



PROMOTIONAL PACKET



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February 10, 2020

Dear Sir or Madame,

We respectfully submit this letter of intent to your casino on behalf of Joseph Shipman requesting consideration for a Field Trial of Bluff. Your support would provide the foundation for seeking final regulatory approval from the Nevada Gaming Commission and provide the opportunity for you to showcase a new and exciting game to your quality clientele.

We understand hosting a field trial does not come without challenges. We would like the opportunity to show you the value you would be adding to your players and to the casino's bottom line with the information enclosed in this packet as well as a live demonstration at your convenience.

After a decade of analyzing other people's table games, Joseph Shipman invented his game Bluff. This is the 1st ever game where players can get a poker-like experience outside of the poker room, while avoiding dangerous poker sharks. Bluff is Player vs. Dealer, and as the name suggests, bluffing is an essential part of the strategy. This simple, easy-to-learn game is excellent for players who want a fast-paced and exciting game of both chance and skill.

Through this packet and the live demonstration, we hope to prove Bluff will be a fresh, exciting, and profitable addition to your table game lineup. To accommodate current trends, Progressive Jackpot and High Limit options are also available. Our partnership will help expand and lead the table game market by providing a table game focused on applying Game Theory in a way that provides a stimulating and interesting poker experience on the casino floor, setting new standards in game invention. Although the BMM report describes slightly different rules and procedures, we want to assure you that version two of this game has identical mathematics as version one.

Thank you for your consideration. We look forward to partnering with your casino. If you would like to schedule a live demo, have questions or require additional information regarding Bluff, please feel free to contact Vegas Aces Services, LLC at (702) 937-2854 or Heather@Vegas-Aces.com. We look forward to hearing from you.

Sincerely,

Heather Ferris

Vegas Aces Services, LLC

304 S. Jones Blvd. #3585

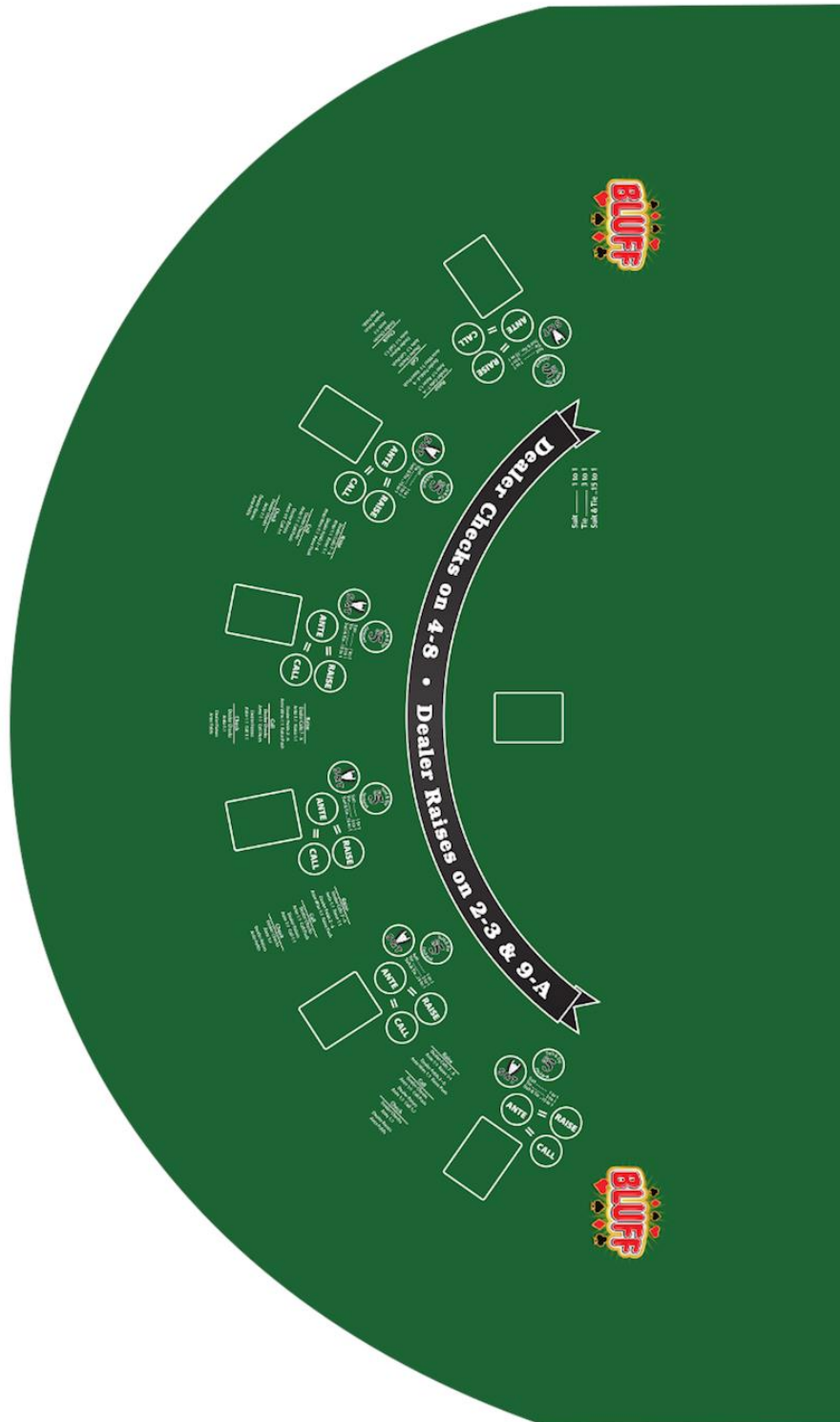
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Bluff - Felt Design



Bluff - Photo Gallery



Bluff – The Story Behind the Game



Joseph Shipman is an accomplished Ph.D. mathematician, who served as Director of Math at Gaming Laboratories International in New Jersey. After years of seeing failed table game inventions and having a keen insight to what wasn't available on the market, he used his experience and talents to design his new game, Bluff. In addition, he identified key Game Theory elements not effectively represented on the market and designed his game to solve mathematical and technical problems commonly seen in other games.

Using his experience analyzing the competition's inventions, Joseph invented a game that incorporates traditional poker elements such as bluffing, but still maintains an entertaining carnival game feel. It's taken Joseph a decade to make Bluff a reality. An extraordinary amount of effort has gone into the creation and preparation of the game, and at long last, Bluff is ready for its first Field Trial.



Bluff - Rules of Play

How to Play the Game

The game is played with a standard 52 card decks in a 2, 4, 6 or 8 deck shoe. Aces are considered to be the highest value card, while deuces are the lowest value card. The object of the game is to get a higher value card than the dealer, without being Bluffed. Bluffing is when the player or dealer raises with a low card, such as a 2 or a 3. Each player is playing heads-up against the dealer, and not against any of the other players. To start the game, players will place their initial mandatory wagers on the ante betting circle, and optional wagers on one or more side bets. The dealer will deal one card face down to the players and then one card face down to himself. Once the cards have been dealt and the players have peeked at their cards, they'll have three options to choose from; they can either *Raise*, *Call* or *Check*. If players raise, they'll position their card face down in the rectangular box and place a wager that's equal to their initial ante bet on the *Raise* betting circle. If they call, they'll place a wager equal to their ante in the *Call* betting circle. If players check, they'll make a slight hand movement similar to that of poker and place their card in the rectangular box without making an additional bet. For casual players, optimal strategy suggests raising on a 2, 3 or 4 (also known as Bluffing); call on a 5, 6, 7 or 8; and raise with a 9, 10, Jack, Queen, King or Ace.

How To Win

After all of the players have made their decision and their cards are placed face down in the rectangular box, the dealer will flip over their card and begin the take-and-pay procedure based on the ground rules printed on the table layout. The highest value card will determine the winning hand unless there is a fold. If both cards match, this is a tie and all bets will push. The dealer will follow guidelines printed on the table for settling bets.

Guidelines

If the player raised and the dealer has a 2 - 6 then the dealer will automatically fold meaning the player wins 1 to 1 on the ante but the raise bet pushes. If the dealer has a 7 – Ace and player has high card, both the ante and the raise are paid 1 to 1. If the player called then the dealer will check on a 4 thru 8 and raise on a 2 – 3 & 9 – Ace. If the dealer raised and the player has high card, their ante and call bets will both be paid 1 to 1. If the dealer checked and the player has high card, their ante bet will be paid 1 to 1 and their call bet will push. If the player checked and the dealer raised, the player will automatically fold and lose their bet, even if the dealer was bluffing with a 2 or a 3. If the dealer checked and player has the higher card, their ante will be paid 1 to 1.

Side Bets

Players have the opportunity to win a big payout, if their card matches the dealer's. There are two optional side bets available for the player, the "Suit and Tie" wager and the Progressive wager. The "Suit and Tie" wager will win if the player's card matches the suit or rank of the dealer's card. If the suit matches, then the bet pays 1:1. If the rank matches, then the bet pays 3:1, and if both the rank and the suit match then it pays 15:1. The Progressive wager takes this concept and extends it for multiple hands in order to win. The player must make a fixed bet of \$5 in order to play, and if the player matches both the rank and suit of the dealer on the first hand dealt they'll be paid \$100. The second consecutive time they match both rank and suit, they'll win a jackpot averaging \$10,000 or more. Variations with different pay tables or with a match-3-in-a-row super Jackpot are also available.

Bluff - Benefits

One of the highlighted benefits of this game: Bluff has the ability, even as a table game, to make players feel like they're playing in a live poker game, where the dealer's hand plays against each player's hand as opposed to the players playing against each other's hands. Additional benefits of Bluff include:

- Average of 60 Hands Per Hour
- This game uses standard blackjack table equipment
- Both the Suit & Tie side bet and the Progressive Jackpot wager add a variety of different options when choosing possible paytables
- House Edge Variations
 - The House Edge is 4.2% of the Ante wager
 - The House Edge for the Suit & Tie Side Bet ranges from 2% - 15% depending on the pay table and number of decks used
 - The House Edge for the Progressive Jackpot ranges from 6% - 28% depending on the pay table and increments used
- High Limit options are also available, including:
 - Generous rules which allow the player to re-raise
 - A House Edge as low as 1.8%
- Optimal Player Strategy comes across to the player as interesting and easy to learn. This strategy also includes Bluffing for the player
- The rules of this game are designed to be fair, with no gimmicks involved. The House Edge comes entirely from the positional advantage the dealer has from the player going first, without qualifying hands, commissions, players losing ties or double busts, extra cards for the dealer, mandatory side bets, or other obvious penalties or inequalities. The symmetry between the player and dealer offers up a fast-paced and exciting game!

Bluff - Dealer's Policies & Procedures

Introduction

Bluff is played with a standard 52 card decks in a 2, 4, 6 or 8 deck shoe. Each player is playing heads-up against the dealer, and not against any of the other players. The House Edge for the main game is 4.2% of the Ante wager. House Edge for the side bets depends on the paytable selected.

Object of the Game

The object of the game is to get a higher value card than the dealer, without being Bluffed. Bluffing is when the player or dealer raises with a low card, such as a 2 or a 3. Aces are considered to be the highest value card, followed by a King, then a Queen and so on all the way down to a deuce, which is considered to be the lowest value card.

Placing a Wager

To start the game, the player will place their initial mandatory wager on the ante betting circle. The *Suit and Tie* side bet is an optional wager that the player can choose to play. A progressive jackpot wager is also available. The player must bet within the table minimum and maximum sign. The minimum bet for the *Suit and Tie* side bet is \$5. For the progressive jackpot, \$5 is the only amount the players can bet, no more no less. Verify that the cheques are inside the betting circle before starting a round.

Delivering the Cards

Once the players have placed their bets, the dealer will deliver the cards. The dealer will deal one card face down to each player and then one card face down to himself.

Player Action

The players will take a peek at their card before positioning it face down in the Play Box. At this point, the player has three options to choose from; they can either *Check*, *Call* or *Raise*. The *Raise* and the *Call* bets are optional depending on the player's choice, but if they're made then they must be equal to the player's original ante bet. If players raise, they'll position their card face down in the rectangular box and place a wager that's equal to their initial ante bet on the *Raise* betting circle. If they call, they'll place a wager equal to their ante in the *Call* betting circle. If players check, they'll make a slight hand movement similar to that of poker and place their card in the rectangular box without making an additional bet.

Take-and-Pay Procedure

After all of the players have made their decision and their cards are placed face down in the rectangular box, the dealer will flip over their card and begin the take-and-pay procedure based on the ground rules printed on the table layout. The highest value card will determine the winning hand unless there is a fold. If both cards match, this is a tie and all bets will push. The dealer will follow guidelines printed on the table for settling bets. If the Progressive Jackpot or the side bet options are available, then these bets will be resolved for each hand after the main bet is settled.

Guidelines

These guidelines are printed on the layout in case the dealer needs a refresher course. If the player raised and the dealer has a 2 - 6 then the dealer will automatically fold, meaning the player wins 1 to 1 on the ante but the raise bet pushes. If the dealer has a 7 – Ace and player has high card, both the ante and the raise are paid 1 to 1. If the player called then the dealer will check on a 4 thru 8 and raise on a 2 – 3 & 9 – Ace. If the dealer raised and the player has high card, their ante and call bets will both be paid 1 to 1. If the dealer checked and the player has high card, their ante bet will be paid 1 to 1 and their call bet will push. If the player checked and the dealer raised, the player will automatically fold and lose their bet, even if the dealer was bluffing with a 2 or a 3. If the dealer checked and player has the higher card, their ante will be paid 1 to 1. Once all of the bets have been determined and the hand is over, the dealer will collect all of the cards, put them in the discard rack and then a new hand will begin, dealing through the shoe until the cut card is reached. When placing the cut card, insert the card approximately 1 to 1 ½ decks from the back.

Side Bets

There are two optional side bets available for the player, the *Suit and Tie* wager and the *Progressive* wager. The *Suit and Tie* wager will win if the player's card matches the suit or rank of the dealer's card. If the suit matches, then the bet pays 1:1. If the rank matches, then the bet pays 3:1, and if both the rank and the suit match then it pays 15:1. The *Progressive* wager takes this concept and extends it for multiple hands in order to win. The player must make a fixed bet of \$5 in order to play, and if the player matches both the rank and suit of the dealer on the first hand dealt they'll be paid \$100. The second consecutive time they match both rank and suit, they'll win a jackpot averaging \$10,000 or more.

Bluff - Independent Math Analysis



BMM EVALUATION TEST REPORT

Report Issue Date: 4th October, 2018

Issued To: Joseph Shipman

Issued By: BMM Testlabs
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Compliance Evaluation Tested By: BMM Testlabs
815 Pilot Road, Suite G
Las Vegas, NV 89119
NGCB Registration #31758-01

Manufacturer: Joseph Shipman
P.O. Box 443,
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Compliance Evaluation for: Bluff and side bets

Mathematical Pay Percentage:
See Page 2

Reference Numbers:

BMM: SHIP.1001

Report Number: SHIP10011_E

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Testing Certificate #2549.01

BMM EVALUATION TEST REPORT

Mathematical Pay Percentage:

Game	House Edge (%)	RTP (%)
Bluff 2 Decks	4.41	95.59
Bluff 4 Decks	4.27	95.73
Bluff 6 Decks	4.23	95.77
Bluff 8 Decks	4.21	95.79
Suit and Tie 2 Decks PT1	14.56	85.44
Suit and Tie 2 Decks PT2	8.74	91.26
Suit and Tie 2 Decks PT3	6.80	93.20
Suit and Tie 4 Decks PT1	7.25	92.75
Suit and Tie 4 Decks PT2	4.35	95.65
Suit and Tie 4 Decks PT3	4.35	95.65
Suit and Tie 6 Decks PT1	4.82	95.18
Suit and Tie 6 Decks PT2	2.89	97.11
Suit and Tie 6 Decks PT3	3.54	96.46
Suit and Tie 8 Decks PT1	3.61	96.39
Suit and Tie 8 Decks PT2	2.17	97.83
Suit and Tie 8 Decks PT3	3.13	96.87
Progressive 2 6 Decks PT1	8.69	91.31
Progressive 2 6 Decks PT2	16.60	83.40
Progressive 2 6 Decks PT3	6.60	93.40
Progressive 2 6 Decks PT4	12.45	87.55
Progressive 2 6 Decks PT5	17.45	82.55
Progressive 3 6 Decks PT1	14.13	85.87
Progressive 3 6 Decks PT2	12.04	87.96
Progressive 3 6 Decks PT3	13.29	86.71
Progressive 3 6 Decks PT4	18.29	81.71
Progressive 3 6 Decks PT5	13.91	86.09

BMM EVALUATION TEST REPORT

1. PURPOSE

Joseph Shipman has requested BMM Testlabs to perform a mathematical evaluation on the game: Bluff with Suit and Tie, Progressive 2, and Progressive 3 side bets. This evaluation tests the math for correct Return to Player (RTP) and the Top Award odds.

The mathematical evaluation calculated the theoretical RTP and Top Award odds assuming:

- Standard 52 card deck.
- The proposed optimal strategy for Bluff is detailed in Section 4.

2. BLUFF RULES AND PAYTABLE

Bluff consists of four (4) different wagering areas: Bluff, Suit and Tie, Progressive 2 and Progressive 3.

2.1 Bluff

Bluff is a poker-based game. The rules and paytables are given below:

- Bluff is played with a standard 52 card deck in a two (2), four (4), six (6) and eight (8) deck shoe. Aces are the highest value card, while deuces are the lowest. Each player plays heads-up against the dealer.
- Player places the initial mandatory wager, then one (1) card to be dealt to the player and one (1) card to the dealer; the object of the game is to get a higher value than the dealer, without being bluffed.
- Player has two (2) options after looking at the card, either Check or Raise. If the player Raises, an additional wager equal to the initial wager will be placed.
- Dealer will follow a fixed strategy:
 - For player Checks, dealer will Check with 4 – 8 and Raise with 2 – 3, 9 – Ace.
 - For player Raises, dealer will Fold with 2 – 6 and Call with 7 – Ace.
- Players who Check must respond to a dealer Raise before the dealer responds to player Raises, so that they will not know if the dealer is bluffing with 2 – 3.
- The paytable for Bluff is as follows:

Events			Paytable (to 1)		
Player/Dealer/Player			Player High/Tie/Low		
Raise	Call	N/A	2	0	-2
Raise	Fold	N/A	1	1	1
Check	Raise	Call	2	0	-2
Check	Raise	Fold	-1	-1	-1
Check	Check	N/A	1	0	-1

BMM EVALUATION TEST REPORT

2.2 Suit and Tie

Suit and Tie is an optional side wager for Bluff. The rules and paytables are given below:

- Suit and Tie is available when Bluff is played with a standard 52 card deck in a two (2), four (4), six (6) and eight (8) deck shoe.
- Suit and Tie pays if the player's card matches the suit or rank of the dealer's card. Wager may be placed before cards are dealt.
- The payable choices for Suit and Tie are as follows:

Hand	Paytable 1 (to 1)	Paytable 2 (to 1)	Paytable 3 (to 1)
Suit and Tie	15	9	5
Rank	3	5	2
Suit	1	1	2
Neither	-1	-1	-1

2.3 Progressive 2

Progressive 2 is an optional side wager for Bluff. The rules and paytables are given below:

- Progressive 2 is only available when Bluff is played with a standard 52 card deck in a six (6) deck shoe. Pays for matching both suit and rank of the dealer card in the following game or in the following two (2) games.
- The payable choices for Progressive 2 are as follows:

Hand	Paytable 1 (for 1)	Paytable 2 (for 1)	Paytable 3 (for 1)	Paytable 4 (for 1)	Paytable 5 (for 1)
Match 2	2,000	2,000	2,000 ^[1]	1,500 ^[1]	1,500 ^[1]
Match 1	25	20	20	15	15
Others	0	0	0	0	0
Increment	0.00%	0.00%	10.00%	25.00%	20.00%

[1] Published pay plus increment.

BMM EVALUATION TEST REPORT

2.4 Progressive 3

Progressive 3 is an optional side wager for Bluff. The rules and paytables are given below:

- Progressive 3 is only available when Bluff is played with a standard 52 card deck in a six (6) deck shoe. Pays for matching both suit and rank of the dealer card in the following game, in the following two (2) games or in the following three (3) games.
- The payable choices for Progressive 3 are as follows:

Hand	Paytable 1 (for 1)	Paytable 2 (for 1)	Paytable 3 (for 1)	Paytable 4 (for 1)	Paytable 5 (for 1)
Match 3	50,000	50,000 ^[1]	30,000 ^[1]	30,000 ^[1]	10,000 ^[1]
Match 2	1,000	1,000	1,000	1,000	1,500
Match 1	25	20	15	15	15
Others	0	0	0	0	0
Increment	0.00%	10.00%	25.00%	20.00%	20.00%

[1] Published pay plus increment.

3. COMPLIANCE EVALUATION DETAILS

The following tables detail the relevant information for the mathematical pay percentages for the game Bluff and side bets:

Game Details: Bluff 2 Decks

Event	Probability	Pay (to 1)	EV
Raise & Call, Player Wins	0.16131441	2	0.32262883
Raise & Fold or Check & Check, Player Wins	0.32636296	1	0.32636296
Tie	0.05227782	0	0.00000000
Raise & Fold or Check & Check, Dealer Wins	0.22703510	-1	-0.22703510
Raise & Call, Dealer Wins	0.23300971	-2	-0.46601942
House Edge			4.41%
RTP			95.59%

[1] Events are based on player's optimal strategy; zero probability events are not listed.

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Game Details: Bluff 4 Decks

Event	Probability	Pay (to 1)	EV
Raise & Call, Player Wins	0.16053512	2	0.32107023
Raise & Fold or Check & Check, Player Wins	0.32590115	1	0.32590115
Tie	0.05574136	0	0.00000000
Raise & Fold or Check & Check, Dealer Wins	0.22593831	-1	-0.22593831
Raise & Call, Dealer Wins	0.23188406	-2	-0.46376812
House Edge			4.27%
RTP			95.73%

[1] Events are based on player's optimal strategy; zero probability events are not listed.

Game Details: Bluff 6 Decks

Event	Probability	Pay (to 1)	EV
Raise & Call, Player Wins	0.16027702	2	0.32055404
Raise & Fold or Check & Check, Player Wins	0.32574821	1	0.32574821
Tie	0.05688845	0	0.00000000
Raise & Fold or Check & Check, Dealer Wins	0.22557507	-1	-0.22557507
Raise & Call, Dealer Wins	0.23151125	-2	-0.46302251
House Edge			4.23%
RTP			95.77%

[1] Events are based on player's optimal strategy; zero probability events are not listed.

Game Details: Bluff 8 Decks

Event	Probability	Pay (to 1)	EV
Raise & Call, Player Wins	0.16014829	2	0.32029657
Raise & Fold or Check & Check, Player Wins	0.32567192	1	0.32567192
Tie	0.05746061	0	0.00000000
Raise & Fold or Check & Check, Dealer Wins	0.22539388	-1	-0.22539388
Raise & Call, Dealer Wins	0.23132530	-2	-0.46265060
House Edge			4.21%
RTP			95.79%

[1] Events are based on player's optimal strategy; zero probability events are not listed.

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Game Details: Suit and Tie 2 Decks PT1

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.00970874	15	0.14563107
Rank	0.05825243	3	0.17475728
Suit	0.23300971	1	0.23300971
Other	0.69902913	-1	-0.69902913
House Edge			14.56%
RTP			85.44%

Game Details: Suit and Tie 2 Decks PT2

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.00970874	9	0.08737864
Rank	0.05825243	5	0.29126214
Suit	0.23300971	1	0.23300971
Other	0.69902913	-1	-0.69902913
House Edge			8.74%
RTP			91.26%

Game Details: Suit and Tie 2 Decks PT3

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.00970874	5	0.04854369
Rank	0.05825243	2	0.11650485
Suit	0.23300971	2	0.46601942
Other	0.69902913	-1	-0.69902913
House Edge			6.80%
RTP			93.20%

Game Details: Suit and Tie 4 Decks PT1

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01449275	15	0.21739130
Rank	0.05797101	3	0.17391304
Suit	0.23188406	1	0.23188406

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Hand	Probability	Pay (to 1)	EV
Other	0.69565217	-1	-0.69565217
House Edge			7.25%
RTP			92.75%

Game Details: Suit and Tie 4 Decks PT2

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01449275	9	0.13043478
Rank	0.05797101	5	0.28985507
Suit	0.23188406	1	0.23188406
Other	0.69565217	-1	-0.69565217
House Edge			4.35%
RTP			95.65%

Game Details: Suit and Tie 4 Decks PT3

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01449275	5	0.07246377
Rank	0.05797101	2	0.11594203
Suit	0.23188406	2	0.46376812
Other	0.69565217	-1	-0.69565217
House Edge			4.35%
RTP			95.65%

Game Details: Suit and Tie 6 Decks PT1

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01607717	15	0.24115756
Rank	0.05787781	3	0.17363344
Suit	0.23151125	1	0.23151125
Other	0.69453376	-1	-0.69453376
House Edge			4.82%
RTP			95.18%

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Game Details: Suit and Tie 6 Decks PT2

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01607717	9	0.14469453
Rank	0.05787781	5	0.28938907
Suit	0.23151125	1	0.23151125
Other	0.69453376	-1	-0.69453376
House Edge			2.89%
RTP			97.11%

Game Details: Suit and Tie 6 Decks PT3

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01607717	5	0.08038585
Rank	0.05787781	2	0.11575563
Suit	0.23151125	2	0.46302251
Other	0.69453376	-1	-0.69453376
House Edge			3.54%
RTP			96.46%

Game Details: Suit and Tie 8 Decks PT1

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01686747	15	0.25301205
Rank	0.05783133	3	0.17349398
Suit	0.23132530	1	0.23132530
Other	0.69397590	-1	-0.69397590
House Edge			3.61%
RTP			96.39%

Game Details: Suit and Tie 8 Decks PT2

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01686747	9	0.15180723
Rank	0.05783133	5	0.28915663
Suit	0.23132530	1	0.23132530

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Hand	Probability	Pay (to 1)	EV
Other	0.69397590	-1	-0.69397590
House Edge			2.17%
RTP			97.83%

Game Details: Suit and Tie 8 Decks PT3

Hand	Probability	Pay (to 1)	EV
Suit and Tie	0.01686747	5	0.08433735
Rank	0.05783133	2	0.11566265
Suit	0.23132530	2	0.46265060
Other	0.69397590	-1	-0.69397590
House Edge			3.13%
RTP			96.87%

Game Details: Progressive 2 6 Decks PT1

Hand	Probability	Pay (for 1)	EV
Match 2	0.00025881	2,000	0.51761137
Match 1	0.01581836	25	0.39545912
Other	0.98392283	0	0.00000000
House Edge			8.69%
RTP			91.31%

Game Details: Progressive 2 6 Decks PT2

Hand	Probability	Pay (for 1)	EV
Match 2	0.00025881	2,000	0.51761137
Match 1	0.01581836	20	0.31636729
Other	0.98392283	0	0.00000000
House Edge			16.60%
RTP			83.40%

BMM EVALUATION TEST REPORT

Game Details: Progressive 2 6 Decks PT3

Hand	Probability	Pay (for 1)	EV
Match 2	0.00025881	2,000 + Increment	$0.51761137 + 0.10000000$
Match 1	0.01581836	20	0.31636729
Other	0.98392283	0	0.00000000
House Edge			6.60%
RTP			93.40%

Game Details: Progressive 2 6 Decks PT4

Hand	Probability	Pay (for 1)	EV
Match 2	0.00025881	1,500 + Increment	$0.38820853 + 0.25000000$
Match 1	0.01581836	15	0.23727547
Other	0.98392283	0	0.00000000
House Edge			12.45%
RTP			87.55%

Game Details: Progressive 2 6 Decks PT5

Hand	Probability	Pay (for 1)	EV
Match 2	0.00025881	1,500 + Increment	$0.38820853 + 0.20000000$
Match 1	0.01581836	15	0.23727547
Other	0.98392283	0	0.00000000
House Edge			17.45%
RTP			82.55%

Game Details: Progressive 3 6 Decks PT1

Hand	Probability	Pay (for 1)	EV
Match 3	0.00000417	50,000	0.20857269
Match 2	0.00025463	1,000	0.25463423
Match 1	0.01581836	25	0.39545912
Other	0.98392283	0	0.00000000
House Edge			14.13%
RTP			85.87%

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Game Details: Progressive 3 6 Decks PT2

Hand	Probability	Pay (for 1)	EV
Match 3	0.00000417	50,000 + Increment	$0.20857269 + 0.10000000$
Match 2	0.00025463	1,000	0.25463423
Match 1	0.01581836	20	0.31636729
Other	0.98392283	0	0.00000000
House Edge			12.04%
RTP			87.96%

Game Details: Progressive 3 6 Decks PT3

Hand	Probability	Pay (for 1)	EV
Match 3	0.00000417	30,000 + Increment	$0.12514361 + 0.25000000$
Match 2	0.00025463	1,000	0.25463423
Match 1	0.01581836	15	0.23727547
Other	0.98392283	0	0.00000000
House Edge			13.29%
RTP			86.71%

Game Details: Progressive 3 6 Decks PT4

Hand	Probability	Pay (for 1)	EV
Match 3	0.00000417	30,000 + Increment	$0.12514361 + 0.20000000$
Match 2	0.00025463	1,000	0.25463423
Match 1	0.01581836	15	0.23727547
Other	0.98392283	0	0.00000000
House Edge			18.29%
RTP			81.71%

Game Details: Progressive 3 6 Decks PT5

Hand	Probability	Pay (for 1)	EV
Match 3	0.00000417	10,000 + Increment	$0.04171454 + 0.20000000$
Match 2	0.00025463	1,500	0.38195135
Match 1	0.01581836	15	0.23727547

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Hand	Probability	Pay (for 1)	EV
Other	0.98392283	0	0.00000000
House Edge			13.91%
RTP			86.09%

Top Award Details: Bluff, Suit and Tie

Variation	Top Award (to 1)	Top Award Odds	Top Award Description
Bluff 2 Decks	2	1 in 7	Raise-Call, Player Win. Check-Raise-Call, Player Win.
Bluff 4 Decks	2	1 in 7	Raise-Call, Player Win. Check-Raise-Call, Player Win.
Bluff 6 Decks	2	1 in 7	Raise-Call, Player Win. Check-Raise-Call, Player Win.
Bluff 8 Decks	2	1 in 7	Raise-Call, Player Win. Check-Raise-Call, Player Win.
Suit and Tie 2 Decks PT1	15	1 in 104	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 2 Decks PT2	9	1 in 104	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 2 Decks PT3	5	1 in 104	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 4 Decks PT1	15	1 in 69	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 4 Decks PT2	9	1 in 69	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 4 Decks PT3	5	1 in 69	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 6 Decks PT1	15	1 in 63	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 6 Decks PT2	9	1 in 63	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 6 Decks PT3	5	1 in 63	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 8 Decks PT1	15	1 in 60	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 8 Decks PT2	9	1 in 60	Player's card matches the suit and rank of the Dealer's card.
Suit and Tie 8 Decks PT3	5	1 in 60	Player's card matches the suit and rank of the Dealer's card.

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Top Award Details: Progressive 2, Progressive 3

Variation	Top Award (for 1)	Top Award Odds	Top Award Description
Progressive 2 6 Decks PT1	2,000	1 in 3,864	Player's card matches the suit and rank of the Dealer's card, for the 2 consecutive games.
Progressive 2 6 Decks PT2	2,000	1 in 3,864	Player's card matches the suit and rank of the Dealer's card, for the 2 consecutive games.
Progressive 2 6 Decks PT3	2,000	1 in 3,864	Player's card matches the suit and rank of the Dealer's card, for the 2 consecutive games.
Progressive 2 6 Decks PT4	1,500	1 in 3,864	Player's card matches the suit and rank of the Dealer's card, for the 2 consecutive games.
Progressive 2 6 Decks PT5	1,500	1 in 3,864	Player's card matches the suit and rank of the Dealer's card, for the 2 consecutive games.
Progressive 3 6 Decks PT1	50,000	1 in 239,725	Player's card matches the suit and rank of the Dealer's card, for the 3 consecutive games.
Progressive 3 6 Decks PT2	50,000	1 in 239,725	Player's card matches the suit and rank of the Dealer's card, for the 3 consecutive games.
Progressive 3 6 Decks PT3	30,000	1 in 239,725	Player's card matches the suit and rank of the Dealer's card, for the 3 consecutive games.
Progressive 3 6 Decks PT4	30,000	1 in 239,725	Player's card matches the suit and rank of the Dealer's card, for the 3 consecutive games.
Progressive 3 6 Decks PT5	10,000	1 in 239,725	Player's card matches the suit and rank of the Dealer's card, for the 3 consecutive games.

4. OPTIMAL/PROPOSED STRATEGY

BMM Testlabs has confirmed the optimal strategy for Bluff is: player Check with 5 – 8; Raise with 2 – 4, and 9 – Ace.

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5. CHECKLISTS USED

The following table details the testing checklists used:

Checklist Number	Version	Checklist Description
AMS-NAM-CH-382	v1.5	NV Math Evaluation Checklist
AMS-NAM-MO-382	v1.5	NV Math Evaluation Method
AMS-NAM-CH-259	v1.8	Game Math Checklist

6. PROJECT HISTORY

The following table details milestone dates of the project:

Date	Description
05/09/2018	Original Submitted Date
25/09/2018	Testing Start Date
27/09/2018	Testing Completion Date

BMM EVALUATION TEST REPORT

7. TERMS AND CONDITIONS

BMM Testlabs ("BMM") has conducted a level of testing of the gaming product which has historically been adequate for a submission of this type. However, inherent in testing in a laboratory environment are the unavoidable limitations of not being able to verify the effects of all possible configurations and environments that occur in actual gaming venues.

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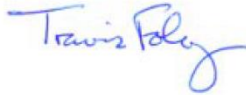
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BMM EVALUATION TEST REPORT

Please feel free to contact BMM Testlabs if you have any questions in regards to this evaluation report.

Yours sincerely,



Travis Foley
Executive Vice President, Operations
BMM Testlabs

T/ vz

G/ jl

Bluff – Casino Table Game Patent



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APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY DOCKET NO	TOT CLAIMS	IND CLAIMS
62/701,371	07/20/2018		140	10251.00001		

CONFIRMATION NO. 5371

FILING RECEIPT

127995
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Date Mailed: 07/25/2018

Receipt is acknowledged of this provisional patent application. It will not be examined for patentability and will become abandoned not later than twelve months after its filing date. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

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Applicant(s)

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Power of Attorney:

Richard Newman--41222

Permission to Access Application via Priority Document Exchange: No

Permission to Access Search Results: No

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If Required, Foreign Filing License Granted: 07/24/2018

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 62/701,371**

Projected Publication Date: None, application is not eligible for pre-grant publication

Non-Publication Request: No

Early Publication Request: No

**** SMALL ENTITY ****

Title

WAGERING GAME WITH SIMULATED BLUFF FEATURE

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications: No

page 1 of 3

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