



**STATE OF WASHINGTON
GAMBLING COMMISSION**

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

April 4, 2023

Sent via email to tcox@galaxygaming.com

Tiffini Cox
Galaxy Gaming
6480 Cameron Street, Suite 305
Las Vegas, NV 89118

RE: Dragon vs Tiger War Pai Gow - Submission #3114

Dear Tiffini Cox:

We have reviewed the changes made to Dragon vs Tiger War Pai Gow. Based on our review of the documentation we received from Galaxy Gaming, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the Dragon vs Tiger War Pai Gow game rules you submitted on March 28, 2023, and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

**P.O. Box 42400, Olympia, WA 98504 | (360) 486-3440
901 N. Monroe St., Suite 240, Spokane, WA 99201 | (509) 325-7900
wsgc.wa.gov**

Tiffini Cox

4/4/2023


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

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact 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,

DocuSigned by:

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Gary Drumheller

Assistant Director

Enforcement and Operations Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Dan Wegenast, 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

6480 Cameron Street Suite 305 | Las Vegas, Nevada 89118 | (702) 939-3254 | FAX: (702) 939-3255

www.galaxygaming.com

Game Description

Dragon vs. Tiger War Pai Gow Poker (Dragon vs. Tiger) is a commission-free, house-banked Pai Gow poker-based game using a standard 52-card deck and a Joker. The Joker is semi-wild; it is used as an Ace or to complete a Straight, Flush, or Straight Flush. Unlike standard Pai Gow, players do not receive their own hand, but instead wager on two community hands, either *Dragon* or *Tiger*, that are set by the dealer based on house ways. Rules pertaining to standard Pai Gow Poker, listed on the WSGC website, are followed except as noted in these rules of play. The object of the game is for the players' selected/wagered hand to have a winning outcome. *Dragon vs. Tiger* also contains optional bonus wagers that are not dependent on the base game's outcome.

Casino operators choose which bonus wagers they will offer, subject to 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. To begin each round, each player must place a *War* wager on either the *Dragon* or *Tiger* hand and may place any of the available optional bonus wagers.
2. After all wagers are placed, seven cards are dealt facedown to the *Dragon* hand and to the *Tiger* hand on their respective spots on the layout.
3. The dealer then sets each hand into a 2-card low hand and a 5-card high hand, according to the house way, and place them faceup in their designated spots on the layout. Each hand's high hand must be of greater value than its low hand. The house way must be documented in the licensee's internal controls.
4. Once the *Dragon* and *Tiger* hands have been set, the dealer will compare each side's respective hands: the *Dragon* high hand to the *Tiger* high hand and the *Dragon* low hand to the *Tiger* low hand. The *War* wager is reconciled as follows:
 - a. If **both** hands (high and low) of the player's wagered side **beat** the other side's respective hands, their *War* wager wins and is paid 1 to 1.
 - b. If the **high hands tie**, all *War* wagers win and are paid 1 to 1.
 - c. If the **low hands tie**, all *War* wagers are lost.
 - i. Note that a **high hand tie takes precedence**, so that if both the high hands and low hands tie, all *War* wagers win and are paid 1 to 1.
 - d. If **one hand** of the player's wagered side **beats** the other side's respective hand and the **other hand loses** to the other side's respective hand, their *War* wager is pushed.
 - e. If **both** hands of the player's wagered side **lose** to the other side's respective hands, their *War* wager is lost.
5. The dealer reconciles all optional bonus wagers.

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

Push or Tie

Players win if the high and/or low hands tie or if the *War* wager is a push. Wins are paid based on the corresponding payable in Appendix A.

Monster Bonus (Felt)

Players may wager on *Monster Bonus Dragon*, *Monster Bonus Tiger*, or both. The wager wins if the selected 7-card hand achieves a winning event based on the corresponding payable(s) in Appendix B.

Pai Gow Insurance

Players may wager on *Pai Gow Insurance Dragon*, *Pai Gow Insurance Tiger*, or both. The wager wins if the selected 7-card hand is a Pai Gow and is paid based on the corresponding payable(s) in Appendix C.

Emperor's Treasure (with Envy Bonus)

Players may wager on *Emperor's Treasure Dragon*, *Emperor's Treasure Tiger*, or both. The wager wins if the selected 7-card hand achieves a winning event based on the corresponding payable(s) in Appendix D.

Envy Bonus

If the player's *Emperor's Treasure Dragon* and/or *Tiger* wager is \$5 or more, designated lammer(s) are placed directly adjacent to the respective *Emperor's Treasure* wager(s), indicating that the player is eligible to **receive *Envy Bonus*** pays if another player at the table achieves a Four-of-a-Kind or better **on the respective wager**, based on the corresponding *Envy Bonus* payable(s) in Appendix D. Players cannot win an *Envy Bonus* on their own hand.

House 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 House Jackpots
- All jackpots on a table must be of a single jackpot type (House or Progressive)
- Operators can only offer one jackpot game option per sensor

Monster Bonus House or Progressive Jackpot

Players may wager on *Monster Bonus Dragon Jackpot*, *Monster Bonus Tiger Jackpot*, or both. The wager wins if the selected 7-card hand achieves a winning event based on the corresponding payable(s) in Appendix E.

House or Progressive Jackpot Definition

If operated as a **House Jackpot** (also called a **Bonus Jackpot**), the table display does not increment after each wager is placed. All House Jackpot displays must include the following language: “House 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 House 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 house or a progressive game.

Appendix A

Push or Tie

Hand	Pays
Double Ties	100
High Hand Tie	50
Low Hand Tie	3
Push	1

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. *Double Ties* refers to the scenario where the Dragon high hand is tied with the Tiger high hand AND the Dragon low hand is tied with the Tiger low hand.
4. *Push* refers to the main game (*War* wager) outcome that results in a push, i.e., where **one hand** of one side **beats** the other side's respective hand and the **other hand loses** to the other side's respective hand.

Appendix B

Monster Bonus Dragon and Tiger

Hand	Pays
5 Aces	500
5-Card Royal Flush	125
5-Card Straight Flush w/o Joker	50
5-Card Straight Flush w/ Joker	40
Four-of-a-Kind	25
Full House	5
5-Card Flush	4
Three-of-a-Kind	3
5-Card Straight	2
Three Pair	1

Notes:

1. All pays are "to 1."
2. Players may wager on *Monster Bonus Dragon*, *Monster Bonus Tiger*, or both.
3. Only the highest qualifying hand is paid.

Appendix C

Pai Gow Insurance Dragon and Tiger

Hand (Pai Gow)	PT-FLT- EC-PGI-01	PT-FLT- EC-PGI-02	PT-FLT- EC-PGI-03	PT-FLT- EC-PGI-04	PT-FLT- EC-PGI-05
9-High	400	250	100	100	100
10-High	40	75	50	25	25
Jack-High	20	25	25	15	15
Queen-High	5	5	10	6	7
King-High	3	3	5	5	5
Ace-High	2	2	1	3	3

Notes:

1. All pays are "to 1."
2. Players may wager on *Pai Gow Insurance Dragon*, *Pai Gow Insurance Tiger*, or both.
3. Only the highest qualifying hand is paid.

Appendix D

Emperor's Treasure Dragon and Tiger

Hand	PT-FLT- EC-ET- 01	PT-FLT- EC-ET- 02	PT-FLT- EC-ET- 03	PT-FLT- EC-ET- 04	PT-FLT- EC-ET- 05	PT-FLT- EC-ET- 06	PT-FLT- EC-ET- 07	PT-FLT- EC-ET- 08
7-Card Straight Flush, No Joker	5,000	8,000	5,000	2,500	5,000	5,000	5,000	2,500
5-Card Royal Flush w/ A-K Suited	1,000	2,000	2,000	1,000	2,000	1,000	2,000	1,000
7-Card Straight Flush w/Joker	750	1,000	1,000	750	1,000	500	1,000	750
5 Aces	250	400	400	250	400	300	400	250
5-Card Royal Flush	100	150	150	100	150	110	150	125
5-Card Straight Flush	50	50	50	50	50	45	50	50
Four-of-a-Kind	20	25	25	25	25	25	25	25
Full House	5	5	5	5	5	5	5	5
5-Card Flush	4	4	4	4	4	4	4	4
3-of-a-Kind	3	3	3	3	3	3	3	3
5-Card Straight	2	2	2	2	2	2	2	2
3 Pair	Push	Loss	Loss	Loss	Loss	Loss	Loss	Loss

Envy Bonus

Hand	E01	E02	E03	E04	E05	E06	E07	E08
7-Card Straight Flush, No Joker	\$1,000	\$5,000	\$3,000	\$1,000	\$2,500	\$2,500	\$5,000	\$1,000
5-Card Royal Flush w/A-K Suited	\$250	\$1,000	\$1,000	\$750	\$500	\$500	\$1,000	\$750
7-Card Straight Flush w/ Joker	\$100	\$500	\$500	\$250	\$250	\$250	\$500	\$250
5 Aces	\$50	\$250	\$250	\$100	\$150	\$150	\$250	\$100
5-Card Royal Flush	\$25	\$50	\$50	\$50	\$55	\$55	\$50	\$50
5-Card Straight Flush	\$10	\$20	\$20	\$20	\$25	\$25	\$20	\$20
Four-of-a-Kind	\$5	\$5	\$5	\$5	\$6	\$6	\$5	\$5

Notes:

1. All pays are "to 1" except for the *Envy Bonus*, which are fixed pays.
2. Players may wager on *Emperor's Treasure Dragon*, *Emperor's Treasure Tiger*, or both.
3. Only the highest qualifying hand is paid.
4. The Ace/King Suited combination cannot include the Joker. However, the 5-Card Royal Flush may include the Joker (e.g. Joker-K♥Q♥J♥10♥-A♠K♠).
5. All qualifying *Emperor's Treasure Dragon* and/or *Tiger* wagers receive all respective (*Dragon* and/or *Tiger*) *Envy Bonus* pays, excluding on their own hand.

Appendix F

Monster Bonus House or Progressive Jackpot

Hand	PT-BJS- EC-ET-05
Royal Flush (No Joker)	100%
Royal Flush	\$325
Straight Flush	\$75
4-of-a-Kind	\$50
3 Pair	\$7
Full House	\$5

Hand	PT-BJS- EC-ET-13	PT-BJS- EC-ET-09	PT-BJS- EC-ET-11	PT-BJS- EC-ET-17	PT-BJS- EC-ET-21
7-Card Straight Flush (No Joker)	100%	100%	100%	100%	100%
Royal Flush w/ A-K Suited	50%	50%	100%	100%	100%
7-Card Straight Flush w/ Joker	25%	10%	100%	100%	100%
5 Aces	\$2,500	\$2,500	\$2,500	100%	100%
Royal Flush	\$200	\$200	\$200	\$200	\$325
Straight Flush	\$100	\$100	\$100	\$100	\$75
4-of-a-Kind	\$75	\$75	\$75	\$75	\$50
Full House	\$6	\$6	\$6	\$6	\$5

Hand	PT-BJS- EC-ET-12	PT-BJS- EC-ET-10	PT-BJS- EC-ET-22	PT-BJS- EC-ET-14	PT-BJS- EC-ET-19	PT-BJS- EC-ET-16
7-Card Straight Flush (No Joker)	100%	100%	100%	100%	100%	100%
Royal Flush w/ A-K Suited	50%	50%	50%	50%	50%	100%
7-Card Straight Flush w/ Joker	25%	10%	25%	25%	25%	100%
5 Aces	\$1,500	\$2,500	\$2,500	\$1,500	\$2,500	\$2,500
Royal Flush	\$200	\$200	\$200	\$200	\$200	\$200
Straight Flush	\$80	\$80	\$80	\$80	\$100	\$80
4-of-a-Kind	\$50	\$50	\$50	\$40	\$75	\$50
3 Pair	\$7	\$7	\$7	\$6	\$7	\$7
Full House	\$5	\$5	\$5	\$5	\$5	\$5

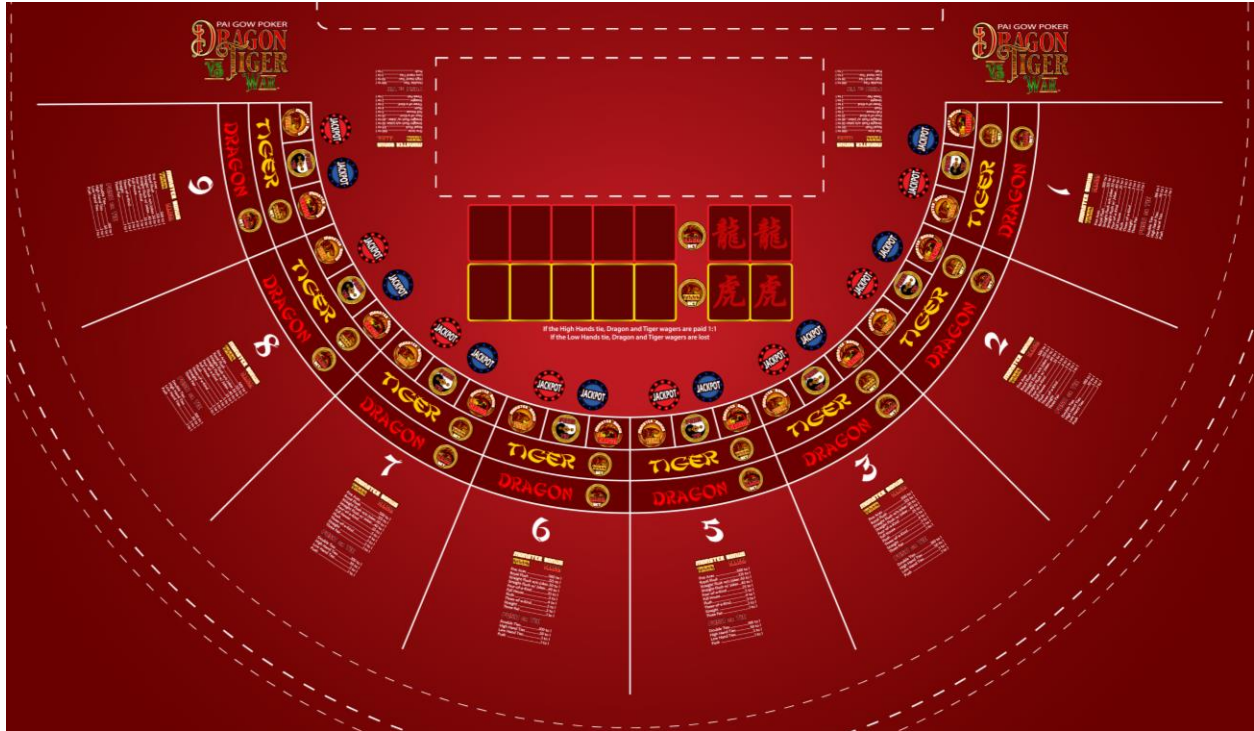
Notes:

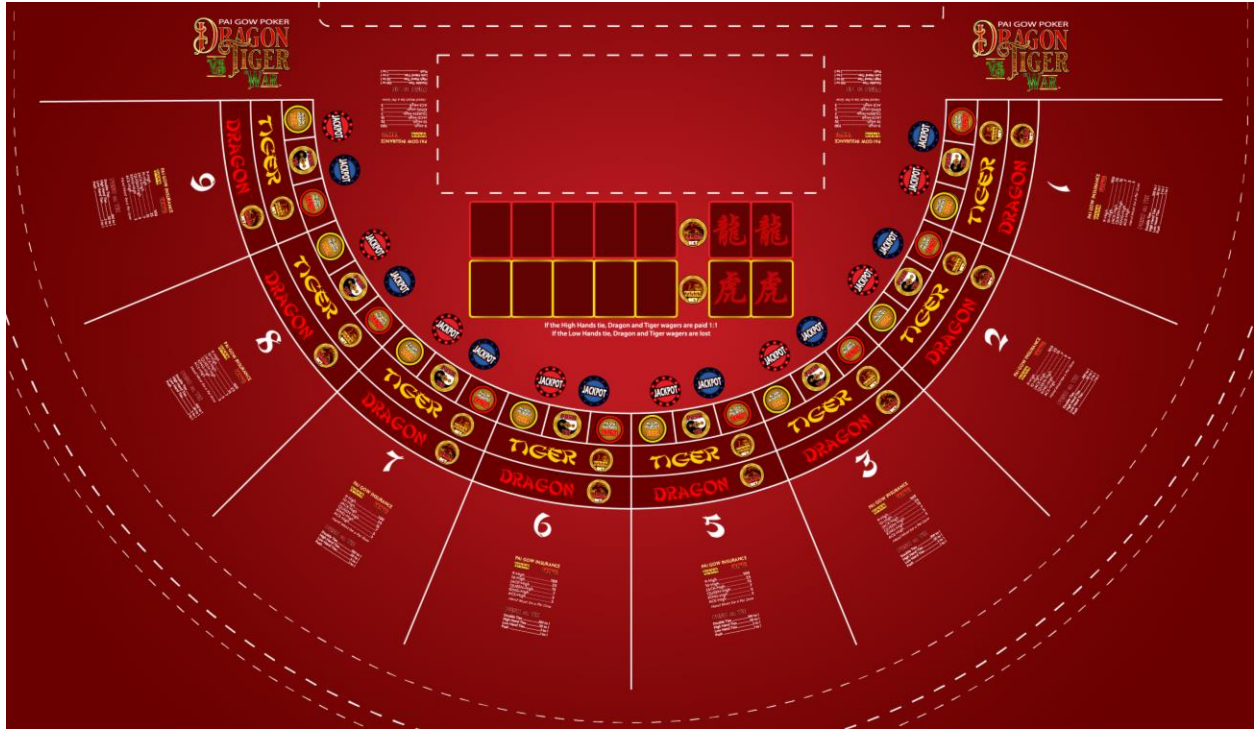
1. All pays are “for 1.” The jackpot wager is not returned.
2. Players may wager on *Monster Bonus Dragon Jackpot*, *Monster Bonus Tiger Jackpot*, or both.
3. Only the highest qualifying hand is paid.
4. Ace/King Suited combination cannot include the Joker. However, the 5-Card Royal Flush may include the Joker (e.g., Joker-K♥Q♥J♥10♥-A♠K♠).
5. 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.
6. All percentage pays are shared/split among all winning players, as noted and displayed on the TableVision image.
 - a. For example, if 3 players wager on the Monster Bonus Dragon Jackpot and the 100% award hits with a meter value of \$60,000.75, then each player that wagered on the Monster Bonus Dragon Jackpot will receive \$20,000.25 ($\$60,000.75 / 3$).
7. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
8. A full fixed pay is given to each winning player (i.e., fixed pays are not split).
9. 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 G

Example Layouts

Operators may choose to offer any number and combination of the authorized Optional Bonus Wagers.





TIGER

DRAGON

6

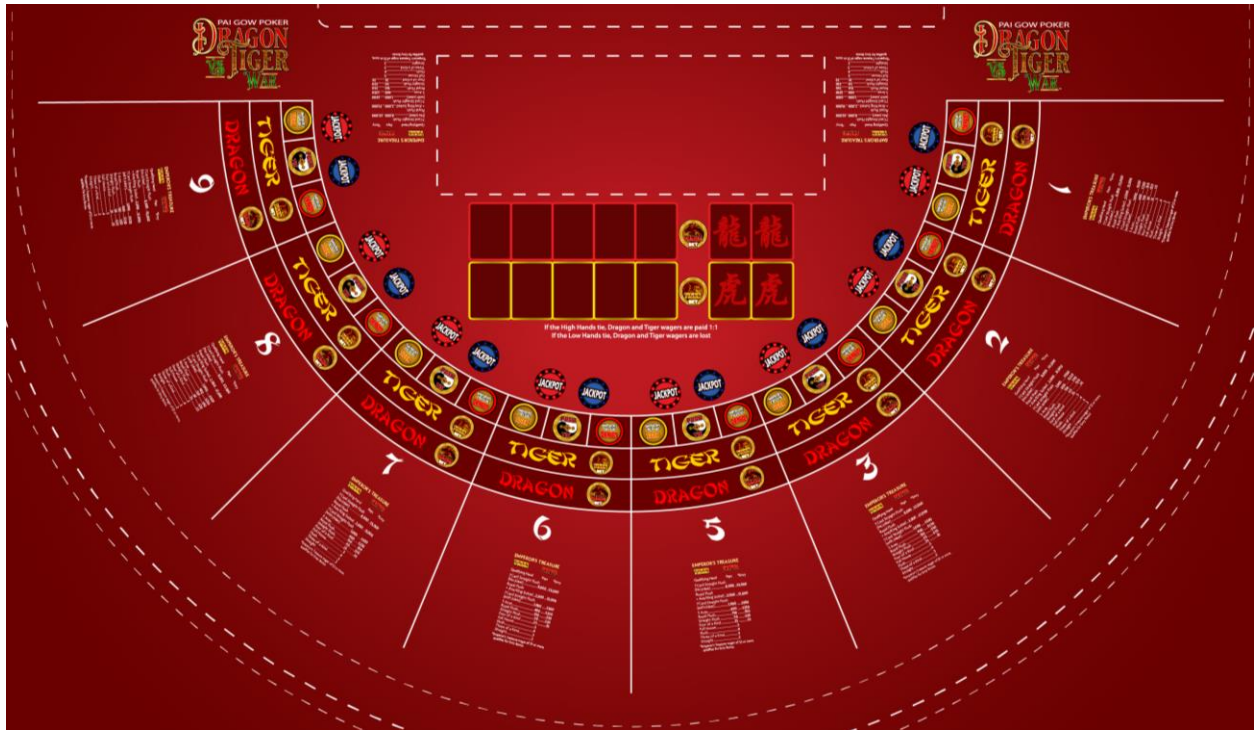
PAI GOW INSURANCE
TIGER **DRAGON**

9-High	100
10-High	25
JACK-High	15
QUEEN-High	7
KING-High	5
ACE-High	3

Hand Must be a Pai Gow

PUSH or TIE

Double Ties	100 to 1
High Hand Ties	50 to 1
Low Hand Ties	3 to 1
Push	1 to 1



JACKPOT JACKPOT

EMPEROR'S TREASURE TIGER

EMPEROR'S TREASURE DRAGON

TIGER

DRAGON

6

EMPEROR'S TREASURE

Qualifying Hand	Pays	*Emv
7 Card Straight Flush (No Joker)	8,000	\$5,000
Royal Flush + Ace/King Suited	2,000	\$1,000
7 Card Straight Flush (with Joker)	1,000	\$500
5 Aces	400	\$250
Royal Flush	150	\$50
Straight Flush	50	\$20
Four of a Kind	25	\$5
Full House	5	
Flush	4	
Three of a Kind	3	
Straight	2	

*Wagers of \$5 or More Qualify