



STATE OF WASHINGTON
GAMBLING COMMISSION

PO Box 42400 Olympia WA 98504-2400 (360) 486-3440 TDD (360) 486-3637 FAX (360) 486-3626

March 22, 2016

Kerrie Kimball
AGS, LLC
5475 S. Decatur Blvd
Las Vegas, NV 89118

RE: Hot Roller Craps

Dear Ms. Kimball:

Thank you for requesting approval to market the game "Hot Roller Craps" to Washington State Tribal casinos. Based on our review of the documentation we received from AGC, LLC, the Washington State Gambling Commission will approve the game under the conditions listed below:

Tribal Casinos

- The game shall be played and operated under the terms and conditions set forth under the "Hot Roller Craps – Rules of Play" you provided.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.

In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

K. Kimball
March 22, 2016
Page 2 of 2

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: Cathy Harvey, Agent in Charge, Tribal Gaming Unit
Kelly Main, Special Agent Supervisor Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
File



Rules of Play

Hot Roller Craps is an optional bonus wager for Craps. The player has the option to place a “Hot Roller” wager only on the Come out roll. The bonus wager wins if at least two number combinations are rolled before a seven is thrown. To roll a number combination, the player must roll all dice combinations for that number.

The dice combinations are as follows:

- Number 4 – Player must roll a {1,3} and {2,2}
- Number 5 – Player must roll a {1,4} and {2,3}
- Number 6 – Player must roll a {1,5}, {2,4}, and {3,3}
- Number 8 – Player must roll a {2,6}, {3,5}, and {4,4}
- Number 9 – Player must roll a {3,6} and {4,5}
- Number 10 – Player must roll a {4,6} and {5,5}

(a) Winning “Hot Roller” wagers are paid according to how many number combinations are rolled before a seven.

(b) Example: If the shooter rolls the two ways to make a 4, both ways to make a 5, and both ways to make a 9, then rolls a 7, the wager is paid : Any 3 number combination @ 10-1.

(c) All winning “HOT ROLLER” wagers shall be paid at the odds of one of the following pay tables and posted on the table.

HOT ROLLER PAYOUTS

	Table 1	Table 2	Table 3
Any 2 number combination	4-1	5-1	5-1
Any 3 number combination	10-1	10-1	10-1
Any 4 number combination	20-1	20-1	20-1
Any 5 number combination	50-1	50-1	50-1
All 6 number combinations	200-1	200-1	300-1

If a seven is rolled before at least two number combinations are rolled, the "Hot Roller Craps" bonus wager is lost.

After a number combination has been thrown, a marker (lamer) will be placed on the corresponding number combination on the layout.

The number combinations are not required to be made in any specific order or combination.

Craps rolls of 2, 3, 11 and 12 do not affect the Bonus Wager.

Hot Roller Craps Paytables

AGS Preferred Paytable

Other Paytable Options

Paytable 1	
Number of Combinations	Pays
6	200 to 1
5	50 to 1
4	20 to 1
3	10 to 1
2	4 to 1
House Edge: 13.129%	

Paytable 2	
Number of Combinations	Pays
6	200 to 1
5	50 to 1
4	20 to 1
3	10 to 1
2	5 to 1
House Edge: 7.5%	

Paytable 3	
Number of Combinations	Pays
6	300 to 1
5	50 to 1
4	20 to 1
3	10 to 1
2	5 to 1
House Edge: 3.378%	

Don't Come Bar 押注

4 5 SIX 8 NINE 10

COME

3 • 4 • 9 • 10 • 11

FIELD

Don't Pass Bar 押注

PASS LINE

NO CALL BETS

PASS LINE

NO CALL BETS

8 9 10

4 5 6

295

9 TO 1	7 TO 1	30 TO 1	30 TO 1	15 TO 1	15 TO 1	4 TO 1	4 TO 1	7 TO 1
9 TO 1	7 TO 1	30 TO 1	30 TO 1	15 TO 1	15 TO 1	4 TO 1	4 TO 1	7 TO 1
15 TO 1	15 TO 1	30 TO 1	30 TO 1	15 TO 1	15 TO 1	4 TO 1	4 TO 1	7 TO 1
HORN BET								
HORN BET								
ANY CRAP								

Don't Come Bar 押注

4 5 SIX 8 NINE 10

COME

3 • 4 • 9 • 10 • 11

FIELD

Don't Pass Bar 押注

PASS LINE

NO CALL BETS

PASS LINE

NO CALL BETS