



STATE OF WASHINGTON
GAMBLING COMMISSION

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

April 18, 2013

Michael Templeman
Paradigm Table Games, Inc.
30376 Esperanza
Suite #100
Rancho Santa Margarita, CA 92688

RE: High Side

Dear Mr. Templeman,

We have reviewed the changes made to High Side, which is marketed to Washington State Tribal casinos. Based on our review of the documentation we received from Paradigm Table Games Inc., the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "High Side Rules of Play" you provided on April 17, 2013, which are enclosed.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved 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.



Mr. Templeman
April 17, 2013
Page 2 of 2

Any modifications to this game may affect this approval. 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 Operations Division

Enclosure

cc: Julie Lies, Assistant Director Tribal Gaming Division
Kelly Main, Special Agent Supervisor Tribal Gaming
Jess Lohse, Special Agent Field Operations
File

HIGH | **SIDDE**TM

Washington State Game Manual

March 2013

Overview

High Side is a table game that accommodates five or six players on a standard blackjack table, depending on layout utilization.

High Side is similar to Baccarat in that players do not compete against the dealer or other players. Instead, players win based on the comparison of two community hand values.

The game uses six standard decks of 52 playing cards per deck dealt from a shoe and two Pai Gow dice cups each containing a single standard six sided die.

Playing cards are assigned numerical values based on their rank. Aces play as 1, each of the pip cards play according to face values, Jacks play as 11, Queens play as 12 and Kings play as 13. No jokers are used during play.

The two hand values for High Side are the Dice hand value and the Card hand value.

The Dice hand value equals the sum of two six sided dice after being shaken in the Pai Gow cups (i.e. a value between 2 and 12 inclusive). The Card hand value is based on the rank of a single drawn card using the assigned numerical values (i.e. a value between 1 and 13 inclusive).

There are two wagers in High Side, a main wager on either the Dice or Card hand value and an optional wager called the "Bonus" bet.

The Dice or Card wager wins if the player correctly predicts which hand will be higher in value (i.e. correctly predicting the High Side of the hand).

Players are required to make three equal wagers on either the Dice or the Card hand. Players are given an opportunity during each hand to withdraw one or more of their three wagers placed on either the Dice or Card hand.

The optional wager, the Bonus wager, pays if the High Side of the hand (i.e. the larger of the Dice hand or the Card hand) wins by a margin of victory of six or more. The Bonus wager is paid odds according to a pay table. The larger the margin of victory, the more the Bonus bet wins.

Rules

- 1) To begin each hand, players make three equal wagers within the table limits on either the dice **OR** the card. Wagers on the dice are placed in the three circles numbered 1, 2 & 3 of the player's betting area. Wagers on the card are placed in the three rectangles numbered 1, 2 & 3 of the player's betting area. Players are not permitted to place wagers in both the circles and the rectangles.
- 2) Players may also make a Bonus wager by placing a bet within the table limits in the diamond marked "Bonus" of the player's betting area.
- 3) The dealer then shakes the two Pai Gow dice cups each containing a single die and places them on the table. One cup is placed in the circle marked "Die 1" of the Dealer's area and the second cup is placed between the dealer's chip rack and the circle marked "Die 2" of the dealer's area.
- 4) The dealer removes the lid of the first Pai Gow cup revealing the outcome of the first die.
- 5) Players are now given the option to withdraw the first of their three wagers (the wager in either the circle or the rectangle marked "1"). Players indicate their desire to withdraw their first wager by scratching the table surface with their finger. If the player opts to withdraw his first wager, the dealer will push the first wager back to the player. If the player decides to keep their first wager in play, they will indicate their desire by waving their hand approximately 3" above the table surface.
- 6) The dealer will slide the second Pai Gow cup into the circle marked "Die 2" of the dealer's area and simultaneously remove the lid thereby revealing the outcome of the second die.
- 7) The dealer will announce the sum total of the two dice.
- 8) If the two dice sum to 7, the dealer will immediately collect the second and third wagers from every player. In this case, skip to rule 10) below.
- 9) If the two dice sum to a number other than 7, the players are given the option to withdraw the second of their three wagers (the wager in either the circle or the rectangle marked "2"). Players indicate their desire to withdraw their second wager by scratching the table surface with their finger. If the player opts to withdraw his second wager, the dealer will push the second wager back to the player. If the player decides to keep their second wager in play, they will indicate their desire by waving their hand approximately 3" above the table surface.
- 10) The dealer will then draw a single card from the card shoe and place it face up on the table in rectangle box marked "Card" of the dealer's area.
- 11) The higher of the value of the two dice or the card is the High Side for the hand. The dealer will pay even money for all the remaining wagers on the High Side and collect all wagers not on the High Side.
- 12) The dealer will then determine the margin of victory of the High Side and collect or pay the Bonus wagers according to the pay table.

Payouts

Dice or Card (Main Bet) – Winning Dice or Card wagers pay even money for all remaining wagers in play after the card has been drawn.

Bonus Bet – Winning payouts are based on the pay table being used and will depend on the margin of victory of the High Side. The margin of victory is determined by subtracting the lower of the sum of the two dice or the card value from the higher of the sum of the two dice or the card value. For example, if the two dice sum to 3 and the drawn card was a 10, the margin of victory is 7 (10 minus 3). If the two dice sum to 12 and the drawn card was a 4, the margin of victory is 8 (12 minus 4). There are two pay table options for the Bonus wager. Payouts and house edges are listed below:

<u>Margin of Victory</u>	<u>Pay Table 1</u>	<u>Pay Table 2</u>	<u>Pay Table 3</u>	<u>Pay Table 4</u>
5 or less	Lose	Lose	Lose	Lose
6	1 to 1	1 to 1	1 to 1	1 to 1
7	2 to 1	2 to 1	2 to 1	2 to 1
8	4 to 1	3 to 1	4 to 1	3 to 1
9	6 to 1	5 to 1	5 to 1	5 to 1
10	10 to 1	10 to 1	10 to 1	10 to 1
11	15 to 1	30 to 1	20 to 1	25 to 1

©Paradigm Table Games, Inc.
All Rights Reserved
Patents Pending

BONUS

1 2 3

1 2 3

SECOND & THIRD BETS LOSE ON ROLL OF 7
HAND WAYS THE PAIR 24 THIRD BET

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

BONUS

1 2 3

1 2 3

SECOND & THIRD BETS LOSE ON ROLL OF 7
HAND WAYS THE PAIR 24 THIRD BET

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

BONUS

1 2 3

1 2 3

SECOND & THIRD BETS LOSE ON ROLL OF 7
HAND WAYS THE PAIR 24 THIRD BET

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

CARD

Kings play as 13
Queens play as 12
Jacks play as 11
Aces play as 1

BET THE DICE OR BET THE CARD

BONUS

1 2 3

1 2 3

SECOND & THIRD BETS LOSE ON ROLL OF 7
HAND WAYS THE PAIR 24 THIRD BET

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

BONUS

1 2 3

1 2 3

SECOND & THIRD BETS LOSE ON ROLL OF 7
HAND WAYS THE PAIR 24 THIRD BET

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

BONUS PAYS

HIGH SIDE WINS BY 6	1 TO 1
HIGH SIDE WINS BY 7	2 TO 1
HIGH SIDE WINS BY 8	3 TO 1
HIGH SIDE WINS BY 9	5 TO 1
HIGH SIDE WINS BY 10	10 TO 1
HIGH SIDE WINS BY 11	20 TO 1

HIGH SIDE