



STATE OF WASHINGTON
GAMBLING COMMISSION

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December 18, 2017

Roy Clements
AGS LLC
308 Anthony Drive
Oklahoma City, OK 73128

RE: Gin and Win

Dear Mr. Clements,

Thank you for requesting approval to market the card game "Gin and Win" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from AGS LLC, the Washington State Gambling Commission will approve the game under the conditions listed below:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Gin and Win – Rules and Procedures" 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

- The game shall be played and operated under the terms and conditions set forth under the "Gin and Win – Rules and Procedures" you provided and are enclosed.
- 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.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

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



Gin & Win

Rules and Procedures

Introduction:

Gin & Win is a new casino table game based on Gin Rummy. Players and the dealer are dealt 7 card hands and form as many combinations as possible of: pairs, trips, quads and 3 or more card flushes. The number of remaining cards that are left after forming these combinations are added up and scored. Whoever has the lowest score wins. The best possible score is 0 and the worst is 7. There is an optional Gin Bonus wager that gets paid based on the score of the player's hand. The game is played with one standard deck of 52 cards.

To Play:

1. Players must make an Ante bet to receive cards. They may also make an optional Gin Bonus wager.
 - a. Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.
 - b. 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.
 - c. Side bets between players not allowed.
2. The dealer deals each player and himself 7 cards face down.
3. After examining their 7 cards the player can decide to:
 - a. Fold their hand and forfeit their Ante or

- b. Play the hand and make a Play bet equal to the Ante. The player will discard their combos above their bets and tuck the remaining cards under the Play bet.
4. Once all players have made their decisions the dealer reveals his 7-card hand.
 5. Hands are determined by forming as many of the following combinations as possible:
 - o Pairs, Trips, Quads, 3 or more Card Flushes
 - o These combinations all have a value of zero, whatever cards are left over are counted to determine the score.

EX: AC, AH, 7D, 8D, JD, 3S, 2C = 2

- The pair of As and the 3-Card Flush zero out and only the 3S and the 2C are counted for a total score of 2 (cards remaining).
6. The dealer qualifies with a score of 4 with Jack or lower. If the dealer's score is 4 Queen or higher, he does not qualify and automatically pays all player Antes even money and pushes all Play bets.
 7. If the dealer's score is 4 and Jack or lower than the dealer's hand is compared with the player's and whoever has the lowest score wins the hand.
 8. The dealer will first examine the discarded combinations to verify they are all correct. Then he/she will examine the remaining cards to determine the score.
 9. When the dealer qualifies and the player loses the hand the dealer will collect the Ante and Play bets.
 10. When the dealer qualifies and the player wins the hand then the Ante and Play bets will receive even money, unless the player wins the hand with a score of zero, then the play bet is paid 3-1.
 11. In the event of a tie between player and dealer score values, the dealer will compare the highest cards outside of the combinations. Whoever has the lowest high card wins the hand.

EX: Score 2-2

Player: 2, 9 remaining

Dealer: 4, 5 remaining

The dealer would win the hand because his 5 is lower than the player's 9

12. If the highest cards are the same value the dealer will look at the second highest cards and so on.
13. If the score and all cards outside of the combinations tie then the hand is a push and both Ante and Play bets push.
14. The optional Bonus Bet gets paid odds based on the score of the player's hand. The player does not need to win the hand to get paid on the Bonus Bet.

Gin and Win Bonus Paytable

Hand	Payout
4-of-a-Kind & 3-of-a-Kind	1000 to 1
5 Card Flush, pair	25 to 1
4-of-a-Kind & 3-Card Flush	10 to 1
Other Zero Score	4 to 1
One Score	2 to 1
2 Score (both cards 7 or better)	1 to 1
All Others	Lose



BONUS PAYS
 1. 100% Bonus
 2. 200% Bonus
 3. 300% Bonus
 4. 400% Bonus
 5. 500% Bonus
 6. 600% Bonus
 7. 700% Bonus
 8. 800% Bonus
 9. 900% Bonus
 10. 1000% Bonus





Gin & Win™ is a new table game based on Gin Rummy. The player and the dealer are dealt 7-card hands to form as many combinations as possible using: pairs, trips, quads and flushes of 3 or more cards. Whatever cards are left after forming these combinations are added up and scored. Whoever has the lowest score wins. The best possible score is 0 and the worst is 7. There is an optional Bonus Bet that gets paid based on the score of the player's hand. The game is played with one standard 52-card deck.

HOW TO PLAY

After making the mandatory Ante bet and optional Bonus Bet, the dealer will deal 7-cards face down to themselves, and the players. After looking at the hand, the player can either fold and forfeit their Ante or play the hand by making a Play bet equal to the Ante.

After discarding their qualifying hands (pairs, trips, quads and flushes of 3 or more cards), players will tuck the remaining cards under the Play bet. The dealer will then reveal his 7-card hand and follow the same procedure. Whatever cards remain are counted to determine the score.

The dealer qualifies with a score of 4 and a Jack or lower. If the dealer's score is 4 with a Queen or higher, he does not qualify. All Ante bets will pay even money and the Play bet is a push. If the dealer qualifies, scores will be compared to the player's, and the lowest score wins. If the dealer qualifies and the player wins the hand, the Ante and Play bets will receive even money – unless the player wins the hand with a score of zero, in which case the play bet is paid 3-1.

If the player and dealer tie score values, whoever has the lowest high-card wins the hand. If the hands still push by containing the same cards, both Ante and Play bets push.

The optional Bonus bet pays based on the player's score. The player does not need to win the hand to win the Bonus bet.



Bet with your head, not over it. If you or someone you know has a gambling problem and wants help, call 1 800-GAMBLER. | 2017 AGS LLC. | RC1031-01