



STATE OF WASHINGTON
GAMBLING COMMISSION

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

July 15, 2019

William Takacs, President
Playmore Yo LLC
1PPG Place Floor 31
Pittsburgh, PA 15222

Subject: Playmore YO game

Dear Mr. Takacs,

We have reviewed the game Playmore YO, and based on the review of documentation we received from Playmore YO LLC, The Washington State Gambling Commission will approve the game for Washington State Tribal casinos under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "Playmore YO rules of play and dealing procedures you provided on February 14, 2019, which are enclosed.

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 game 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.

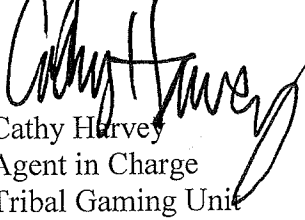
Any modification to this game may affect this approval. If you have any questions on the Tribal implementation, please contact Kelly Main at (206) 423-4260.



Mr. Takacs
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Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Cathy Harvey
Agent in Charge
Tribal Gaming Unit

cc: Kelly Main, Special Agent Supervisor Tribal Gaming Unit
Jennifer Lamont, Agent in Charge of the Licensing
File

Intro to Yo!®:

Yo!® is a dice game. The game involves players making wagers on a combination of eight individual bets, with win/loss outcomes determined by two sets of dice. The first set of dice are a darker color, these are the "game dice". The second set of dice, a lighter color, these are the "bonus dice". Both sets of dice are rolled simultaneously to determine game play outcomes. The 'game dice' represent 7 of the 8 wagers on the layout; the 8th wager is determined by the roll of the 'bonus dice.' There is only one contract bet in this game, it is the "Play" wager. The other 7 wagers are optional.

Game Play:

Yo! ® is a seated, half-circle dice game with assigned player spots 1 through 6. Each player's seat shows three consecutive circles that read 'Play – More – Yo! ®.' Gameplay begins with a wager placed in the betting circle marked 'Play.'

To begin, the first player with a wager left of the dealer (clockwise) will roll 4 dice; 2 sets, defined by color. One set of dice, (EX: 2 red dice), represents every wager on the game except the bonus bet; they are called the 'game dice.' The second set of dice, (EX: 2 yellow dice), represent only the Yo! ® bonus, or the third betting circle; they are called the 'bonus dice.' When the 'bonus dice' roll an 11 after a point has been established, the bonus bet would win. Any other number rolled by the 'bonus dice' is irrelevant throughout game play. Odds paid for the Yo! ® bonus is calculated by the outcomes of both sets of dice. The bonus odds are listed below, and also in pay table #3 in the GLI report. All three wagers, 'Play' – 'More' – 'Yo! ®' — will be considered contract bets once a player places these bets. A 'Play' wager is mandatory to participate in the game, all other bets are optional.

In the beginning of the game, players will make a wager on the betting circle marked 'Play.' If the initial roll of the game dice is a (7) then the 'Play' wager would push/or tie.' Additionally, any 11 rolled by the game dice the 'Play' wager wins paying 4 to 1. If the game dice roll a 2,3 or 12, then all 'Play' wagers would lose. Any other number rolled by the game dice will establish a new point, and game play continues. The objective is to establish a new point, and roll that same number again to win. However, once a point is established, if the game dice rolls a 7 before the new point, then all wagers would lose.

Once a new point is established, players are free to bet the 'More' wager. Now, they can also bet the 'Yo! ® bonus wager. Both bets are optional, but must be placed immediately after a point is established; both are required to stay in play until an outcome is determined. Players are also welcome to bet any of the 'Single-Roll' wagers at any time throughout the game. These 5 wagers are all one roll outcomes, of the game dice. All are self-service bets, requiring players place their wagers, and collect their winnings.

The 'Play' Wager

The 'Play' betting circle represents the number, or point, to be established. Once a point of 4, 5, 6, 8, 9, or 10 is established, that point must be rolled again for the 'Play' wager to win. The 'More' betting circle represents the odds placed after a point has been established. Both the 'Play' and 'More' betting circles direct the player to know exactly where and when to wager, making the gameplay experience less confusing for a new player.

At the beginning of a new round of play, players will wager on the 'Play.' The dealer drops the dice into the 'Random Roll Dice Cup' for the new roller who will shake the cup, and turn it upside down permitting the dice to tumble out of the cup onto the gaming layout.

In the beginning of the game for the 'Play' wager

Game dice roll of 7 = push/tie

Game dice roll of 11 = wins paying 4 to 1

Game dice roll 2 or 3 or a 12, is a loss

Game dice roll of 4/5/6/8/9/10 creates a new point and game play continues

The objective is to establish a new point, and reroll that number again to win. Should a 7 roll before the new point, then all wagers would lose. The game resets when a point is established, and either won or lost.

Late Player Game Entry:

If any player wants to enter the game after play has begun, they cannot place a 'Play' wager. However, the dealer can take their wager and place it as a 'late play' wager inside the box of the established point. The odds paid for that late play wager would be similar to a "place bet wager" in craps. (See table 5 on Gaming Laboratories International math analysis.)

Note- All players must have a 'Play' wager, or 'Late Play' wager, in order to make any other wagers in the game.

The 'More' Wager

Once the game has established a new point of 4, 5, 6, 8, 9, or 10, players may now make a wager in the 'More' betting circle. 'More' winning payouts, (like odds in craps), are as follows: the point of 4/10 pays 2 to 1, the point of 5/9 pays 3 to 2, and the point of 6/8 pays 6 to 5. The 'More' wager is in the middle of the three betting spots for better game protection, and less confusion for surveillance/supervisors. Both wagers, 'Play' and 'More,' become contract bets once placed. A player cannot edit or remove the 'More' wager until a gaming outcome is determined, unlike craps.

While the 'Play' wager is required to enter the game, the 'More' wager is optional. Current rules state the 'More' wager must be placed immediately after a point has been established, and not at any time after for better game protection.

The Yo! ® Bonus Payouts

The Yo! ® bonus only pays when the bonus dice roll an 11, and only loses when a 7 is rolled by the game dice after a point has been established. This bonus wager must be placed immediately after a new point is established. If players choose, they can place it when they place their 'Play' wager, but must realize that the Yo! ® bonus is 'off' until a new point or number is established. This wager is a contract bet and stays in play until an outcome is determined.

Payouts for the Yo! ® bonus are as follows:

- Yo! ® Bonus dice roll of 11 with a game dice roll of 11 pays 20 to 1
- Yo! ® Bonus dice roll of 11 with any pair pays 4 to 1
- Yo! ® Bonus dice roll of 11 with any number pays 1 to 1

*Yo! ® Bonus is a push if the game dice roll a 7 with the simultaneous roll of 11 by the bonus dice.

The Self-Service Betting Arc

The self-service betting arc is composed of five single-roll bets. Every wager on the betting arc is determined by the game dice. The arc includes every number, or combination of the game dice, except the number 7. The win/loss outcomes of these self-service wagers are determined by every roll of the game dice. For accessibility and ease of play, some of these wagers are duplicated and placed on the opposite side of the arc. The arc is a 100% player controlled area; guests will be required to place and take any wagers themselves, making gameplay like the 'outside bets of roulette.' The arc wagers are based entirely on the outcome of the game dice; all lose when a (7) is rolled by the game dice.

- High 8, 9, 10 pays 3 to 2
- Low 4, 5, 6 pays 3 to 2
- Pairs 2/2, 3/3, 4/4, 5/5 pays 7 to 1
- 11 pays 15 to 1
- 2, 3, 12 pays 7 to 1

Who Shoots?

The shooter is the first person to the left of the dealer who has a wager on the betting circle marked 'Play.' A player remains the shooter until establishing a point and rerolling it to win, or by a game dice roll of a 7, which all bets would lose. The next player left of the shooter (in line) with

a 'Play' wager will then become the next shooter and the game resets. If a player, (who is in control of the game dice cup) withdraws from rolling the dice, the table games manager will decide who will become the shooter; possibly including the dealer. If any player does not want to roll the dice when it's their turn, they can request that the dealer roll the dice in their place, or pass their turn to the next person in line. Once the 'designated roller' completes the game outcome; the next person in line with a wager on 'Play' will be the next person to roll the dice.

Dice Rules

In Yo! ®, the players never touch the dice. The dice are handled only by the dealer, who places them inside the 'Random Roll Dice Cup' to be rolled by the player. To protect the integrity of the game, Yo! ® outlines instances where the dice would require verification by a floor supervisor:

- A player touches the dice
- Dice are rolled and hit a player
- Dice go off the table, or out of sight at any moment
- Dice roll into the dealers bankroll
- A player covers the 'Random Roll Dice Cup' with their hand
- The top of the 'Random Roll Dice Cup' makes contact with any object during a game play roll (EX: drinking glass, players hand, wagers)

In any instance that the dice are out of eyesight of the dealer, they must call the floor supervisor to collect the 4 dice for verification.

Dice Calls / Special Circumstances:

In the instance that the dice land on an object on the table, such as a marker, or a casino cheque; the dealer will follow the "Melting Ice Cube" rule. The rule declares that if the object below the cocked die were to dissolve, the natural way the die would fall, would determine the correct call. If 2, or more die are cocked with each other, the dealer should notify the floor supervisor for help determining the call. If the any dice fall from the cup and land stacked on top of each other, the dealer must call a floor supervisor for help to determine the accurate call, as well.

If one or more die should get stuck in the cup after valid attempts to get them to expel, then it's considered a no roll. Neither the dealer, nor the player should try to force the die out of the cup. The dealer must take the cup/dice, call a 'no roll' and call the floor supervisor for assistance.

If the dealer fails to drop *all 4 dice* into the cup at once, it is immediately considered a no roll. The dealer must then collect all four dice, stack and drop them into the cup for the game to proceed.

If any dice should fall off the table, and the players/guests retrieve them, the dealers are responsible to notify the supervisor to examine the dice before game play continues.

The Dealer and the Dice

In Yo!® the dealer controls the dice at all times; thus controlling the pace of the game. The player should never be permitted to touch the dice. The dealer is required to make the dice visible to surveillance at all times. The proper format after a roll for collecting the dice is to use a finger and thumb, or two fingers always keeping the recent 'call' of that dice facing up, towards surveillance. When handling the dice, the dealer will never cup, or place their hand over to shadow the dice in anyway from surveillance.

When dropping the dice into the 'Random Roll Dice Cup' it is important that the dealer 'stack' the dice just as they would 'stack' cheques. Using their index finger on the top dice (to secure the stack), and thumb and ring finger to hold the bottom dice.

Dealers should clear their hands before stacking the dice, and again after dropping them into the 'Random Roll Dice Cup.'

If the dealer fails to drop all 4 dice into the cup at once, it is immediately considered a 'no roll.' The dealer must expel all 4 dice, and then recollect all four dice, stack them and drop them into the cup for the game play to proceed.

If any dice should fall off the table, and the players/guests retrieve them, the dealers are responsible to notify the supervisor to exam the dice before game play continues.

Proper Placement of the Dice

Dealers will carefully collect the dice each set, one at a time. They will position the dice in the area just in front of the dealers bankroll, putting the 'game dice' in the front right next to each other, and then the 'bonus dice' directly behind them. All 4 dice should be touching each other on the layout, creating a perfect square, making it easy for surveillance to see the 4 dice.

In the event an (11) rolls on the 'bonus dice' the dealers will reverse the order of placement of the 4 dice. They will put the 'bonus dice' in the front, and the game dice in the back. This will indicate to surveillance, and supervisors that an (11) was rolled by the bonus dice and the Yo!® wager should be paid.

Irregularities in the Self-Service Betting Arc:

If a player places their wager and it's on the line between two wagers, the dealer should call their supervisor to clarify the intended wager before proceeding with take and pay.

If a player leaves their winning wager and the next roll is a loser, the dealer would take the losing wager. Players are responsible to place their wagers and also collect their winnings.

The dealer opens betting with the wave their hand. At this time players are permitted to place new bets and collect their winnings. No more wagers can be placed when the dealer closes betting with a wave of their hand face-down towards the table. The dealer will indicate 'no bet' for any wagers placed after betting has been closed. Should the dealer call no bet, the dealer will either wave over the bet or push the bet back to the player.

Random Roll Dice Cup Procedures (RRDC)

The random roll dice cup (RRDC) must always stay on the gaming table. Should the RRDC leave the gaming table for any reason, a supervisor would be notified to collect and inspect the cup to insure integrity of game play.

If any foreign object were to land in the RRDC (ex. a dice from a neighboring table), the dealer will contact the floor supervisor immediately before proceeding with the game. In the event the dealer doesn't notice a random item in the cup until the dice come out of the cup, notification of the supervisor would be standard policy.

If the RRDC appears to have any damage that is noticed by a dealer during play, the dealer will notify the supervisor so they can respond according to their house policy. Should a beverage of any kind be spilled or poured into the cup, the dealer would notify the supervisor to review and respond according to their house policy.

If there is a spill on the Yo! table, the dealer is to secure the dice and the RRDC and move them away from the spill on the game layout.

Placement of the RRDC

The RRDC should be kept between the player's betting spots 'Yo!® and Play' while the game is active and any player is using the cup. Placement should be between those two wagers, nearest to the current player. The RRDC should never be placed on any game wagers, or taken off the table. It must be placed in clear view of the cameras, and away from any betting spots. When there is no game in action, the cup should be directly right of the dealer's bankroll on the table.

Take and Pay Procedures

Dealers should always first secure the dice before touching any wagers. Proper 'take and pay' procedures would be in order from the dealer's right to left. Dealers should take any losing 'Play-More-Yo!' wagers; before taking or paying any self-services wagers on the betting arc. During this process the dealers would take *all losing wagers*, before paying any winning ones.

Opening and Closing Betting

Before the dealer sends out the dice for the new roll, they would open betting with a wave of their hand across the self-service betting arc. The wave to open betting should be hand face up. The dealer after watching the players place their final self-service wagers would then close betting with a wave of their hand; this time face down to indicate to the cameras that betting was closed. Game play proceeds and the dealers would now send the dice out for the next roll.

Marking the New Point

In the beginning of the game the YES/NO Plague would be marked - NO identifying that no number has been rolled. Once a player rolls a 4,5,6,8,9,10 the dealer would mark the new point with the YES, indicating a new point has been established. It is the dealers responsibility to mark the new point, and unmark it when a 7 rolls. Dealers should verbally declare 'New Point' of _____ has been marked.' For a loss, they would say 'Game resets with a 7; please place your bets.'

*Some casinos may choose to use the ON/OFF puck used in craps.

Notes:

These gameplay procedures are a basic outline written by the game developers. It is understood that each jurisdiction may modify, and rewrite these procedures to satisfy the casino's internal controls for each casino. The game's math, and/or odds, have been verified by Gaming Laboratories International and those odds are specific to Yo!® game play, and respectfully should not be modified.

Please learn more about the game by watching this video:

<https://youtu.be/7ogKLemiU54>