



PROMOTIONAL PACKET



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November 1, 2018

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.

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

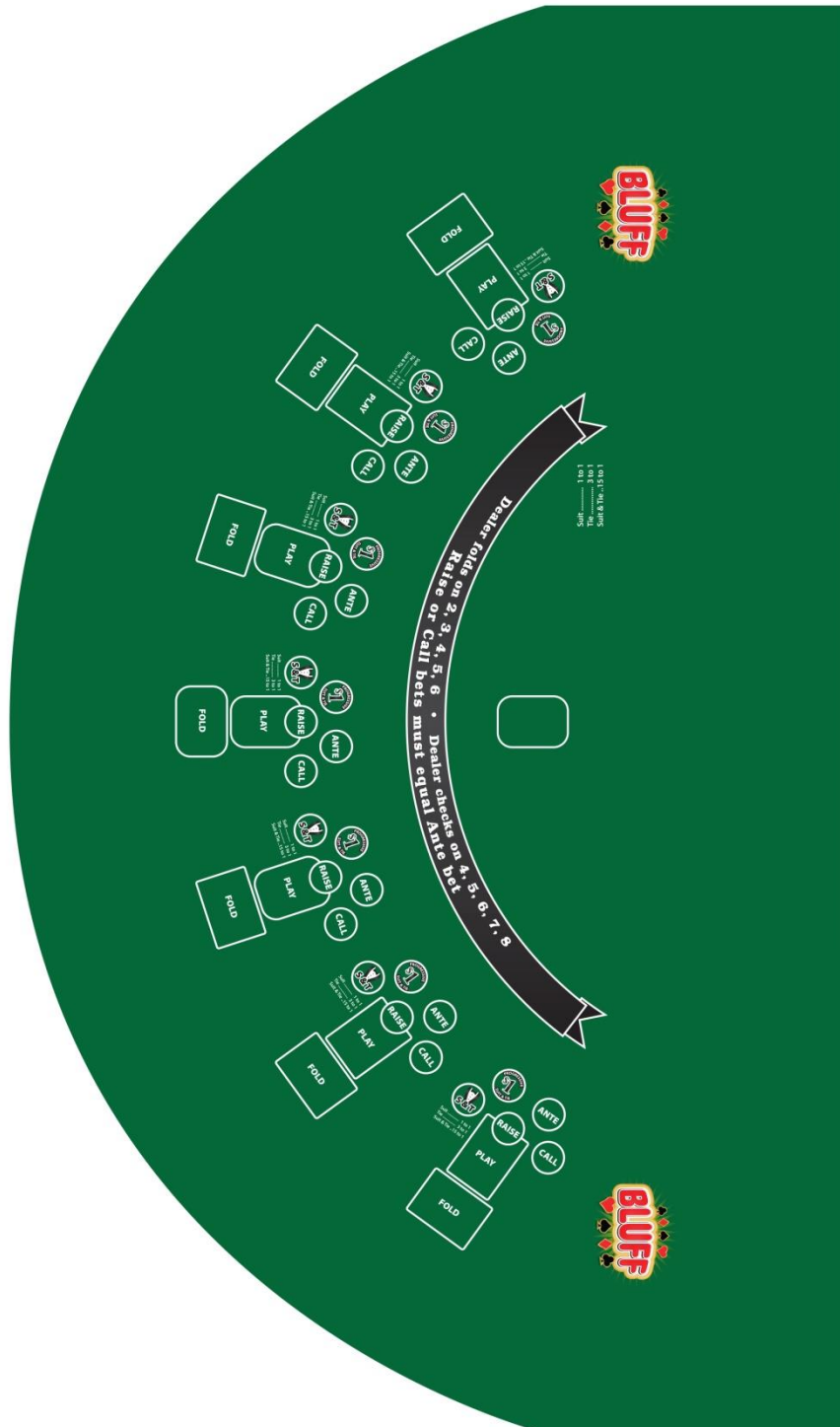
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Bluff - Felt Design



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. As with most inventions, there were obstacles to overcome during the invention process. One such challenge was to find a way for the dealer to take action against multiple players without the players knowing whether the action was a bluff. He solved this by creating a custom deck of cards and incorporating basic blackjack equipment, such as a Blackjack Peeker.



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 either the player or the 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 a wager on one of the side bets that may also be available for play. 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 each have two options; they can either Raise or Check.

If players Raise, they'll position their card face down in the Play box and place a wager that's equal to their initial Ante bet on top of their cards, in the Raise betting circle. If they Check, they'll make a slight hand movement similar to that of poker and place their card in the Play box without making an additional bet. If a player Checks, the dealer will either Check or Raise depending on the value of his card. If the dealer also Checks, no more decisions can be made by the players.

Dealer's Fixed Rules

Once all of the players have Checked or Raised, the dealer is required to follow a specific set of rules. Against players who Raise, the dealer will Fold with a 2, 3, 4, 5, or 6 and will Call with a 7 and higher. Against players who Check, if the dealer has a 4, 5, 6, 7, or 8, then the dealer also Checks. If the dealer has a 2, 3, 9, 10, Jack, Queen, King or Ace the dealer Raises, and those players will then have to decide to Call or Fold.

How To Win

If neither the player nor the dealer has folded, the highest value card will determine the winning hand, as follows:

If the hands tie, then all bets push and no money is exchanged. If the player's card ranks lower than the dealer's, the player loses and their money will be taken. If the player's card ranks higher than the dealer's, and both the player and the dealer Check, then the player's Ante will be paid 1:1. If either the dealer or the player Raises and the other side Calls, then the winning player is paid 1:1 on both bets, Ante and Call or Raise.

Dealer Action Sequence

If the dealer Checked, because he had 4, 5, 6, 7, or 8, he'll show his card to the table. Against players who Checked there would be a showdown with the Ante bet at stake. If the player Raised and the dealer card is a 4, 5 or 6, the dealer Folds so the Ante is paid 1:1 and the Raise wager pushes. But if the card is 7 or 8 there is a showdown with both Ante and Raise bets at stake. The side bet is settled at the same time each player's main bet is.

If the dealer Raises, because he either has a 2, 3, 9, 10, Jack, Queen, King, or Ace in his hand, the procedure is more complicated. The dealer would first ask all of the players who Checked, "Would you like to Call or Fold?". Players who don't want to Call will place their card in the Fold box, thereby losing their Ante bet. Players who Call will

place an equal bet on the Call betting circle, resulting in a showdown between the player and the dealer after all players have acted. If they beat the dealer, the Ante and Call bets will each get paid 1:1.

After everyone has made their final decision, the dealer will turn over his card, revealing what he had. The dealer then settles with each player in turn as follows: Players who Folded lose their Ante. If the dealer had a 2 or 3 and the player Raised, the dealer Folds, paying off their Ante bet at 1:1 but pushing back their Raise bet. Otherwise the hand will win or lose based on who has the highest value card, with both the Ante and Call or Raise bets at stake for the player. The side bet is settled at the same time as each player's Ante bet.

Optimal Player Strategy

This is one of the few games in the world that welcomes card counters. Test your skills and improve your odds while practicing on a live casino game. By tracking high and low cards with card counting skills, it's possible to reduce the House Edge from 4.2% of the Ante to about 2.5%, but, unlike in Blackjack, card counters cannot gain enough of an advantage to beat the game, because the shoe is favorable for the player too rarely to make up for all the times when it is unfavorable.

For casual players, these are the suggested guidelines: The player should Raise on a 2, 3 or 4 (also known as Bluffing); Check on a 5, 6, 7 or 8; and Raise with a 9, 10, Jack, Queen, King or Ace.

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 \$1 in order to play, and if the player matches both the rank and suit of the dealer on the first hand dealt they'll win \$20. The second consecutive time they match both rank and suit, they'll be paid a jackpot averaging \$2,000 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 180 Hands Per Hour when there is only 1 Player on the table
- Average of 330 Hands per Hour on a Full Table of 7 Players
- This game only uses the standard blackjack table equipment and configuration that every casino is equipped for
 - This includes:
 - Blackjack Hole Card Reader / Peeker
 - Card decks specially printed to work with Peeker, as in Blackjack
 - 6 Deck Shoe
- 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 with Card Counting factored in is 2.5%
 - 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 lower House Edge of 1.8%
 - With Card Counting factored in the House Edge comes out to 0.1% - 0.6%
- Dealers use a fixed strategy that includes Bluffing
- 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 either the player or the 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 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. 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, \$1 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. If the player positions their card face up at any point, the dealer will calmly ask them flip it over or nicely flip the card over themselves. Yes, card counting is allowed in this game but the casino doesn't want to make it too easy for aspiring players.

1st Round

The dealer will slide his card into the peeker in order to determine if he has a 4, 5, 6, 7 or 8. The players will take a peek at their card before positioning it face down in the Play Box. At this point, the player has two options; they can either Check or Raise. If the player Raises, they'll position their card face down in the Play box and place a wager that's equal to their initial Ante bet on top of their cards, in the Raise betting area. After that, their hand is done and they have no more decisions to be made. If the player Checks, the Dealer will also Check if they have a 4, 5, 6, 7 or 8. If the dealer has a 2, 3, 9, 10, Jack, Queen, King or Ace then they'll only see white in the peeker mirror conveying to the dealer that they need to Raise, which means it's the start of the 2nd Round.

2nd Round

If the dealer Raises, then this indicates to the players that it's the start of the 2nd Round. The dealer will leave his card face down signaling that he has a 2, 3, 9, 10, Jack, Queen, King or Ace, in his hand. The dealer would then ask all of the players who Checked, "Would you like to Call or Fold?" and if the player Calls, then they'll place an equal bet on the Call betting area. If the player doesn't want to Call, then they'll place their card in the Fold box, thereby automatically losing their Ante bet. After everyone has made their final decision, the dealer will turn over his card, revealing what he had.

Take-and-Pay Procedure

After the dealer flipped over his card, revealing his hand, he'll compare his hand to the player's hand (for players who didn't fold) and determine the highest value card, declaring a winner. If the player's card is of a higher value than the dealer's, they win and their bet(s) will be paid 1:1, or Even Money. If the player's card is smaller than the dealer's, they lose and all of their money will be taken. If the cards are the same value, then this is considered to be a Tie and all bets push, meaning no money is exchanged.

If the dealer has a 4, 5, 6, 7, or 8, then the Dealer Checked and he'll flip over his card showing it to the table. If the player checked and they have a higher value card, then their Ante will be paid 1:1. If the player Raised and won the hand because the dealer folded with a 4, 5, or 6, then both their Ante wager will be paid 1:1 but the Raise wager would be pushed. If the player Raised and won the hand after the dealer called with a 7 or 8, then both their Ante wager and their Raise wager will be paid 1:1. If the player Raised but the dealer called and won the hand, then both their Ante wager and their Raise wager would lose.

If the dealer has a 2, 3, 9, 10, Jack, Queen, King or Ace, then they'll Raise against players who Checked, causing the game to go into a 2nd Round. At the end of the 2nd Round, if the dealer flips over a 2 or a 3, then he will automatically Fold and lose to any player who Raised, but not necessarily to players who Checked. Otherwise the hand will win or lose depending on who has the highest value card. If the player Calls and their hand beats the dealer's, then both their Ante and Call bets will be paid 1:1. If the player Raised and their card beats the dealer's card, then both the Ante and the Raise bet will be paid 1:1.

If the Progressive Jackpot or the side bet options are available, then these bets will be resolved for each hand after the main bet for that hand is settled. If the player Checks and Folds to a dealer Raise before the dealer's card is known, that player's bets are only resolved after the dealer has revealed his card in the course of the main game, to avoid giving information about the dealer's card away while it can help the other players. Once all of the bets have been determined and the hand is over, the dealer will collect all of the cards, and then a new hand will begin, dealing through the shoe until the cut card is reached.

Bluff - Independent Math Analysis



BMM EVALUATION TEST REPORT

Report Issue Date: 4th October, 2018

Issued To: Joseph Shipman

Issued By: BMM Testlabs
Travis Foley, Executive Vice President, Operations
815 Pilot Road, Suite G, Las Vegas, NV 89119
(702) 407 2420, www.bmm.com

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,
Rocky Hill, NJ 08553

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.

BMM EVALUATION TEST REPORT

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.

BMM EVALUATION TEST REPORT

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

BMM EVALUATION TEST REPORT

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%

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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%

BMM EVALUATION TEST REPORT

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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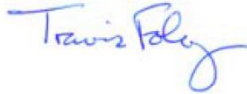
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BMM EVALUATION TEST REPORT

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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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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