



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

July 7, 2020

Bo Zarach  
Scientific Games  
6601 S. Bermuda Rd.  
Las Vegas, NV 89119

Dear Ms. Zarach,

Due to COVID-19 and at the manufacturer's request, the following games can be dealt face-up until further notice:

DJ Wild Stud Poker  
Fortune Pai Gow Poker  
Fortune Pai Gow Poker Progressive  
I Luv Suits Poker

No other modifications to the dealing procedures, game rules, or payouts are authorized.

Prior to implementing face-up dealing, licensees should

- Review "*Scientific Games – Table Game Operations Impact of Dealing Games Face Up*", which is attached;
- Consider how play in this manner could affect the odds, play on the game, and be conducted in compliance with any state or county imposed COVID-19 public health requirements; and
- Submit their internal controls and receive approval from the Commission. If you have any questions on commercial implementation, please contact Brian Lane at (509) 387-7095. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Sincerely,

Tina Griffin  
Assistant Director  
Licensing, Regulation, and Enforcement Division

Attachment – "*Scientific Games – Table Game Operations Impact of Dealing Games Face Up*"

# *Scientific Games – Table Game Operations*

## *Impact of Dealing Games Face Up*

The purpose of this report is to analyze the approximate impact of dealing several Scientific Games proprietary table games ‘face up’. It is assumed that no more than THREE Players will be playing at the same time and that all cards normally dealt to the Player will be dealt face up.

### Introduction:

It is a given that providing the Player with any additional information about the cards that have already been dealt can only allow the Player to enhance his strategy and reduce the house edge and potentially turn it into a Player edge. In this particular case, the additional information is knowledge about the other Players’ cards which would normally be kept hidden from the other Players. Knowledge about these cards can inform the Player both about his potential draws (if any exist) and about the Dealer’s potential hand.

This is a little like Blackjack card counting with one very important distinction. In Blackjack, knowledge about the cards remaining in the shoe can be used to determine how much the Player should wager on the next hand. This is what provides the biggest advantage to the Player. In Blackjack, the Player may get an advantage in only 10% of the hands and by just 0.25%. If a Player could not alter his wager size with this knowledge, the Player would not have an overall advantage. But, if he can increase his wager 50x on these hands, the overall payback over time would show a Player advantage.

In single deck games, this is not possible. The Player has no opportunity to change his initial wager size. Instead, he is only able to alter his strategy in-game and in some cases, his in-game wager size. This greatly reduces the Player’s ability to take advantage of ‘player advantage’ situations.

The goal of this analysis is to get a rough idea of the impact of the Player being able to see the hands of two additional Players. This is not intended as a comprehensive analysis as that would likely take weeks per game to do properly. Instead, the main purpose is to ascertain if playing the game face up poses a significant risk to the casino. Because of this, parts of the analysis relied on work done and published by another analyst – Stephen Howe. In each case where I leverage his work, I have included the URL of the column that I utilized.

### Three Card Poker

Three Card Poker has a single strategy point – when to Play vs. Fold. Thus, knowing what the additional six cards are, can guide the Player by changing the distribution of potential Dealer hands. Mostly, it can tell the Player how often the Dealer will not qualify which can change the strategy for Jack or less hands. If 4 out of the 6 cards are Q/K/A, the hand becomes a marginal Play. With 5 or 6, much more strongly, but it is rather rare for 5 of the 6 to be Q/K/A. In similar fashion, if all 6 cards are low cards, there are some Q-6, Q-7 hands that should be Folded because there is a greater likelihood that the Dealer will qualify and doing so means he will likely beat the Player. While it is much more common for all 6 cards to be low, the impact is to a limited number of Player hands and the impact is not great as these hands are only marginal plays. If the Player has above a Q-8 or Q-9, the strategy is still to always Play.

Based on simulations using the strategy changes, the impact to payback would appear to be only about 0.1% – 0.2% at most with 6 additional cards displayed.

## Let It Ride

As Let It Ride is a payable game, the impact is only on the Player's hand. The Player may see cards that he needs to complete his hand that have been burnt, which can reduce the potential value of his hand. Or, conversely, he may see that his needed cards are still available out of the remaining deck, with a slightly increased probability of being dealt to him.

That said, however, Let It Ride's relatively high house edge is unlikely to be able to be overcome as a result of seeing 6 additional face up cards. Given the mandatory '\$' wager with a payback of only 62.7%, the '1' and '2' wagers would need to get a significant advantage out of those 6 cards. But, the vast majority of hands wagered are guaranteed winners. That said, there are a few strategy changes that would occur as a result of seeing the extra 6 cards.

### **'1' Wager**

- Do not wager any 3-Card SFL or Royal if any of the out cards for the SFL/Roy have been burned
- Wager all 3-Card Inside SFLs if none of the 6 other cards are of the same suit.
- Wager a Low Pair, IF none of the 6 cards are of the same rank as either of the Player's rank

### **'2' Wager**

- If you have a 4-Card Flush and all 6 of the other cards are of same suit, don't make wager
- If you have a 4-Card Flush with 0 High Cards and 5 of the other cards are of same suit, don't make wager
- If you have a 4-Card Straight with 0 High Cards, and 2 of your (Straight) outs are burned, don't make the wager
- If you have a 4-Card Straight with 1 High Card and 3 of your (Straight) outs are burned, don't make the wager
- If you have a 4-Card Straight with 2 High Cards and 4 of your (Straight) outs are burned, don't make the wager
- If you have a 4-Card Straight with 3 High Cards and 5 of your (Straight) out are burned, don't make the Wager

The biggest strategy impact is the wagering of a Low Pair in the '1' wager. This increase the payback by roughly 0.2%. The other changes occur infrequently and likely do not add more than another 0.1%. The overall impact should be at most 0.3% to the house advantage.

## Ultimate Texas Hold'em

UTH is one of the more likely games to be impacted by the Player's cards being dealt face up. With a small theoretical house advantage, it does not take much movement of the payback to potentially give the Player an advantage over the house.

That said, there are several features of UTH that work against this from happening. The first is that there are only TWO cards per Player dealt. So, the Player only gets to see four additional cards. For the Player to take advantage of the situation, the information must be actionable. If a Player has an AK and one of the 4 face up cards is also an Ace, this will reduce the Player's expected value of the hand, but not by enough to change how he should wager – he should still Wager 4x.

The impact of any strategy change to the overall payback is controlled by 2 factors. How often the situation occurs and how much it increases the expected value of that situation. From running a variety of scenarios, the number of situations in which the Player changes his strategy is rather small. Thus, the overall impact to the payback is also very small. The fact that the remaining cards are community cards shared between Player and Dealer also means that cards that are burnt that might hurt the Player can also likely hurt the Dealer as well.

Lastly, the strategy of UTH is already extremely complex. The theoretical payback can only be achieved by a tiny fraction of Players. The ability to go further and take into account the face up cards would reduce this population even further.

For my conclusion, regarding UTH, I am also relying on a more exhaustive analysis performed by Stephen Howe that can be found here: <https://discountgambling.net/2010/01/15/practical-collusion-for-ultimate-texas-holdem/>

In the end, I don't believe any human could possibly achieve a Player advantage with only two additional Player's cards turned Face up on a live game.

## Caribbean Stud Poker

For Caribbean Stud Poker, I mostly relied on work already done by Stephen Howe. His column can be found here:

<https://discountgambling.net/category/caribbean-stud/>

There are actually 2 columns at the site. They both use a method that might be considered 'cheating' when the cards are dealt face down but would become unnecessary with cards dealt Face Up. The method mostly deals with counting cards that match the Dealer's Face up card and counting the number of Aces and Kings.

Per Mr. Howe's column the house edge of 5.32% (as a percent of the Ante) can be turned into a 1.1% Player advantage using his methods when there are 7 Players at the table. Per his second column, with only 6 Players, it can be turned into a 0.4% House edge using a computer and a more realistic 1.32% house edge using a simplified strategy.

Because Caribbean Stud has 5 cards per Player, dealing potentially 25-30 additional cards face up, can be very advantageous to the Player. With only an additional 10 cards being show on a 3 Player table, the number of times the Player will alter from basic strategy will be greatly reduced.

There is nothing in his column that talks about the impact of less Players at the table. However, if going from 7 Players to 6 Players reduced the impact by as much as 1.5% (of the Ante), I feel it is safe to assume that no Player will be able to come close to a Player advantage playing at a 3-Player table. Undoubtedly, a few Players will be able to shave a little off the house edge, but it is doubtful that it would be more than 0.25% of total wager.

## Mississippi Stud Poker

For Mississippi Stud Poker, I again relied on work already done by Stephen Howe. His column can be found here:

<https://discountgambling.net/mississippi-stud-ev-barona/>

I don't know if Barona still does, but apparently it did offer MS Stud face up with up to 6 players. Per Mr. Howe's analysis, when the Player can see all 12 cards belonging to the Players, he can turn the 4.91% house edge into a roughly 1.5% Player edge. It should be noted that the numbers that he references are a % of the initial Ante and not total wager. When the average wager size is taken into account, this correlates to a house edge of 1.37% of the total wager. The 1.5% Player edge is really a Player edge of about 0.42% of total wager.

Thus, the total swing is about 1.8%. If the impact of seeing each additional Player's cards were linear, this would mean each Player's cards that could be seen would be worth about 0.36% of total wager. My experience in doing these analyses would indicate that the impact is not linear but more exponential. Thus seeing 2 Player's cards is worth far LESS than 40% of the total. The true impact is likely to be less than a payback of 99.4% and probably closer to about 99%.

It should also be noted that the strategy for Mississippi Stud is moderately complex and utilizing the face up cards to modify the strategy will require a Player to calculate outs on the fly. There will not be many Players who will be able to do this. Some very skilled Players might be able to lower the house edge, but it is unlikely that any will be able to gain a Player advantage.

## Four Card Poker

Four Card Poker follows a structure similar to Three Card Poker with a couple of key differences. The majority of the impact of face up cards in Three Card Poker is the impact they have on the Dealer qualifying. There is no Dealer qualifying in Four Card Poker, so this is no longer an impact. In Four Card Poker, the Dealer has one card turned face up. Thus, the Player can look for at the other face up cards for rank matches to the Dealer's upcard. This will impact the Dealer's ability to draw Pairs+. The Player may also be able to take into account cards of higher rank than his own Pair and/or Aces when he is playing a non-Pair hand.

Like Three Card Poker, there will be a handful of changes, but they will not add up to much. In Stephen Howe's column on collusion for Four Card Poker, found here: (<https://discountgambling.net/category/four-card-poker/>), he states that with 6 Players at the table the house edge can be cut in half. As we are talking about a situation of only 3 Players, the impact will be far less and again is likely to be no more than 0.25% of total wager.

## Crazy 4 Poker

Crazy 4 Poker is more similar to Three Card Poker than is Four Card Poker. There is no Dealer card dealt Face up, but there is qualifying. So, like Three Card Poker, most of the impact surrounds the frequency that the Dealer qualifies. While the ability to wager 3x might be a factor as well, it can only be done with a Pair of Aces or better, mostly removing it from the equation. Like Three Card Poker, the impact to being able to see additional cards will be minimal and most Players will not be able to take advantage.

## Conclusion

None of my own research nor anything I could find elsewhere would indicate that any of the games mentioned in this report can be 'beaten' by dealing a total of 3 hands face up. The extent by which a Player can reduce the house edge will depend on the specifics of each game. In all cases, it would take a very well-trained Player to do so.

Some likely indications that a Player might be attempting to fully use the information available would be one that is playing relatively slowly. As many of the strategy changes require counting 'outs', a Player utilizing these strategies will have to study far more cards than normal.

Generally speaking, any Player who considers himself to be an 'Advantage' Player, believing himself to have an advantage over the house will unlikely play any of the side-bets, which generally have lower paybacks and do not have any opportunities to reduce the house edge as a result of the additional information.

Game	Maximum Spots Recommended
Caribbean Stud Poker	5
DJ Wild Stud Poker	4
I Luv Suits	5
Mississippi Stud	4
Crazy 4 Poker	Not Beatable
Face Up Pai Gow Poker	Not Beatable
Fortune Pai Gow Poker	Not Beatable
Four Card Poker	Not Beatable
Let it Ride	Not Beatable
Three Card Poker	Not Beatable
Ultimat Texas Hold'em	Not Beatable



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

June 27, 2018

Bo Zarach  
Bally Technologies  
6601 S Bermuda Rd.  
Las Vegas, NV 89119

RE: SG Multi-Game Submission, Adding Multi-Link Paytables

Dear Ms. Zarach,

We have reviewed the changes made to the below listed games. You added two multi-level progressive jackpot paytables to the multi-link game rule section for each of the listed games. Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the changes made to your game under the conditions listed below:

- Caribbean Stud
- Crazy 4 Poker
- DJ Wild Stud Poker
- Four Card Poker
- Flushes Gone Wild
- Let It Ride
- Mississippi Stud
- Texas Hold'em Bonus
- Three Card Poker
- Ultimate Texas Hold'em

**Commercial Card Rooms**

- The game shall be played and operated under the terms and conditions set forth under the "Rules of Play", you provided and 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.
- 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(s) 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. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Brian Lane at (509) 886-6231. 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, Regulation and Enforcement Division

Enclosure

cc: Jim Nicks, Special Agent in Charge, Regulation Unit  
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit  
Brian Lane, Special Agent, Regulation Unit  
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit  
File



## **RULES AND DEALING PROCEDURES**

The object of DJ Wild Stud Poker is to have a higher five-card poker hand than the dealer. The game is played with a 53-card deck with the joker and all deuces serving as fully-wild cards.

DJ Wild Poker also features a bonus bet that wins if a player has three of a kind or better. The bet pays higher odds if players get the hands naturally, as opposed to using wild cards.

### **Rules and Dealing Procedures**

1. Set the i-Deal shuffler to “DJ Wild Poker.” This mode is specifically designed for this game.
2. Players must make equal bets on the Ante and Blind. They may also make the optional Trips wager.
3. The dealer, working clockwise from his left to his right, gives each player and himself a packet of five cards.
4. Players have a choice:
  - a. Fold or make a Play bet of 2x their Ante.
  - b. If the player folds, the Trips (if played) wager is still in action. The dealer will pick up the player’s Ante and Blind bets and put them in the rack. The player’s cards are tucked face down under the Trips (if played) wager and will be resolved at the same time as the remaining hands.
5. The dealer will then reveal his hand and, working counter-clockwise from his right to his left, compare his hand with each player’s.
6. If the dealer beats the player, the Ante, Play and Blind bets lose.
7. If the dealer and the player tie, the Ante, Play and Blind bets push.

8. If the player beats the dealer, the Ante and Pay bets pay 1 to 1 and the Blind bet pays as follows:

Five Wilds	1,000 to 1
Royal Flush	50 to 1
Quints	10 to 1
Straight Flush	9 to 1
Quads	4 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1
Others	Push

9. The Trips bet wins if the player has three of a kind or better. Winning hands pay more if they are achieved without the use of wild cards. See layout for odds.

10. All hands that use a Joker are considered wild.

11. All hands with a deuce are not necessarily wild. If a deuce is not used as a wild card to make a winning Trips hand, it will be considered “natural.”

### **Two Way Bad Beat (optional)**

The two-way bad beat bonus is an optional upgrade for DJ Wild Poker. The bet wins if both the player and the dealer each have three of a kind or better—and they do not tie.

If the player folds, the Two Way Bad Beat (if played) wager is still in action. The dealer will pick up the player’s Ante and Blind bets and put them in the rack. The player’s cards are tucked face down under the Two Way Bad Beat (if played) wager and will be resolved at the same time as the remaining hands.

Payouts are based on the losing hand. Sample payable below:

Hand Beaten	Pays
Royal Flush	10,000 to 1
Five of a Kind	10,000 to 1
Straight Flush	5,000 to 1
Four of a Kind	500 to 1
Full House	400 to 1
Flush	300 to 1
Straight	100 to 1
Three of a Kind	9 to 1

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140. Players are limited to wagering on a maximum of four games. Operators must post this limit on the layout or a sign at the table.*

## DJ Wild

### Trips

	01		02		03		04		05		06		07	
Hands	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild
Five Wilds	2000 to 1		2000 to 1		2000 to 1		2000 to 1		2000 to 1		500 to 1		2000 to 1	
Royal flush	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	90 to 1	1,000 to 1	70 to 1	400 to 1	70 to 1	1,000 to 1	60 to 1
Straight flush	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1
5-of-a-Kind	100 to 1		100 to 1		100 to 1		70 to 1		60 to 1		60 to 1		50 to 1	
4-of-a-Kind	90 to 1	6 to 1	90 to 1	6 to 1	90 to 1	6 to 1	60 to 1	6 to 1	50 to 1	6 to 1	50 to 1	6 to 1	40 to 1	6 to 1
Full house	40 to 1	5 to 1	40 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
Flush	25 to 1	4 to 1	30 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
Straight	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
Trips	7 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1
House Edge	0.59%		1.20%		3.17%		6.16%		7.53%		7.67%		8.55%	
Hit Freq.	22.09%		22.09%		22.09%		22.09%		22.09%		22.09%		22.09%	

### Blind Payouts

Hands	
Five Wilds	1,000 to 1
Royal flush	50 to 1
5-of-a-Kind	10 to 1
Straight Flush	9 to 1
4-of-a-Kind	4 to 1
Full house	3 to 1
Flush	2 to 1
Straight	1 to 1
Trips or less	Push

### TWBB

Hands	TWBB -01	TWBB -02	TWBB -03
Royal Flush	500	10,000	500
Five of a Kind	500	10,000	500
Straight flush	500	5,000	500
Four of a Kind	500	500	300
Full house	400	400	200
Flush	300	300	100
Straight	100	100	50
Three of a Kind	9	9	15
House Edge	13.20.%	12.32%	14.10.%
Hit Freq.	4.16%	4.16%	4.16%







- *These game rules and payable are for use with the approved Bally Technology owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by Bally or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by Bally or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*

## **NEXUS COMMAND**

### **RULES OF PLAY:**

1. DJ Wild Stud Poker offers an optional progressive wager.
2. The bet considers the best hand possible among each individual player's cards. The evaluation of the hand follows the base game, so wild cards (all deuces and a Joker) are used to make the best possible hand.
3. Sample paytables are listed separately.

4. 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.
5. 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.
6. 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.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. 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; they do not come off the meter.
  - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the 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 swipe the keycard and press the corresponding seat number and then press the hand the player received. 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. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
  - h. Once the keycard is swiped after choosing the jackpot on the touchscreen, 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.



## Nexus Command Progressive Paytables

Paytable for use as a standalone progressive table game or when connecting same table games

**DJWP-1**

Hand	Pays
Five Wilds	100%
Natural Royal Flush	10%
Wild Royal Flush	200 for 1
Five-of-a-Kind	150 for 1
Straight Flush	50 for 1
Four-of-a-Kind	10 for 1
Full House	9 for 1
Flush	8 for 1
Straight	5 for 1
Hold	20.36%

**DJWP-2**

Hand	Pays	Envy
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four-of-a-Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
Three of a Kind	9 for 1	
Hold	20.99%	



- *These game rules and payable are for use with the approved Bally Technology owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by Bally or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by Bally or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*

### **NEXUS COMMAND MULTI GAME LINK**

## **RULES OF PLAY:**

1. DJ Wild Stud Poker offers an optional progressive wager.
2. The bet considers the best natural hand possible among each individual player's cards. In the event the player's hand contains a Joker, the dealer will substitute another card to use in its place. For the purposes of the progressive wager, there are no wild cards.
3. Sample paytables are listed separately

4. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685(5) and WAC 230-15-685(6).
5. 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.
6. 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.
7. 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.
8. The dealer then follows house procedures for dealing the regular game.
9. After all hands are dealt, the dealer will place a single card face down in the dealer's area of the layout. To get this single card, the dealer will take a packet of five cards after all players and the dealer receive their packets, and burn the bottom four cards.
10. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. When reconciling the progressive wager, the dealer will consider the additional card drawn in place of a Joker in the player's hand. The additional card will NOT be considered for any other wager (base game or bonus wager(s)). No cards are considered wild when reconciling the progressive wager. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
11. 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; they do not come off the meter.
  - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the 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 swipe the keycard and press the corresponding seat number and then press the hand the player received. 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. When the dealer reconciles all action, he presses “END GAME.” This resets the system to begin the next hand.
- h. Once the keycard is swiped after choosing the jackpot on the touchscreen, 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.

#### 12. 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 bonus wager 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. Envy Bonuses should only be paid to player's at the table where the qualifying hand occurred.**
- 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.



## Nexus Command Multi-Game Link Progressive Paytables

**Multi-Game Progressive Paytable - For use when connecting multiple 5-card poker games**

<b>Paytable 01</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

<b>Paytable ML01</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

<b>Paytable ML03</b>		
<b>Hand</b>	<b>Pays*</b>	<b>Envy**</b>
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		



## 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.



**DEALER ALWAYS QUALIFIES**

Hand	1st Prize	2nd Prize	3rd Prize	4th Prize	5th Prize
1st Place	1000	500	250	100	50
2nd Place	500	250	100	50	25
3rd Place	250	100	50	25	10
4th Place	100	50	25	10	5
5th Place	50	25	10	5	2
6th Place	25	10	5	2	1
7th Place	10	5	2	1	0
8th Place	5	2	1	0	0
9th Place	2	1	0	0	0
10th Place	1	0	0	0	0

Hand	1st Prize	2nd Prize	3rd Prize	4th Prize	5th Prize
1st Place	1000	500	250	100	50
2nd Place	500	250	100	50	25
3rd Place	250	100	50	25	10
4th Place	100	50	25	10	5
5th Place	50	25	10	5	2
6th Place	25	10	5	2	1
7th Place	10	5	2	1	0
8th Place	5	2	1	0	0
9th Place	2	1	0	0	0
10th Place	1	0	0	0	0

Hand	1st Prize	2nd Prize	3rd Prize	4th Prize	5th Prize
1st Place	1000	500	250	100	50
2nd Place	500	250	100	50	25
3rd Place	250	100	50	25	10
4th Place	100	50	25	10	5
5th Place	50	25	10	5	2
6th Place	25	10	5	2	1
7th Place	10	5	2	1	0
8th Place	5	2	1	0	0
9th Place	2	1	0	0	0
10th Place	1	0	0	0	0

Hand	1st Prize	2nd Prize	3rd Prize	4th Prize	5th Prize
1st Place	1000	500	250	100	50
2nd Place	500	250	100	50	25
3rd Place	250	100	50	25	10
4th Place	100	50	25	10	5
5th Place	50	25	10	5	2
6th Place	25	10	5	2	1
7th Place	10	5	2	1	0
8th Place	5	2	1	0	0
9th Place	2	1	0	0	0
10th Place	1	0	0	0	0

TRIPS	1st	2nd	3rd	4th	5th
All Hands	1000	500	250	100	50
High Flush	500	250	100	50	25
Straight Flush	250	100	50	25	10
Four Aces	100	50	25	10	5
Full House	50	25	10	5	2
Flush	25	10	5	2	1
Trips	10	5	2	1	0
High	5	2	1	0	0

  

BLIND	1st	2nd	3rd	4th	5th
High Blind	1000	500	250	100	50
High Flush	500	250	100	50	25
Straight Flush	250	100	50	25	10
Four Aces	100	50	25	10	5
Full House	50	25	10	5	2
Flush	25	10	5	2	1
Trips	10	5	2	1	0
High	5	2	1	0	0

\* Dealer Always Qualifies  
 1000 to Dealer + 1000  
 100 to Dealer + 1000

