn.
- ♣ The Poker bet pays odds—up to 500 to 1.
- ♣ The Hat Trick Bonus offers a tantalizing proposition: Win or tie all three games and you win 9 to 1.

The Game: Players must wager on the War, Blackjack and Poker spots and may also make the optional Hat Trick Bonus wager. Players may bet in different amounts.

War: To begin the game, each player and the dealer receive one card face up. Higher card wins. In the event of tie, the player forfeits half his wager.

Blackjack: When the War game ends, each player receives a second card face up and the dealer a second card face down to play Blackjack. Traditional rules apply, except: 1) Players can only split Aces; and 2) Players automatically win if they get six cards without busting.

Poker: The Poker bet is played against a paytable, not against the dealer. At the end of the Blackjack game, each player will receive cards until a total of six cards. Casinos can deal these cards either face up of face down. The best five-card hand plays and normal five-card poker hand rankings apply. Poker payouts are posted at the table.

Hat Trick Bonus: This optional bet wins when the player wins or ties in War, Blackjack and Poker.

Hold %: The hold percentage in Triple Shot Bonus is adjustable. Depending on the paytable, the game should hold between 15% and 25%.

Rules of Play

Triple Shot Bonus™ is played with a single deck of cards that is shuffled after every hand.

The game is comprised of three independent games, each played in succession. The player must make all three bets but the bets need not be equal. An optional side bet "Hat Trick" is also offered, which allows the player to win 9 to 1 if the player can win or tie all three bets.

War Bet

The first bet is War, a competition between the first card in the player's hand and the first card in the dealer's hand. Once all bets are down, the dealer will give each player one card in rotation and take one card face up for himself. If the player's card is higher in rank than the dealer's card, the player will be paid even money. If the player's card is lower in rank, the player will lose his bet. In the event of a tie, the player loses one half his bet.

Blackjack Bet

The second bet is Blackjack, with the dealer's first card serving as the up card and the player's first card and second card as his starting hand. Each player completes the play of Blackjack in the conventional manner. Following are the rules:

- Splitting is not allowed unless the player has a pair of Aces.
- Aces can be split only once and split Aces receive only one card.
- The player can double down on any first two cards.
- Any hand totaling 21 or less with 6 cards pays even money instantly except when the dealer has a Blackjack.

The house can either hit or stand on soft 17.

After all players have completed their play, the dealer turns his second card face up and proceeds to complete his hand in according with the house rules. The dealer will now pick and pay on the Blackjack bet.

Six-Card Poker Bet

The third game is 6-card stud Poker, where the player plays against a pay table. The dealer gives each player and his hand sufficient cards to complete a 6-card hand. The player will use his best 5 cards and will win if his hand is a pair of Jacks or better. The payoff odds are shown below:

Hand	Pay Table 1	Pay Table 2
	Pay (to 1)	Pay (to 1)
Royal Flush	500	200
Straight Flush	50	60
Four of a Kind	20	20
Full House	6	6
Flush	5	5
Straight	4	4
Three of a Kind	2	2
Two Pair	1.5	1.5
Jacks/better	1	1

Hat Trick Side Bet

This bet is optional. The player is paid 9 to 1 if none of his three bets lose.

Should the War bet be a tie, it will be counted as a win. If a pair of Aces is split, then the Blackjack bet will be adjudicated as follows:

1st hand	2nd hand	Outcome
Loss	Loss	Loss
Loss	Tie	Loss
Loss	Win	Win
Tie	Loss	Loss
Tie	Tie	Win
Tie	Win	Win
Win	Loss	Win
Win	Tie	Win
Win	Win	Win

WAR ♣ BLACKJACK ♣ POKER

Triple Shot™ BONUS

Training Manual

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First Printing
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Printed in the United States of America

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Shuffle Master, Inc.
1106 Palms Airport Drive
Las Vegas, NV 89119

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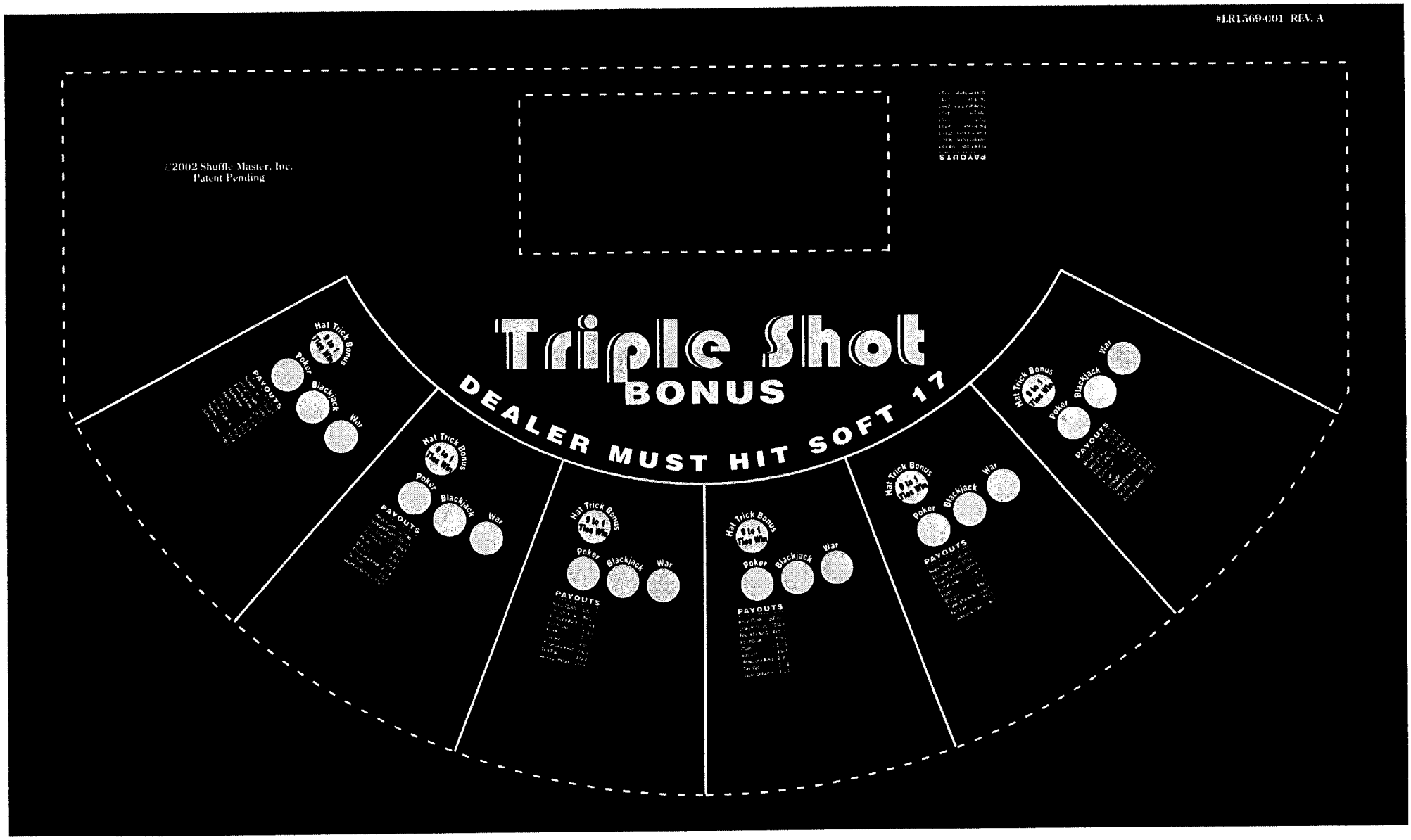
Rules and Dealing Procedures

Triple Shot Bonus™ Table 1
Overview of the Rules 2
Dealing Procedures 3
Payouts 4



Dealer Must Hit Soft 17 — #LR1569-001 REV. A — Triple Shot BONUS Table Layout — (TSB-01) — SM02-0125 — 5/14/02 Design: 27"x 60" Cloth: 49"x 83

Overview of the Rules

Triple Shot Bonus ™ is played with a standard deck of 52 cards. Players place three bets in any amount in accordance with posted table minimum and maximum to play three popular casino games. Players may also place an optional **Hat Trick Bonus** wager.

With the first bet, players play **War**. Each player and the dealer receive one card face up. The high card between the player and the dealer is paid even money. Players forfeit half of their first wager on all ties with the dealer.

With the second bet, players play **Blackjack**. Each player and the dealer receive a second card and they proceed with Blackjack house rules, except that splitting is permitted on a pair of aces only, and only once.

With the third bet, players play six-card **Poker** against the paytable. Players retain all previously dealt cards and receive enough cards to total six. Cards may be dealt face up or face down. Players use their best five cards to make a poker hand, using traditional rankings. Consult paytable for payouts.

A player that has placed the optional **Hat Trick Bonus** wager is paid when the player ties or wins the mandatory War, Blackjack and Poker bets.

If a player splits Aces, he must at least break even in order to preserve the **Hat Trick Bonus**. The **Hat Trick Bonus** wager is removed if the player splits Aces and then ends up a net loser for the Blackjack hand.

Note: A Blackjack insurance wager has no effect on the **Hat Trick Bonus**.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction.

Players place three bets in any amount in accordance with posted table minimum and maximum. Players may also place an optional **Hat Trick Bonus** wager. No wagers may be made, increased or withdrawn after the dealer has announced, "No more bets."

War is played with the first bet. The dealer delivers a one card hand face up to each player, starting with the player to the dealer's left, and deals himself one card face up.

Beginning with the player to the dealer's right, the dealer determines whether he or the player has the high card. He takes the losing bet and the **Hat Trick Bonus** wager, if any, and pays the winning high card bet even money by pushing the chips toward the player and away from the betting circle. In the case of a tie, the player forfeits one-half of his War wager. He follows this procedure with each player until all War bets have been resolved.

Blackjack is played with the second bet. Starting with the player to the dealer's left, the dealer deals a second card to each player face up and deals a second card to himself face down underneath his first face up card. Beginning with the player on the dealer's left, he deals traditional blackjack according to individual house rules. The exception is that splitting is permitted on a pair of Aces one time only, and a player will receive only one card. If a player reaches six cards without busting, he will be paid immediately. If the Blackjack wager loses, the **Hat Trick Bonus** wager, if any, is also collected by the dealer. Following the round of Blackjack, the dealer begins with the player on his right and pays or collects.

Six-Card Stud Poker is played with the third bet. Starting with the player on the dealer's left, the dealer deals face up or face down the remaining cards needed for that player to reach a total of six cards. The best five cards play, using traditional poker hand rankings. If the Poker wager loses, the **Hat Trick Bonus** wager, if any, is also collected by the dealer.

Players make the optional **Hat Trick Bonus** before receiving any cards. This bet wins when the player ties or wins the mandatory War, Blackjack and Poker bets. The dealer should remove the **Hat Trick Bonus** wager any time he removes a losing War, Blackjack or Poker bet. If the player wins or ties all three mandatory bets, the **Hat Trick Bonus** bet stays up. When it wins, the **Hat Trick Bonus** wager is paid after the Poker bet is resolved.

If a player splits Aces, he must at least break even on the two hands or his **Hat Trick Bonus** wager is removed.

Note: A Blackjack insurance wager has no effect on the **Hat Trick Bonus**.

Triple Shot Bonus Payouts

War

High Card .....Even money
Tie.....Players forfeit one-half their wager

Blackjack

Blackjack .....3 to 2
Insurance.....2 to 1
Six Cards, No Bust ..... Even Money

Poker

Paytables listed separately

Hat Trick Bonus

Paytables listed separately

Hat Trick Bonus

9 to 1

Ties Win

Poker

Blackjack

War

PAYOUTS

Royal Flush.....500 to 1

Straight Flush....50 to 1

Four of a Kind....20 to 1

Full House.....6 to 1

Flush.....5 to 1

Straight.....4 to 1

Three of a Kind....2 to 1

Two Pair.....3 to 2

Jacks or Better.....1 to 1

Triple Shot Bonus™ Paytables

TSB-01	
ROYAL FLUSH	500 TO 1
STRAIGHT FLUSH	50 TO 1
FOUR OF A KIND	20 TO 1
FULL HOUSE	6 TO 1
FLUSH	5 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	2 TO 1
TWO PAIR	3 TO 2
JACKS OR BETTER	1 TO 1
Hit Freq:	34.6%
House edge:	5.59%

Hat Trick Bonus	9 TO 1
Hit Freq:	9.5%
House edge:	4.95%

TSB-02	
ROYAL FLUSH	200 TO 1
STRAIGHT FLUSH	60 TO 1
FOUR OF A KIND	20 TO 1
FULL HOUSE	6 TO 1
FLUSH	5 TO 1
STRAIGHT	4 TO 1
THREE OF A KIND	2 TO 1
TWO PAIR	3 TO 2
JACKS OR BETTER	1 TO 1
Hit Freq:	34.6%
House edge:	5.78%

Hat Trick Bonus	9 TO 1
Hit Freq:	9.5%
House edge:	4.95%

WASHINGTON STATE GAMBLING COMMISSION
Game Endorsement Information Form

QUESTION 8
Certification Form

The table layout required to play the game *Triple Shot Bonus*™ will be ordered separately by each Tribal Casino, directly from the layout manufacturer.

Additionally, Shuffle Master generally provides one sign for each table game. The signs are manufactured by AVVA, based in Calgary, Alberta, Canada.

Shuffle Master may also provide marketing and/or promotional material such as rack cards and/or placards to be displayed at the table. While Shuffle Master creates the content, the art work is outsourced and generally all printing of the promotional marketing material is also outsourced.

An automatic card shuffling device, manufactured by Shuffle Master, may also be used at the game *Triple Shot Bonus*.

Submitted by:

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