



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

January 28, 2021

Sent via email to [ahuysmans@galaxygaming.com](mailto:ahuysmans@galaxygaming.com)

Ann Huysmans  
Galaxy Gaming  
6480 Cameron Street, Suite 305  
Las Vegas, NV 89118

RE: Jackpot Amendment 2<sup>nd</sup> Sensor – 17 Games, Submission #3016

Dear Ann Huysmans:

We have reviewed the changes made to 16 card games. While the original submission was to change 17 card games, you withdrew your request for changes to one game. The game rules and layouts were updated for the below listed card games.

Based on our review of the documentation received from Galaxy Gaming, the Washington State Gambling Commission will approve the game rule changes under the conditions listed below:

3 Card Double Play Poker	Emperor's Challenge	Heads Up Hold'Em
21+3 Bonus or Progressive JP	Emperor's Challenge Exposed	High Card Flush
Cajun Stud	Four Card Frenzy	Player's Edge 21
Double Action Blackjack	Four Card Prime	Super 3 Card
Dueling For Dollars	Four Card Stud	Texas Shootout
		Triple Attack Blackjack

- The games shall be played and operated under the terms and conditions set forth under each set of game rules you provided and are enclosed.

**Commercial Card Rooms**

- Commercial card room operators seeking to operate these games 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 games must be licensed by the state prior to the sale of the equipment.

Ann Huysmans  
January 27, 2021  
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### **Tribal Casinos**

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your games to operate, they will seek concurrence from our agency as well
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with games must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to game rules may affect this approval. If you have any questions on commercial implementation, please contact Brian Lane at (509) 886-6231. 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, Regulation, and Enforcement Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit  
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit  
Jess Lohse, Special Agent, Regulation Unit  
Brian Lane, Special Agent, Regulation Unit  
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit  
File



## Rules of Play

*Washington*



**GALAXY GAMING**

**DISTINCTIVELY DIFFERENT**

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## ***Game Description***

Three Card Double Play (the “**Game**”) is a house-banked poker card game played with one standard 52-card deck of playing cards. The object of the Game is for the player to have two Three-card hands produced from six cards where both player hands are higher than one three-card hand that the dealer’s makes from five cards. Additionally, the Game offers several optional bonus wagers.

Casino operators choose which bonus wagers they will offer, subject to the limitations and any restrictions contained within these Rules of Play. Each bonus wager may be made at the player’s option and there is no effect on the primary game and no changes in player strategy. Minimum and maximum wagering limits are established by the casino operator in accordance with the limits set in WAC 230-15-040, WAC 230-15-140, or their specific regulatory body.

## ***Rules of Play***

1. The player makes two equal wagers, denoted as “High Hand” and “Low Hand” in the player’s wagering area and place any optional bonus wagers.
2. After the players have made their wagers, each player will get six cards. The Dealer will get five cards, showing none of the cards until players have all set their hands.
3. The player then separates the six cards into two Three-card hands, with the player’s higher hand being placed face-down into the High Hand box, and the lower hand is placed face-down into the Low Hand box.
4. The player may double down by placing two wagers, equal in size to each hand’s original wager, over each face-down hand. If the player doubles, then two equal double down wagers must be made, one for each hand side (High Hand and Low Hand).
5. The hands are ranked in the following order from highest to lowest:
  - Mini-Royal
  - Straight flush
  - Trips
  - Straight
  - Flush
  - One pair
  - High cards
6. The dealer’s hand is revealed. The dealer selects his best three-card hand from the five-card hand and discards the two cards that are not used.
7. After the dealer’s hand is formed, the player’s two hands are compared to the dealer’s single hand, with the higher hand winning. In cases of any three-card card hand copies, the player wins the comparison result.
8. If the dealer’s hand is higher than the player’s two hands, the High Hand wager and Low Hand wager are lost, in addition to any double down bets, if they were made.

9. If the player's High Hand is higher or equal to the dealer's hand, and the player's Low Hand is lower than the dealer's hand:
  - a) The High Hand wager and the High Hand double down wager, if made, will be paid one-to-one.
  - b) The Low Hand wager, and the Low Hand double down wager, if made, will lose.
10. If BOTH of the player's hands are higher or equal to the dealer's hand, then:
  - a) The High Hand wager, (along with its double down wager if made), are paid even money.
  - b) The Low Hand wager, (along with its double down wager if made), are paid according to the payable in Appendix "A."

### ***Equipment***

This game will use the Galaxy Gaming owned Andromeda Bonus Jackpot System Series 3d or higher. Jackpot meter displays will not contain additional intelligence or functionality, including but not limited to network capability, wired or wireless.

If operators use an automatic shuffle machine, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.

### ***Gambling Promotions***

A gambling promotion may be added to any of the bonus wagers at the discretion of the casino operator and with the written consent of Galaxy Gaming.

### ***Optional Bonus Wagers***

The game also contains several optional bonus bets. Casino operators choose which of the bonus wagers they will offer. The bonus wagers are not dependent on the base game's outcome.

#### ***Pick-3 Wager***

A Pick-3 bonus wager is made before the start of a round of play. A player wins if one or both of their three-card hands consists of a triggering event. See Appendix "B."

#### ***Pick-5 Wager***

A Pick-5 wager is made before the start of a round of play. A player wins if they have a winning five-card poker element in their six-card hand. See Appendix "C."

### **Bonus and Progressive Jackpots**

- Operators may choose to offer up to two jackpot game options on a layout using two independent wagering sensors and displaying two independent jackpot amounts
- Each jackpot sensor is considered a separate game
- Progressive Jackpots cannot be linked with Bonus Jackpots
- All jackpots on a table must be of a single jackpot type (Bonus or Progressive)
- Operators can only offer one jackpot game option per sensor

#### ***Super-3's Jackpot***

The player is wagering that their original Six-card hand consists of one or more strong three-card hands to trigger one of the winning triggering events shown in the posted payable (Appendix "D").

#### ***Super-Six Jackpot***

The player is wagering that their best six-card hand consists of one of the winning five or six-card poker hands shown in the posted payable (Appendix "E").

### **Bonus or Progressive Jackpot Definition**

If operated as a **Bonus Jackpot**, the table display does not increment after each wager is placed. All Bonus Jackpot displays must include the following language: "Bonus Jackpot prizes are paid by the casino and are not components of any progressive prize contest. Player wagers do not accrue to any guaranteed player fund. The displayed Bonus Jackpot prize may be modified or discontinued at any time without prior notice."

If operated as a **Progressive Jackpot**, the table display should increment after each wager is placed. Casino operators must follow the rules contained in WAC 230-15-680 through WAC 230-15-720. Prizes displayed are considered to be held in escrow by the casino operator who acts as the custodian of the funds for the benefit of the players. Operators offering progressive jackpots must: (1) Ensure specific wager limits on progressive wagers to ensure all funds are accounted for; and (2) Maintain and account for all funds collected for progressive jackpot games.

The operator's internal controls must define how the Jackpots are configured and how they are won and if operated as a bonus or a progressive game.

## Appendix "A"

### Low Hand Bonuses

Hand	PT-FLT-LH-01	PT-FLT-LH-02	PT-FLT-LH-03	PT-FLT-LH-04	PT-FLT-LH-05	PT-FLT-LH-06
Mini-Royal in Low side	50	2	50	2	50	2
Straight Flush	10	2	10	2	10	2
Trips	5	2	5	2	5	2
Straight	4	2	3	2	3	2
Flush	3	2	3	2	2	2
Pair	1.5	2	1.5	2	2	2
High Cards	1.5	2	1.5	1.5	1	1

#### Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.

## Appendix “B”

### Pick-3 Wager

Triggering Event	PT-FLT-P3-01	PT-FLT-P3-02	PT-FLT-P3-03	PT-FLT-P3-04	PT-FLT-P3-05	PT-FLT-P3-06	PT-FLT-P3-07	PT-FLT-P3-08
Double Mini-Royal	500	500	500	200	200	200	500	200
Mini-Royal + Trips/SF	100	200	200	100	100	100	200	100
Double Trips/SF	50	100	100	50	50	50	100	50
One Mini-Royal	20	50	30	30	25	40	40	15
Single Trips or SF	5	5	6	6	5	6	6	5
Double pairs	2	1	1	1	2	1	1	2
Other	Loss	Loss	Loss	Loss	Loss	Loss	Loss	Loss

Triggering Event	PT-FLT-P3-09	PT-FLT-P3-10	PT-FLT-P3-11	PT-FLT-P3-12	PT-FLT-P3-13	PT-FLT-P3-14	PT-FLT-P3-15
Double Mini-Royal	500	500	500	500	500	500	30
Mini-Royal + Trips/SF	100	100	200	100	200	200	30
Double Trips/SF	50	50	100	50	100	40	5
One Mini-Royal	20	25	25	30	30	15	30
Single Trips or SF	5	5	5	5	5	6	5
Double Flush or Straight	5	5	5	5	5	5	5
Other	Loss	Loss	Loss	Loss	Loss	Loss	Loss

#### Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Double Flush or Straight poker components must not have any overlapping cards that are used in both components of a “double type” win. A♠-K♠-Q♠-Q♦-Q♥-2♣ is mini-Royal with a pair of Queens, not a mini-Royal plus a three-of-a-kind. A♠-K♠-Q♠-J♠-9♦-6♥ is NOT both a Mini-Royal and King-high straight flush, it is a mini-Royal plus the jack of spades.



## Appendix “C”

### Pick-5 Wager

Hand	PT-FLT- P5-01	PT-FLT- P3-02	PT-FLT- P3-03	PT-FLT- P3-04	PT-FLT- P3-05
Royal	500	500	500	500	500
Straight Flush	100	100	100	100	100
Quads	40	40	50	75	50
Full House	15	15	15	15	20
Flush	10	10	10	10	10
Straight	5	6	6	6	6
Trips	3	3	3	3	3
Two Pairs	2	2	2	2	2
Other	Loss	Loss	Loss	Loss	Loss

#### Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. The Pick-5 wager considers the player’s full six-card hand to form the best 5-card poker hand.

## Appendix “D”

### Super-3’s Jackpot

Triggering Event	PT-BJS-TCDP-S3-01	PT-BJS-TCDP-S3-02	PT-BJS-TCDP-S3-03	PT-BJS-TCDP-S3-05
Double Mini-Royal	100%	100%	100%	100%
Mini-Royal with SF	10%	10%	100%	\$1,000
Mini-Royal with Trips	\$1,000	10%	\$1,000	\$1,000
Double Trips/SF	\$400	\$500	\$400	\$400
One Mini-Royal	\$50	\$50	\$50	\$50
One Trips or SF	\$3	\$3	\$3	\$3
Other	\$0	\$0	\$0	\$0

#### Notes:

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed Jackpot. Percentage pays are the only payouts deducted from the jackpot meter
4. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
5. All settings and pays, listed in the above paytables, are based off a fixed \$1 wager. The operator may select a different fixed wager amount. If the Jackpot is configured with a different fixed wager amount, pays are multiplied accordingly and displayed on the TableVision image. It is also recommended that seed/reseed values are multiplied accordingly when operating a progressive jackpot.

## Appendix “E”

### Super-Six Jackpot

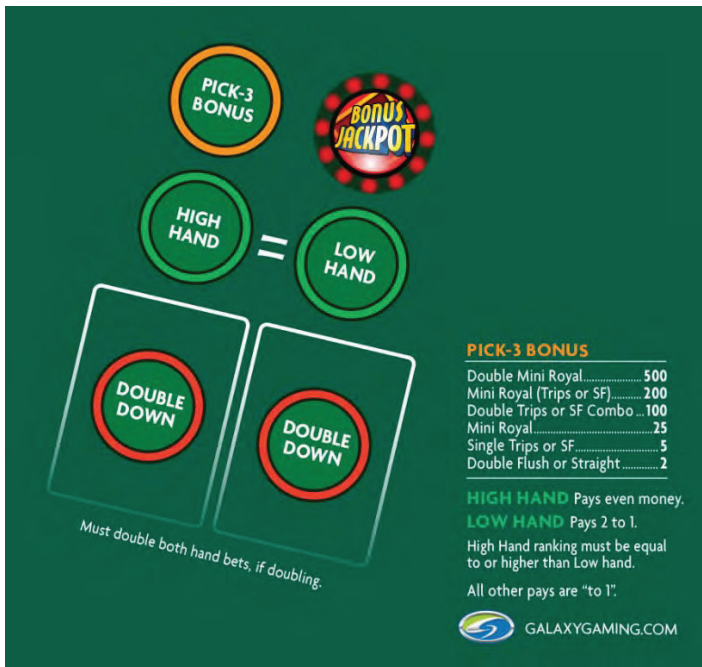
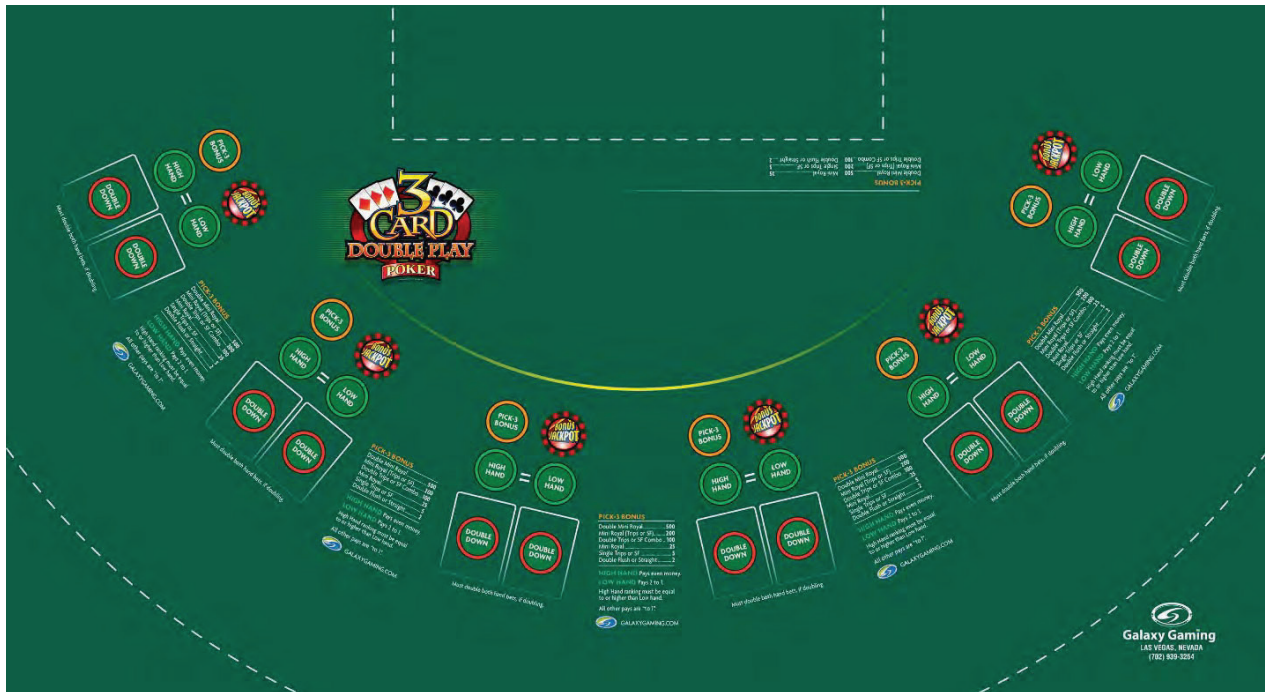
Triggering Event	PT-BJS-TCDP-S6-01	PT-BJS-TCDP-S6-02	PT-BJS-TCDP-S6-03	PT-BJS-TCDP-S6-05
Six-card Straight Flush	100%	100%	100%	100%
Five-card Royal Flush	10%	10%	10%	10%
Five-card straight flush	\$400	\$400	\$400	\$400
Four of a kind	\$75	\$75	\$75	\$75
Full House	\$15	\$20	\$20	\$20
Flush	\$12	\$10	\$15	\$15
Straight	\$10	\$10	\$8	\$6
Three of a kind or less	\$0	\$0	\$0	\$0

#### Notes:

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed Jackpot. Percentage pays are the only payouts deducted from the jackpot meter
4. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
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## Appendix “F”

### Example Layouts



When two jackpot sensors are used.

The diagram illustrates a blackjack game layout on a green background. At the top, there are two circular buttons labeled "JACKPOT", one blue and one red. Below them is an orange circular button labeled "PICK-3 BONUS". In the center, there are two green circular buttons labeled "HIGH HAND" and "LOW HAND" separated by an equals sign. At the bottom, there are two white rectangular buttons labeled "DOUBLE DOWN".

Must double both hand bets, if doubling.

**PICK-3 BONUS**

Double Mini Royal.....	500
Mini Royal (Trips or SF).....	200

**PICK-3 BONUS**

Double Mini Royal.....	500
Mini Royal (Trips or SF).....	200
Double Trips or SF Combo ..	100
Mini Royal.....	25
Single Trips or SF.....	5
Double Flush or Straight.....	2

**HIGH HAND** Pays even money  
**LOW HAND** Pays 2 to 1.  
High Hand ranking must be equal to or higher than Low hand.  
All other pays are "to 1".