



STATE OF WASHINGTON
GAMBLING COMMISSION

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

September 3, 2014

Kerrie Kimball
Bally Technologies
6650 El Camino Road
Las Vegas, NV 89118

RE: Four Card Poker Bad Beat Bonus

Dear Ms. Kimball,

We have reviewed the changes made to Four Card Poker. Based on our review of the documentation we received from Bally Technologies, 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 "Four Card Poker Rules of Play" you provided on August 12, 2014 and are enclosed.

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.



Ms. Kimball
September 3, 2014
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- 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. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. 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: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File



Training Manual

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Overview of the Rules

Introduction

Four 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 against a payable, or to wager both against the dealer and on the value of his own hand.

Four Card Poker may have an optional Bad Beat Bonus wager and/or an optional Progressive wager.

Ranking of Hands

Hands are ranked from highest to lowest as follows.

FOUR OF A KIND
STRAIGHT FLUSH
THREE OF A KIND
FLUSH
STRAIGHT
TWO PAIR
PAIR
HIGH CARD

Note: 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 4-3-2-Ace sequence.

Three Ways To Play

(1) Playing Against the Dealer – ANTE WAGER

The object when playing against the dealer is to beat the dealer's four-card poker hand with your own four-card poker hand. *The dealer always qualifies.* Players place an ANTE wager. After looking at their hand, players may fold or, if they believe their hand is high enough to beat the dealer's hand, they will make the PLAY wager. *This wager must be from one to three times the ANTE wager.*

Note: The player wins ties. Consider the entire four-card hand when declaring a tie.

Playing Against the Dealer

- | | |
|--|--|
| • Player folds | ANTE LOSES |
| • When player's hand beats OR TIES dealer's hand | PLAY wins 1 to 1
ANTE wins 1 to 1 |
| • When dealer's hand beats player's hand | PLAY is a loss
ANTE is a loss |

Certain player hands receive an AUTOMATIC BONUS. These payouts are made against the ANTE wager. Consult layout for odds. AUTOMATIC BONUS payouts are always paid, even if the player's hand loses.

(2) *Playing vs. Paytable – ACES UP*

The object of betting the ACES UP wager is to receive a pair of Aces or better. If the player's hand contains a pair of Aces or better, the player wins the ACES UP wager. **Players receive ACES UP payouts regardless of the dealer's hand.**

(3) *Playing Both – ACES UP and ANTE*

When a player bets both the ACES UP 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 four-card poker hand that beats the dealer's best four-card hand. In playing the ACES UP wager, the object is to receive a pair of Aces or better. **The ANTE and ACES UP wagers do not have to be the same amount. Players receive the ACES UP 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 be from one to three times the ANTE.

Side bets between players are prohibited.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. It is recommended that *Four Card Poker* be dealt with an automatic card shuffler, such as Shuffle Master's ACE[®]. Select one of the following modes on the ACE shuffler: *Four Card Poker*, *Bahama Bonus* or *Caribbean Stud*. All are programmed to dispense five-card hands.

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 payable by placing an ACES UP wager on the ACES UP spot.
 - To play against the dealer and the payable by placing the ANTE wager on the ANTE spot and an ACES UP wager on the ACES UP spot.
 - At the casino's discretion, a player may place wagers at more than one betting position during a round of play.
2. Each player receives five cards face down. Cards are delivered to the player from the dealer's left to right in rotation. The dealer should give himself five cards face down and one card face up.
 - a. From an ACE shuffler: The ACE will dispense five-card hands. Place one hand face-down to each player and one face-down in the dealer's area. When the ACE dispenses the next five-card hand, place the top card face up on the dealer's hand. Put all remaining cards in the discard rack and press the green button.
3. After examining their cards, players have the option to either make a PLAY wager in the amount between one and three times the player's ANTE wager, or forfeit the ANTE wager by folding. In the unlikely event the player folds with a pair of Aces or better, he forfeits the ANTE, but his ACES UP bet will win.
4. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.
5. The dealer will arrange his hand from highest card value to the lowest, and announce his best four-card hand. The two cards the dealer doesn't use in his hand should be positioned behind the "live" hand.

6. 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 ACES UP 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 second, and the ACES UP 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.
 - Refer to the trouble shooting guide on the back of the shuffler, or;
 - 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 SHUFFLE MASTER to service the shuffler.
 7. Resume play.
- OR
3. Follow specific procedures approved by your local regulatory body.

Four Card Poker

	FCP-01		FCP-02		FCP-03		FCP-04	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
4 of a Kind	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1
Straight Flush	20 TO 1	40 TO 1	20 TO 1	40 TO 1	20 TO 1	30 TO 1	20 TO 1	30 TO 1
3 of a Kind	2 TO 1	9 TO 1	2 TO 1	7 TO 1	2 TO 1	9 TO 1	2 TO 1	7 TO 1
Flush		6 TO 1		6 TO 1		6 TO 1		6 TO 1
Straight		4 TO 1		5 TO 1		4 TO 1		5 TO 1
Two Pair		2 TO 1		2 TO 1		2 TO 1		2 TO 1
Pair of Aces		1 TO 1		1 TO 1		1 TO 1		1 TO 1
House edge	1.58%	1.98%	1.58%	2.58%	1.58%	2.78%	1.58%	3.37%
Hit %	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%

	FCP-05		FCP-06		FCP-07		FCP-08		FCP-09	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
4 of a Kind	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1	10 TO 1	50 TO 1	25 TO 1	50 TO 1
Straight Flush	20 TO 1	40 TO 1	20 TO 1	40 TO 1	20 TO 1	40 TO 1	5 TO 1	30 TO 1	20 TO 1	30 TO 1
3 of a Kind	2 TO 1	8 TO 1	2 TO 1	8 TO 1	2 TO 1	7 TO 1	3 TO 2	8 TO 1	2 TO 1	8 TO 1
Flush		5 TO 1		6 TO 1		5 TO 1	1 TO 1	6 TO 1		6 TO 1
Straight		4 TO 1		4 TO 1		4 TO 1		4 TO 1		4 TO 1
Two Pair		3 TO 1		2 TO 1		3 TO 1		3 TO 1		2 TO 1
Pair of Aces		1 TO 1		1 TO 1		1 TO 1		1 TO 1		1 TO 1
House edge	1.58%	3.89%	1.58%	4.24%	1.58%	6.15%	0.80%	0.28%	1.58%	4.98%
Hit %	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%	6.77%	18.56%	2.37%	18.56%



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Madison, NJ

Dealer Always Qualifies • Player Wins Ties

Aces Up

Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	8 to 1
Flush	6 to 1
Two Pair	4 to 1
Pair of Aces	2 to 1

Automatic Bonus

Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	10 to 1

Aces Up

Play to 3x Ante

Ante

Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	8 to 1
Flush	6 to 1
Two Pair	4 to 1
Pair of Aces	2 to 1

Automatic Bonus

Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	10 to 1

ShuffleMaster.com

Aces Up

Play to 3x Ante

Ante

Four of a Kind	50 to 1
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Three of a Kind	30 to 1
Straight	8 to 1
Flush	6 to 1
Two Pair	4 to 1
Pair of Aces	2 to 1

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Four of a Kind	25 to 1
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Play to 3x Ante

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Four of a Kind	25 to 1
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Four of a Kind	50 to 1
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Three of a Kind	30 to 1
Straight	8 to 1
Flush	6 to 1
Two Pair	4 to 1
Pair of Aces	2 to 1

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Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	10 to 1

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Three of a Kind	30 to 1
Straight	8 to 1
Flush	6 to 1
Two Pair	4 to 1
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Aces Up

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Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	8 to 1
Flush	6 to 1
Two Pair	4 to 1
Pair of Aces	2 to 1

Automatic Bonus

Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	10 to 1

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RULES OF PLAY:

1. Four Card Poker features an optional bad-beat wager.
2. Players that make the bet win if they are involved in a bad beat with the dealer.
There are two ways to win:
 - a. The player loses with two pair or better.
 - b. The player beats the dealer's hand of two pair or better.
3. To begin each round, players must make their standard Four Card Poker wagers and, if they like, the bad-beat wager.
4. The dealer then follows house procedures for Four Card Poker.

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



	FCP - BBB 01	FCP - BBB 02	FCP - BBB 03
4 of a Kind	25,000 to 1	10,000 to 1	10,000 to 1
Straight Flush	10,000 to 1	5,000 to 1	5,000 to 1
3 of a Kind	100 to 1	100 to 1	100 to 1
Flush	25 to 1	25 to 1	25 to 1
Straight	15 to 1	15 to 1	20 to 1
2 Pair	4 to 1	4 to 1	5 to 1
House edge	20.3%	23.1%	11.4%
Hit frequency	5.6%	5.6%	5.6%



RULES OF PLAY:

1. Four Card Poker Progressive is an optional progressive bonus bet.
2. The bet considers the best hand possible among all the player's 4 cards in play.
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 "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.
6. The dealer then follows house procedures for dealing the regular game.
7. The dealer reconciles the standard wagers, bonus wagers, and progressive wagers at the same time. 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 or from the meter, at the casino's requirements.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on this 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.

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 players 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.

***This game will use the approved Shuffle Master 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.*

Operator 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. Four Card Poker Progressive is an optional progressive bonus bet.
2. The bet considers the best hand possible among all the player's 4 cards in play.
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 display. 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 wagers, bonus wagers, and progressive wagers at the same time. 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 can be paid from the tray or from the meter, at the casino's requirements.

- c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on his 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 bet 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 players 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.

This game will use the approved SHFL entertainment owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 and ViPS display.

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



Hand	Pays 1*	Envy	Pays 2*	Envy
Four Aces	100%	\$100	100%	\$100
Four of a Kind	300 for 1	\$10	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1	
Three of a Kind	9 for 1		15 for 1	
*Original Wager is NOT Returned				



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.

Hand Rankings

1. Royal Flush	10,000
2. Straight Flush	5,000
3. Four of a Kind	2,500
4. Full House	1,500
5. Flush	1,000
6. Straight	800
7. Three of a Kind	600
8. Two Pair	400
9. One Pair	200
10. High Card	100



Dealer Always Qualifies • Player Wins Ties

Play 1x to 3x Ante

Aces Up

Ante

Automatic Bonus

Four of a Kind	2000
Full House	1500
Flush	1000
Straight	800
Three of a Kind	600
Two Pair	400
One Pair	200
High Card	100

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Dealer Always Qualifies • Player Wins Ties

Four of a Kind	25 to 1
Straight Flush	20 to 1
Flush	10 to 1
Three of a Kind	8 to 1
Two Pair	4 to 1
One Pair	3 to 1
High Card	1 to 1

Automatic Bonus
Four of a Kind: 25 to 1
Straight Flush: 20 to 1
Flush: 10 to 1
Three of a Kind: 8 to 1
Two Pair: 4 to 1
One Pair: 3 to 1
High Card: 1 to 1

Game layout featuring 10 betting positions. Each position includes a red circle labeled 'Aces Up', a yellow circle labeled 'Play 1x to 3x Ante', and a white box labeled 'BAD BEAT BONUS'. Below each position is a table of odds and an 'Automatic Bonus' section.

Four of a Kind	25 to 1
Straight Flush	20 to 1
Flush	10 to 1
Three of a Kind	8 to 1
Two Pair	4 to 1
One Pair	3 to 1
High Card	1 to 1

Automatic Bonus
Four of a Kind: 25 to 1
Straight Flush: 20 to 1
Flush: 10 to 1
Three of a Kind: 8 to 1
Two Pair: 4 to 1
One Pair: 3 to 1
High Card: 1 to 1