STATE OF WASHINGTON
GAMBLING COMMISSION
"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 22, 2020

Jacqueline Hunter
Scientific Games
6601 S. Bermuda Rd.
Las Vegas, NV 89119

Dear Ms. Hunter,

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

Caribbean Stud Poker	Crazy 4 Poker
Crazy 4 Poker Progressive	Four Card Poker
Four Card Poker Bad Beat Bonus	Four Card Poker Progressive
Let it Ride	Let it Ride Bonus
Let it Ride Progressive	Mississippi Stud
Mississippi Stud Progressive	Mississippi Stud with 3 Card Bonus
Three Card Poker	Three Card Poker, 6 Card Bonus
Three Card Poker Bonus	Three Card Poker Face Up
Three Card Poker Progressive	Ultimate Texas Hold'em
Ultimate Texas Hold'em Bad Beat Bonus	Ultimate Texas Hold'em Progressive
Ultimate Texas Hold'em Ultimate Pairs Bonus	

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

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 changed 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 paytable 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 columne 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 this 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
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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.

P.O. Box 42400 Olympia, Washington 98504-2400 (360) 486-3440 1-800-345-2529 FAX (360) 486-3630

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

Training Manual

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Overview of the Rules

Introduction

Three Card Poker uses a standard 52-card deck. There are three ways to play. The game allows the player to wager against the dealer, to wager only on the value of his own hand, or to wager both against the dealer and on the value of his own hand. Note: Exceptions are listed at page 7.

Ranking of Hands

The ranking of the hands in Three Card Poker differs from traditional poker hands. In Three Card Poker, a STRAIGHT beats a FLUSH. Cards are ranked from highest to lowest as follows.

STRAIGHT FLUSH
THREE OF A KIND
STRAIGHT
FLUSH
PAIR

If a hand does not contain a pair or better, the hand that contains the highest ranking card(s) wins. Ace is high except in 3-2-Ace sequence.

Three Ways To Play

1. Playing Against the Dealer - ANTE WAGER

The object when playing against the dealer is to get a three card poker hand with a value higher than the dealer's qualifying hand of a Queen or better. Players place an ANTE wager. After looking at their three card poker hand, players may fold or, if they believe their hand is high enough to beat the dealer's hand, they will place an amount EQUAL to the ANTE on the PLAY spot.

Playing Against the Dealer

• **Player folds**	**LOSE**
• **When dealer does not play**	**PLAY is a PUSH** **ANTE wins 1 to 1**
• **When dealer plays and player's hand beats dealer's hand**	**PLAY wins 1 to 1** **ANTE wins 1 to 1**
• **When dealer plays and dealer's hand beats player's hand**	**PLAY is a loss** **ANTE is a loss**

The ANTE BONUS is paid when a player is dealt one of the three highest ranking hands in the game. **The ANTE BONUS is paid regardless of the dealer's hand.** The ANTE BONUS payouts are attached.

(2) ***Playing the Hand Value - PAIR PLUS***

The object of betting the PAIR PLUS wager is to receive a pair or better. If the player's hand contains a pair or better the player wins the PAIR PLUS wager. **Players receive PAIR PLUS payouts regardless of the dealer's hand.**
PAIR PLUS payouts are attached.

(3) ***Playing Both - PAIR PLUS and ANTE***

When a player bets both the PAIR PLUS and the ANTE (including PLAY), he is playing against two separate paytables with two different criteria for payouts. In playing the ANTE wager, the object is to get a three-card poker hand that beats the dealer's qualifying hand of Queen or better. In playing the PAIR PLUS wager, the object is to receive a pair or better. **The ANTE and PAIR PLUS wagers do not have to be the same amount. Players receive the PAIR PLUS payouts regardless of the dealer's hand.** Players can wager anywhere from the table minimum to the maximum allowed bet on either spot. However, the PLAY wager must always equal the ANTE wager.

If the player has made the ANTE wager and the PAIR PLUS wager, he must make the PLAY wager or will forfeit both the ANTE and PAIR PLUS wagers.

Side bets between players are prohibited.

Dealing Procedures

Three Card Poker must be dealt with an automatic card shuffler produced by SHFL entertainment, such as SHFL's i-Deal® or ACE®.

1. Each player makes a wager as indicated below, according to posted table limits:

    - To play against the dealer by placing an ANTE wager on the ANTE spot.
    - To play the hand value against the paytable by placing a PAIR PLUS wager on the PAIR PLUS spot.
    - To play against the dealer and the paytable by placing the ANTE wager on the ANTE spot and a PAIR PLUS wager on the PAIR PLUS spot.
    - At the casino's discretion, a player may place wagers at two adjacent betting positions during a round of play.

2. The dealer shall announce "No more bets" prior to the dealer dispensing any stacks of cards. Verbally acknowledge those players who have not made the PAIR PLUS wager. (Example: "No PAIR PLUS, position 2, 3 and 5.)

3. Each player and the dealer receive three cards face down. Cards are delivered face down to the player from the dealer's left to right in rotation. To enhance game security, do not expose the bottom card.

4. After examining his or her cards, the player has the option to either make a PLAY wager in the amount EQUAL to the player's ANTE wager, or forfeit the ANTE wager by folding. If a player has placed an ANTE wager and a PAIR PLUS wager but does not make a PLAY wager, the player forfeits both the ANTE wager and the PAIR PLUS wager.

5. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.

6. The dealer will arrange his hand from highest card value to the lowest, and announce, "Dealer doesn't play" or "Dealer plays with a Queen."

7. The dealer will then reconcile the hands of those players who have not folded. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the PAIR PLUS wager and reveal the player's cards. The dealer will pay and/or take from the back forwards, reconciling the PLAY wager first, the ANTE BONUS second, the ANTE wager third and the PAIR PLUS wager last. The dealer will lay and pay, or pick and pay, depending on casino procedures. At the casino's discretion, the dealers can resolve the bets in the order the casino wishes.

Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand.

   If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.

2. Card shuffler malfunction.

   1. Refer to the trouble shooting guide on the back of the shuffler, or;

   2. If the shuffler has continually malfunctioned, replace it as follows:

      1. Turn off the shuffler.
      2. Unplug the power cord.
      3. Replace the shuffler with the backup shuffler.
      4. Plug in the power cord and the data cable.
      5. Turn the shuffler on.
      6. CALL SHFL entertainment to service the shuffler.
      7. Resume play.

      OR

   3. Follow specific procedures approved by your local regulatory body.

Exceptions

In many jurisdictions, the ANTE wager is mandatory. (For Example: Louisiana and certain California casinos.)

In these cases, the player <u>must</u> make the ANTE wager to play against the dealer's hand, and <u>may</u> make the PAIR PLUS wager to bet on the outcome of his or her hand against a posted PAIR PLUS pay table.

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

Three Card Poker
Paytable Summary

Paytable Designator	TCP-01		TCP-02		TCP-03		TCP-04	
Description	A/A		A/B		B/A		B/B	
	Ante A	**Pair Plus A**	**Ante A**	**Pair Plus B**	**Ante B**	**Pair Plus A**	**Ante B**	**Pair Plus B**
OUTCOME	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable
Straight Flush	5	40	5	40	5	40	5	40
Three of a Kind	4	30	4	25	3	30	3	25
Straight	1	6	1	6	1	6	1	6
Flush		4		4		4		4
Pair		1		1		1		1
Par per Ante	3.37%		3.37%		3.61%		3.61%	

Paytable Designator	TCP-05		TCP-06		TCP-07		TCP-08	
Description	C/A		C/B		A/C		B/C	
	Ante C	**Pair Plus A**	**Ante C**	**Pair Plus B**	**Ante A**	**Pair Plus C**	**Ante B**	**Pair Plus C**
OUTCOME	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable
Straight Flush	4	40	4	40	5	40	5	40
Three of a Kind	3	30	3	25	4	30	3	30
Straight	1	6	1	6	1	5	1	5
Flush		4		4		4		4
Pair		1		1		1		1
Par per Ante	3.83%		3.83%		3.37%		3.61%	

Paytable Designator	TCP-09		TCP-10		TCP-11		TCP-12	
Description	C/C		A/D		B/D		C/D	
	Ante C	**Pair Plus C**	**Ante A**	**Pair Plus D**	**Ante B**	**Pair Plus D**	**Ante C**	**Pair Plus D**
OUTCOME	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable	Ante Bonus Paytable	Pair Plus Paytable
Straight Flush	4	40	5	40	5	40	4	40
Three of a Kind	3	30	4	30	3	30	3	30
Straight	1	5	1	6	1	6	1	6
Flush		4		3		3		3
Pair		1		1		1		1
Par per Ante	3.83%		3.37%		3.61%		3.83%	

LY1010-011

THREE CARD POKER®
Pair Plus
Ante
Play
Pair Plus Pays
Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 4 to 1
Pair 1 to 1
Pair Plus MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
Pair Plus PUSH • Ante 1 to 1
WHEN DEALER PLAYS
Pair Plus 1 to 1 • Ante 1 to 1
Ante Bonus Pays
Straight Flush 5 to 1
Three of a Kind 4 to 1
Straight 1 to 1
ShuffleMaster.

RULES OF PLAY:

1. Three Card Poker 6 Card Bonus features an optional bonus wager.

2. This Bonus Wager is based on the best 5-card Poker hand that can be made from the six cards dealt to the Dealer and Player. Thus, each Player uses his own 3 cards and combines them with the Dealer's 3 cards.

3. The Player is eligible to win this wager even if he folds his Ante/Play Wager.

4. Pay tables offered are shown below:

Hand	TCP-6B1	TCP-6B2	TCP-6B3	TCP-6B4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1
House advantage	10.23%	15.28%	6.74%	8.56%
Hit frequency	7.2798%	7.2798%	7.2798%	7.2798%

5. Shuffle Master recommends a $1 bonus wager.

6. To begin each round, players must make their standard wagers and, if they like, the 6 Card Bonus wager.

7. The dealer then follows house procedures for dealing the regular game.

8. Bonus payouts:
    a. If the player's hand qualifies for bonus payouts, the dealer pays him according to the posted paytable. If the player's hand doesn't qualify for payouts, the dealer removes the cards.

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

Three Card Poker 6 Card Bonus Paytables

Hand	TCP-6B1	TCP-6B2	TCP 6B3	TCP-6B4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1
House advantage	10.23%	15.28%	6.74%	8.56%
Hit frequency	7.28%	7.28%	7.28%	7.28%

6 CARD BONUS
THREE CARD POKER
6 Card Bonus
Pair Plus
Ante
Play
Pair Plus Pay
Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 4 to 1
Pair 1 to 1
Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PLAY 1 to 1
WHEN DEALER PLAYS
Play 1 to 1 + Ante 1 to 1
Pair Plus Pay
Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 4 to 1
Pair 1 to 1
Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PLAY 1 to 1
WHEN DEALER PLAYS
Play 1 to 1 + Ante 1 to 1
Pair Plus Pay
Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 4 to 1
Pair 1 to 1
Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PLAY 1 to 1
WHEN DEALER PLAYS
Play 1 to 1 + Ante 1 to 1
Pair Plus Pay
Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
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Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
PLAY 1 to 1
WHEN DEALER PLAYS
Play 1 to 1 + Ante 1 to 1
Pair Plus Pay
Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 4 to 1
Pair 1 to 1

THREE CARD POKER

PROGRESSIVE

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. Three Card Poker offers an optional progressive wager.

2. The bet considers the best hand possible among each individual player's cards.

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 "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.

7. The dealer then follows house procedures for dealing the regular game.

8. 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. 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 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.

10. 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 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. If one player is playing more than one hand and achieves a triggering envy pay, they would be paid the envy bonus on their other hands, as the hands are viewed as independent of each other.

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.

Progressive Paytables

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

Hand	Paytable 1	Paytable 2	Envy (both paytables
AKQ Spades	100%	100%	$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	

THREE CARD POKER

PROGRESSIVE

- *These game rules and paytable 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. Three Card Poker offers an optional progressive wager.

2. The bet considers the best hand possible among each individual 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. 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.

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; 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 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 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
Progressive Paytables

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

Hand	Paytable 1	Paytable 2	Envy (both paytables
AKQ Spades	100%	100%	$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	n/a	

- *These game rules and paytable 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. Three Card Poker offers an optional progressive wager.

2. The bet considers the player's three cards, and two "community cards" that are flopped at the end. The community cards are only used for the purpose of resolving 5 card progressive bonus pays.

3. 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).

4. All pays from these progressive paytables only consider 5 cards. That is, the player's three cards, and the 2 community cards.

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. After delivering hands to all players, and the dealer, the community hand is created by removing the top 2 cards from either the next 3 card hand dealt, or from the top of the flushed cards. The dealer reveals the community cards after revealing his regular 3 card dealer hand.

9. 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. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

10. 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 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.

11. 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 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

Paytable 01		
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	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

Paytable ML01		
Hand	**Pays***	**Envy****
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		

Paytable ML03		
Hand	**Pays***	**Envy****
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.

LY1019-006

6 CARD BONUS
Shuffle MASTER
THREE CARD POKER
Pair Plus
Ante
Play
6 Card Bonus
Pair Plus Pays
Straight Flush 40 to 1
Three-of-a-Kind 30 to 1
Straight 6 to 1
Flush 3 to 1
Pair 1 to 1
Ante Bonus Pays
Straight Flush 5 to 1
Three-of-a-Kind 4 to 1
Straight 1 to 1
Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
Play ... PUSH • Ante ... 1 to 1
WHEN DEALER PLAYS
Play ... 1 to 1 • Ante ... 1 to 1