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

March 31, 2020

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

RE: TriLux Bonus Progressive

Dear Ms. Zarach,

We received the changes made to the below listed games. Based on our review of the documentation we received from Scientific Games, Inc, the Washington State Gambling Commission will approve the changes made to your game under the conditions listed below:

Bet the Set 21	Free Bet Blackjack
House Money	Kings Bounty
Royal Match 21	Zappit Blackjack
TriLux Blackjack	

The above listed games shall be played and operated under the terms and conditions set forth in the respective game rules you provided, which are enclosed for each listed game.

Commercial Card Rooms

- 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 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 these games may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Jess Lohse at (206) 786-3530.

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
Jess Lohse, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File

- *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.*

- *ZAPPIT Blackjack is a standard house-banked blackjack game but with optional wagers called ZAPPIT Blackjack and Blazing 7's Progressive or TriLux Blackjack Progressive. Note: Card room operators may only choose one of the progressive options to be incorporated with the game. All rules pertaining to standard blackjack as posted on the WSGC's website remain the same except as noted in these rules of play.*

- *If the below game is to be hand dealt with a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

RULES OF PLAY

1. *ZAPPIT Blackjack* ℠ is played with six or eight standard 52 card decks. Players must make a blackjack wager in order to participate in ZAPPIT Blackjack.

2. Casinos set the minimum and maximum bets.

3. The dealer follows house procedures for standard blackjack with one exception.
    a. If the player's first two cards total a hard 15, 16, 17 or 18 the player has the option to exchange his two cards with two new cards.

4. If the player decides to replace the first two cards with two new cards, the player must notify the dealer. The dealer will then turn the original two cards sideways to prove the requested exchange and at that point the dealer will replace the original two cards with two new cards.

5. A player's first two card blackjack is paid per house rules. All exchanged two card blackjacks are considered 21 and are paid 1 to 1.

   Additionally, the following Blackjack rules apply:

   - Dealer peeks for Blackjack.
   - Players may split any pair including Aces up to three times, for a maximum of four hands.
   - Players receive only one card for split Ace.
   - Players can double down on any two-card hand, including after splitting any pair except Aces.
   - No surrender offered.
   - Dealer hits or stands on soft 17.

6. If the dealer busts with a total of 22, any remaining wagers left in action are a push.

   Note: Player blackjacks are paid before the dealer hits out their hand and are exempt from the Push 22 rule.

ZAPPIT™

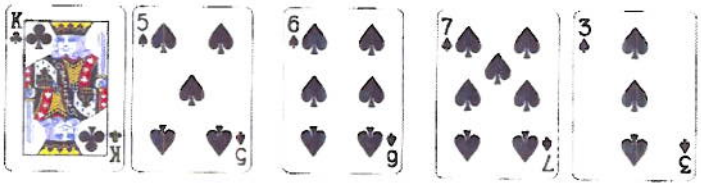
BLACKJACK

ZAPPIT is based on regular blackjack. However, if you're dealt a hard two-card total of 15, 16, 17 or 18, you have the option to get two new cards. The dealer will check for a blackjack, if applicable, before players are allowed to *ZAPPIT*. Insurance is offered as in the regular game. If you elect to *ZAPPIT* then your initial hand is replaced with two new cards. Regular blackjack rules and procedures then continue with the new hand.

EXAMPLE 1

The player elects to exchange their 15 and is dealt a new hand. The player can now double as usual blackjack procedures follow.

PLAYER **DEALER** **NEW HAND**



EXAMPLE 2

The player elects to exchange their 17 and is dealt a new hand of *ZAPPIT* blackjack.

PLAYER **DEALER** **NEW HAND**

SUMMARY

All doubling and splitting is allowed on regular and exchanged hands. First-two-card blackjacks pay per house rules. *ZAPPIT* blackjacks are considered '21' and pay 1 to 1.

PUSH 22

If the dealer busts with a point total of 22, any bets you have left in action are pushes. Note: Player blackjacks are paid before the dealer hits out his hand, so

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Shuffle MASTER

ZAPPIT

Shuffle Master

BLACKJACK PAYS 3 TO 2

DEALER MUST HIT SOFT 17 AND PUSHES ON 22

Pays 2 to 1

Pays 2 to 1

INSURANCE

PLAYER MAY EXCHANGE FIRST TWO CARDS WITH A HARD-TOTAL OF 15, 16, 17, OR 18

Player's Cards Only

- *Blazing 7's Progressive is an optional Progressive wager for house-banked blackjack games in which one common progressive jackpot can be used with the following WSGC approved game titles:*

  Bet the Set
  Free Bet Blackjack
  House Money
  Kings Bounty
  Royal Match
  TriLux Blackjack
  Zappit Blackjack.

  All rules pertaining to standard blackjack and approved blackjack variation games as posted on the WSGC's website remain the same and are not altered in this game. If linking multiple blackjack games, the same paytable and the same number of decks must be used between all linked games. This game uses a minimum of six decks.

- *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.*

- *This game will use the approved Scientific Games owned progressive system Nexus Command Game Manager 2 v2.5.4 or higher and a Progressive display. The progressive display can either be provided by Scientific Games 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 Scientific Games or the operator so long as it does not introduce any additional functionality.*

- *If the below game is to be hand dealt using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

NEXUS COMMAND

RULES OF PLAY:

1. Blazing 7's Progressive is an optional progressive bonus wager for blackjack.
2. Players must make a standard blackjack bet in order to make a Blazing 7's progressive wager.
3. The Blazing 7's Progressive considers the player's hand only. If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.
4. To begin each round, players must make their standard blackjack wager. They may also place an optional 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 remove all progressive wagers on the table.
6. The dealer will then follow standard dealing procedures for blackjack.
7. The player's Blazing 7's wager will win if the player has any 7's in their initial two cards. (see paytable)
8. If the player has two 7's in the first two cards and their first hit card is also a 7, the player will qualify for one of the Three 7's payouts.
    a. Note: The "Two 7's" payout is based upon the player's first two cards only.
9. If the player receives two 7's in their first two cards and chooses to split, the progressive payout will be based on the third card dealt to that player.
10. If the player busts, the bust card does NOT count toward the player's Blazing 7's Prog. bet.
    a. The dealer will pick up the player's losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing.
11. After the dealer has completed their hand, the dealer will pay and take player's hands as follows.
    a. Working from right to left pay or take primary wager first.
    b. Pay the progressive wager if applicable.
12. Once all bets have been reconciled the dealer will hit "END GAME. "
13. Progressive Winner:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands are paid from the chip 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 their 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.
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 the jackpot level) is swiped the prize is logged into the 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.

Dealer's Up Card

- *Blazing 7's Progressive is an optional Progressive wager for house-banked blackjack games in which one common progressive jackpot can be used with the following WSGC approved game titles:*

  Bet the Set
  Free Bet Blackjack
  House Money
  Kings Bounty
  Royal Match
  TriLux Blackjack
  Zappit Blackjack

  All rules pertaining to standard blackjack and approved blackjack variation games as posted on the WSGC's website remain the same and are not altered in this game. If linking multiple blackjack games, the same paytable and the same number of decks must be used between all linked games. This game uses a minimum of six decks.

- *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.*

- *This game will use the approved Scientific Games owned progressive system Nexus Command Game Manager 2 v2.5.4 or higher and a Progressive display. The progressive display can either be provided by Scientific Games 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 Scientific Games or the operator so long as it does not introduce any additional functionality.*

- *If the below game is to be hand dealt using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

NEXUS COMMAND

RULES OF PLAY:

1. Blazing 7's Progressive is an optional progressive bonus wager for blackjack.
2. Players must make a standard blackjack bet in order to make a Blazing 7's progressive wager.
3. The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.
4. To begin each round, players must make their standard blackjack wager. They may also place an optional 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 remove all progressive wagers on the table.
6. The dealer will then follow standard dealing procedures for blackjack.
7. The player's Blazing 7's wager will win if the player has any 7's in their initial two cards. (see paytable)
8. If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will qualify for one of the Three 7's payouts
    a. Note: The "Two 7's" payout is based only upon the player's first two cards.
9. After the dealer has completed the initial deal and revealed their up card, they may resolve the progressive wager immediately.
    a. Working from right to left pay or take primary wager first.
    b. Pay the progressive wager if applicable.
10. Once all bets have been reconciled the dealer will hit "END GAME. "
11. Progressive Winner:
    a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
    b. Other hands are paid from the chip 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 their 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.
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 the jackpot level) is swiped the prize is logged into the 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.

Blazing 7's Progressive

	1
Hand	Pays*
Three 7's - Same Suit	100%
Three 7's - Same Color	10%
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	24.78%
Hit Frequency	14.82%
*Original wager NOT returned	

Designed for 6 decks

	2
Hand	Pays*
Three 7's - Diamonds	100%
Three 7's - Suited (Other)	10%
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	23.59%
Hit Frequency	14.82%
*Original wager NOT returned	

Designed for 6 decks

	ML03
Hand	Pays*
Three 7's - Diamonds	100% Mega
Three 7's - Suited (Other)	100% Major
Three 7's - Same Color	100% Minor
Three 7's	200 for 1
First Two Cards - 7's	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	21.65%
Hit Frequency	14.81%
*Original wager NOT returned	

Designed for 6 & 8 decks

	ML04
Hand	Pays*
Three 7's - Diamonds	100% Major
Three 7's - Suited (Other)	100% Minor
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7's	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	22.39%
Hit Frequency	14.82%
*Original wager NOT returned	

Designed for 6 decks

PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- <u>Progressive meter contribution</u>
  - 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.

- <u>Reserve contribution</u>
  - 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.

- <u>Seed amount</u>
  - 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.

BLACKJACK PAYS 3 TO 2
Dealer Must Hit Soft 17
Pays 2 to 1
Pays 2 to 1
INSURANCE

- *TriLux Blackjack Progressive is an optional Progressive wager for house-banked blackjack games in which one common progressive jackpot can be used with the following WSGC approved game titles:*
  Bet the Set
  Free Bet Blackjack
  House Money
  Kings Bounty
  Royal Match
  TriLux Blackjack
  Zappit Blackjack
  All rules pertaining to the standard non-patented game of blackjack and approved blackjack variation games as posted on the WSGC website remain the same and are not altered in this game. If linking multiple blackjack games, the same paytable and the same number of decks must be used between all linked games. This game uses six or eight decks.

- *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.*

- *This game will use the approved Scientific Games owned progressive system Nexus Command Game Manager 2 v2.5.4 or higher and a Progressive display. The progressive display can either be provided by Scientific Games 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 Scientific Games or the operator so long as it does not introduce any additional functionality.*

- *If the below game is to be hand dealt using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

Nexus Command

RULES OF PLAY:

1. TriLux Blackjack offers an optional progressive wager.

2. All percentage and odds pays consider both the player's first two cards, and dealer's up- card ONLY

3. 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 of the offered bonus and progressive wagers. 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 leave all progressive bets on the table.

7. The dealer then follows house procedures for dispensing the starting cards to all participating player's and themself.

8. After each participating player has received their first two starting cards and the dealer has revealed their up-card, the progressive wagers can be resolved. The dealer will 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. Note: Fixed pay awards are paid from the tray; they do not come off the meter.
    b. 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.
    c. 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.)
    d. The dealer shall then contact a supervisor.
    e. 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.)
    f. Once the dealer has reconciled all action, they press "END GAME." This resets the system to begin the next hand.
    g. 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.

10. Once the progressive wagers have been resolved and the dealer has pressed "END GAME" standard blackjack can resume per house rules.

TriLux Blackjack Progressive

	Paytable 6
Hand	Pays*
Three Aces (Suited)	100%
Three of a Kind (Suited)	125 for 1
Straight Flush	25 for 1
Three of a Kind (Offsuit)	20 for 1
Straight	7 for 1
Flush	5 for 1
*Original wager NOT returned	

Designed for 6 and 8 decks

PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- <u>Progressive meter contribution</u>
  - 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.

- <u>Reserve contribution</u>
  - 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.

- <u>Seed amount</u>
  - 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.

BLACKJACK PAYS 3 TO 2
Dealer Must Hit Soft 17
Pays 2 to 1
Pays 2 to 1
INSURANCE