



STATE OF WASHINGTON
GAMBLING COMMISSION

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

August 11, 2021

Sent via email to compliance@galaxygaming.com

Galaxy Gaming, Inc.
6480 Cameron St. Ste #305
Las Vegas, NV 89119
Attn: Nicole Young

RE: Bonus Craps - Modification

Dear Ms. Young

Thank you for requesting approval for changes to the game "Bonus Craps and Bonus Craps - Progressive" to Washington State Tribal casinos. The Bonus Craps modification adds additional, optional progressive wagers to the standard game of Bonus Craps. Based on our review of the documentation we received from Galaxy Inc., the Washington State Gambling Commission will approve the game under the conditions listed below:

Tribal Casinos

- The game shall be played and operated under the terms and conditions set forth under the "Bonus Craps and Bonus Craps - Progressive" game rules you provided dated June 15, 2021.
- 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.
- No modifications may be made to allow the game to be played online or via the internet in Washington State.

In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. 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,

A handwritten signature in black ink, appearing to read "Cathy Harvey". The signature is fluid and cursive, with the first name "Cathy" and last name "Harvey" clearly distinguishable.

Cathy Harvey
Agent in Charge
Tribal Gaming Unit

cc: Tina Griffin, Interim Director
Julie Lies, Tribal Liaison
Kelly Main, Special Agent Supervisor Tribal Gaming
File



AND



RULES OF PLAY

Washington



GALAXY GAMING

DISTINCTIVELY DIFFERENT

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Game Description

Bonus Craps and *Bonus Craps Progressive* are a set of optional bonus wagers played on a standard Craps game.

- *Bonus Craps* contains three optional bonus wagers, called *All Small*, *All Tall*, and *Make 'Em All*. Each wager wins if its respective totals are rolled before a 7.

Bonus Craps Progressive contains the *Make 'Em All* and *Fired Up Progressive* wagers.

- The *Make 'Em All Progressive* wager wins if all of the *Make 'Em All* numbers are rolled exactly once, before a 7 or a previously rolled number is repeated.
- The *Fired Up Progressive* wager wins if a particular sequence of numbers is rolled in the exact order posted on the corresponding payable.

Operators may require players maintain a Pass/Don't Pass wager in order to place a *Bonus Craps* and/or *Bonus Craps Progressive* wager. The *Bonus Craps* and *Bonus Craps Progressive* wagers are not dependent on the base game's outcome.

Casino operators choose which bonus wagers they will offer, subject to the limitations and definitions in WAC 230-15-040, WAC 230-15-140, 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.

Bonus Craps Rules of Play

1. Players may place an optional *Bonus Craps* wager on one or more of the three wagers: *All Small*, *All Tall*, or *Make 'Em All*.
2. *Bonus Craps* wagers can be made:
 - On the come-out roll after a 7 has rolled.
 - If the particular wager does not have any active wagers.
 - After a player has rolled all the required numbers.
3. When a qualifying number is rolled, a lammer is placed on the respective numbered circle on the layout for tracking purposes. A repeated number has no effect on the wager.
4. Players win their particular wager(s) if all of their respective numbers are rolled
 - Note that some paytables feature a *Dealer Envy* pay. If a player wins a qualifying award, the dealer will be paid a multiple of each winning player's wager amount.
5. When a 7 is rolled, all *Bonus Craps* wagers lose.

Bonus Craps Progressive Rules of Play

Make 'Em All Progressive

1. Players may place an optional *Make 'Em All Progressive* wager.
2. *Make 'Em All Progressive* wagers can be made:
 - On the come-out roll after a 7 has rolled.
 - If there are no active *Make 'Em All Progressive* wagers.
3. Players win the top award if they can roll each of the *Make 'Em All* numbers (2, 3, 4, 5, 6, 8, 9, 10, 11, 12) exactly once, in any order. If a partial set of numbers are rolled before the wager is lost, a lesser pay will still be awarded according to the corresponding payable.
 - Note that some paytables feature a *Dealer Envy* pay for qualifying events. Unless otherwise noted, the dealer will receive only one *Envy* pay, even if multiple players have won the wager.
4. Qualifying rolls/numbers can be tracked, using lammers, through two methods:
 - Marking the roll/number on the Progressive tracker
 - If configured, using the existing *Bonus Craps Bets* tracker
5. The wager is lost if a previously rolled number is repeated or a 7 is rolled.

Fired Up Progressive

1. Players may place an optional *Fired Up Progressive* wager.
2. *Fired Up Progressive* wagers can be made:
 - On the come-out roll after a 7 has rolled.
 - If there are no active *Fired Up Progressive* wagers.
3. Players win the top award if the particular sequence of numbers is rolled in an exact order, based on the configured payable. If a partial sequence is rolled before the wager is lost, a lesser pay will still be awarded according to the corresponding payable.
 - Note that some paytables feature a *Dealer Envy* pay for qualifying events. Unless noted, the dealer will receive only one *Envy* pay, even if multiple players have won the wager.
4. Qualifying rolls/numbers can be tracked, using lammers, through two methods:
 - Marking the roll/number on the progressive tracker
 - If configured, using the existing *Bonus Craps Bets* tracker
5. The wager is lost anytime a number is rolled that does not match the particular sequence, including the first roll.
 - Note that some paytables have multiple qualifying sequences. In these cases, the first roll establishes the sequence to follow.

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

Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

All Small

Players win if all the “small” numbers (2, 3, 4, 5, 6) are rolled before a 7 (including on the come-out roll). Winning wagers are paid according to the corresponding payable in Appendix A.

All Tall

Players win if all the “tall” numbers (8, 9, 10, 11, 12) are rolled before a 7 (including on the come-out roll). Winning wagers are paid according to the corresponding payable in Appendix A.

Make ‘Em All

Players win if all the numbers (2, 3, 4, 5, 6, 8, 9, 10, 11, 12) are rolled before a 7 (including on the come-out roll). Winning wagers are paid according to the corresponding payable in Appendix A.

Make ‘Em All Progressive

Players win if all the *Make ‘Em All* numbers are rolled exactly once, in any order, before a 7 or a previously rolled number is repeated. Winning wagers are paid according to the corresponding payable in Appendix B.

Fired Up Progressive

Players win if a particular sequence of numbers is rolled in an exact order as posted on the configured payable. Winning wagers are paid according to the corresponding payable in Appendix C.

Appendix A

Bonus Craps Paytables

Winning Event	PT-FLT-BC-01	PT-FLT-BC-02	PT-FLT-BC-03	
	Pays	Pays	Pays	Dealer Envy
All Small	34	30	30	1x
All Tall	34	30	30	1x
Make 'Em All	175	150	150	5x

Notes:

1. All pays are "to 1."
2. For payable PT-FLT-BC-03, the dealer receives an *Envy* pay that is a multiple of each winning player's wager amount, based on the particular wager.
3. Operators may post a maximum aggregate amount payable per round or per hand.

Appendix B

Make 'Em All Progressive

Winning Event	PT-BJS-MEA-01		PT-BJS-MEA-02		PT-BJS-MEA-03		PT-BJS-MEA-05	
	Pays	Dealer Envy	Pays	Dealer Envy	Pays	Dealer Envy	Pays	Dealer Envy
10 Numbers	100%	\$1000	100%	\$1000	100%	\$1000	100%	\$1000
9 Numbers	\$300	\$200	\$300	\$50 (per player)	\$300	\$50 (per player)	\$200	\$50 (per player)
8 Numbers	\$50	-	\$50	-	\$50	\$5 (per player)	\$40	-
7 Numbers	\$10	-	\$10	-	\$10	\$2 (per player)	\$10	-
6 Numbers	\$5	-	\$5	-	\$5	\$1 (per player)	\$6	-
5 Numbers	\$2	-	\$2	-	\$2	-	\$3	-

Winning Event	PT-BJS-MEA-04	PT-BJS-MEA-06
10 Numbers	100%	100%
9 Numbers	\$300	\$200
8 Numbers	\$50	\$40
7 Numbers	\$10	\$10
6 Numbers	\$5	\$6
5 Numbers	\$2	\$3

Notes:

1. All pays are "for 1." The progressive jackpot wager is not returned.
2. Only the highest qualifying roll sequence is paid.
3. The dealer receives a fixed Envy amount regardless of the number of players that win the eligible award, unless otherwise noted as *per player*, in which case the dealer receives the respective Envy pay per each winning player.
4. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed progressive jackpot. Percentage pays are the only payouts deducted from the progressive jackpot meter
5. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
6. 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 progressive 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.

Appendix C

Fired Up Progressive

Sequence(s)	PT-BJS-FUP-01		PT-BJS-FUP-03		PT-BJS-FUP-05	
	6-5-4-3-2 OR 8-9-10-11-12		5-4-3-2		8-9-10-11-12	
	Pays	Dealer Envy	Pays	Dealer Envy	Pays	Dealer Envy
5 Matching Rolls	100%	\$1000	-	-	100%	\$2000
4 Matching Rolls	\$300	\$100	100%	\$1000	\$1000	\$60 (per player)
3 Matching Rolls	\$40	-	\$200	\$100	\$100	-
2 Matching Rolls	\$5	-	\$20	-	\$10	-
1 Matching Rolls	\$1	-	\$2	-	\$2	-

Sequence(s)	PT-BJS-FUP-02	PT-BJS-FUP-04	PT-BJS-FUP-06
	6-5-4-3-2 OR 8-9-10-11-12	5-4-3-2	8-9-10-11-12
5 Matching Rolls	100%	-	100%
4 Matching Rolls	\$300	100%	\$200
3 Matching Rolls	\$40	\$200	\$40
2 Matching Rolls	\$5	\$20	\$6
1 Matching Rolls	\$1	\$2	\$3

Notes:

1. All pays are "for 1." The progressive jackpot wager is not returned.
2. Only the highest qualifying roll sequence is paid.
3. The dealer receives a fixed Envy amount regardless of the number of players that win the eligible award, unless otherwise noted as *per player*, in which case the dealer receives the respective Envy pay per each winning player.
4. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed progressive jackpot. Percentage pays are the only payouts deducted from the progressive jackpot meter
5. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
6. 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 progressive 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.

Appendix D

Example Layouts



