



**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

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

RE: Jackpot Amendment 2nd 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
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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

Dueling for Dollars is a house-banked, one-card poker-based game played with 5, 6, or 8 standard 52-card decks of playing cards; the recommended configuration is 6 decks. The object of the game is for the player to choose whether their card is higher ranked or lower ranked than the community card. Dueling for Dollars also contains optional bonus wagers.

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 (*with DEALER or PLAYER wagering spots*)

1. Each player must make a wager prior to the cards being dealt. The player may select either the PLAYER or DEALER wagering spot. If the player selects the PLAYER spot the player is wagering that their card will be higher than the community card. If the player selects the DEALER spot the player is wagering that their card is lower than the community card. Players may also place any optional bonus wagers.
2. After all players have made their initial wager, the dealer gives each player one card and then deals one community card.
3. Each player's card will be compared with the community card.
4. If the initial wager was placed on the PLAYER spot and:
 - a) the player's card is higher in rank than the community card, the player wins even money
 - b) the player's card is lower in rank than the community card, the player's wager is lost.
5. If the initial wager was placed on the DEALER spot and:
 - a) the player's card is lower in rank than the community card, the player wins even money.
 - b) the player's card is higher in rank than the community card, the player's wager is lost.
6. In the event of a tie the player will have two options:
 - a) surrender and forfeit half their initial wager.
 - b) "go to war."
7. If the player elects to "go to war" they must raise their initial wager by an equal amount as a War wager by placing the War wager next to the initial wager. A War wager will also be presented next to the community card by the dealer, to indicate that a "going to war" tie event has occurred.
8. The dealer will then optionally burn three cards.
9. The dealer will deal one additional player card and one additional community card.

10. If the initial wager (and War wager) was placed on the PLAYER spot and:
 - a) the player's additional card is equal to or higher in rank than the additional community card, the War wager wins even money and the initial wager will push.
 - b) the player's additional card is lower in rank than the additional community card, both wagers are lost.
11. If the initial wager (and War wager) was placed on the DEALER spot and:
 - a) the player's additional card is equal to or lower in rank than the additional community card, the War wager wins even money and the initial wager will push.
 - b) the player's additional card is higher in rank than the additional community card, both wagers are lost.
12. Optionally, a tie after a tie will result in a bonus equal to both the initial wager plus the War wager.

Optional Rules of Play (with *PLAY* wagering spot only)

1. Each player must make an initial PLAY wager prior to the cards being dealt and may place any optional bonus wagers.
2. After all players have made their initial wager, the dealer gives each player one card and then deals one community card.
3. Each player's card will be compared with the community card. If the player's card is higher than the community card, then the PLAY wager wins even money. If the player's card is lower than the community card, the PLAY wager is lost.
4. In the event of a tie the player will have two options:
 - a) surrender and forfeit half the PLAY wager
 - b) "go to war."
5. If the player elects to "go to war", the player must raise the initial wager by an equal amount as a War wager by placing the War wager next to the initial wager. A War wager will also be presented next to the community card by the dealer, to indicate that a "going to war" tie event has occurred.
6. The dealer will then optionally burn three cards.
7. The dealer will deal one additional card to the player and deal one additional community card.
8. If the player's additional card is equal to or higher in rank than the additional community card, the War wager wins even money and the initial wager will push. If the player's additional card is lower in rank than the additional community card, both wagers are lost.
9. Optionally, a tie after a tie will result in a bonus equal to the original PLAY wager plus the War wager.

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

Tie Plus

A player wins the TIE PLUS wager if the player's initial card plus the initial community card form a pair. The payout odds are based on the number of decks used, and are displayed on the corresponding payable Appendix "A."

Combo Bet

A player wins the Combo Bet wager if the player's initial card plus the initial community card form a two-card poker hand, such as a flush (two suited cards) a straight (two connecting cards), a straight flush (two suited connecting cards), or a pair. The triggering combinations and payout odds are shown on the payable in Appendix "B."

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

Tie After Tie Jackpot

The Tie After Tie Jackpot wager wins when the player's initial card and the initial community card tie AND the player's second card and the second community card tie again after "going to War". The corresponding paytables are shown in Appendix "C."

2 + 2 Jackpot

The 2 + 2 Jackpot is an optional bonus wager that is based on the player's initial card, the initial community card, and two added community cards. A player qualifies to win the 2 + 2 Jackpot wager when the player's initial card and the initial community card form either a pair or a two-card straight flush. On this event, two additional community cards are dealt to form a four-card hand. If a player had started with a pair event (a tie event), the tie-breaking "go to war" cards are not used. The corresponding paytables are shown in Appendix "D."

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"

Tie Plus

Triggering Event	PT-FLT-DFD-TP-01 Deck# 5, 6, 8	PT-FLT-DFD-TP-02 Deck# 6, 8	PT-FLT-DFD-TP-03 Deck# 6
Suited Pair tie	12	18	20
Pair Ties, unsuited	12	10	10

Notes:

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

Appendix "B"

Combo Bet

Triggering Event	PT-FLT-DFD-CB-01	PT-FLT-DFD-CB-02	PT-FLT-DFD-CB-03
Pair	2	3:2	2
Straight Flush	2	3	2.5
Straight or Flush	1	1	1

Triggering Event	PT-FLT-DFD-CB-04	PT-FLT-DFD-CB-05
Straight Flush	5	4
Straight	2	2
Flush	1	1
Pair	loss	loss

Notes:

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

Appendix “C”

Tie After Tie Jackpot

Triggering Event	PT-BJS- DFD- TAT-02	PT-BJS- DFD- TAT-03	PT-BJS- DFD- TAT-04
Quads same suit	100%	100%	100%
Quads same color	\$500	100%	20%
Quads two color	\$100	10%	\$100
Two pairs same color	\$50	\$100	\$50
Trips same color	\$25	\$50	\$25
Trips two color	\$15	\$20	\$15
Two pairs two color	\$10	\$10	\$10
One Tie one color	\$4	\$4	\$4
One Tie two color	\$3	\$2	\$4
Not a tie	\$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 “D”

2 + 2 Jackpot

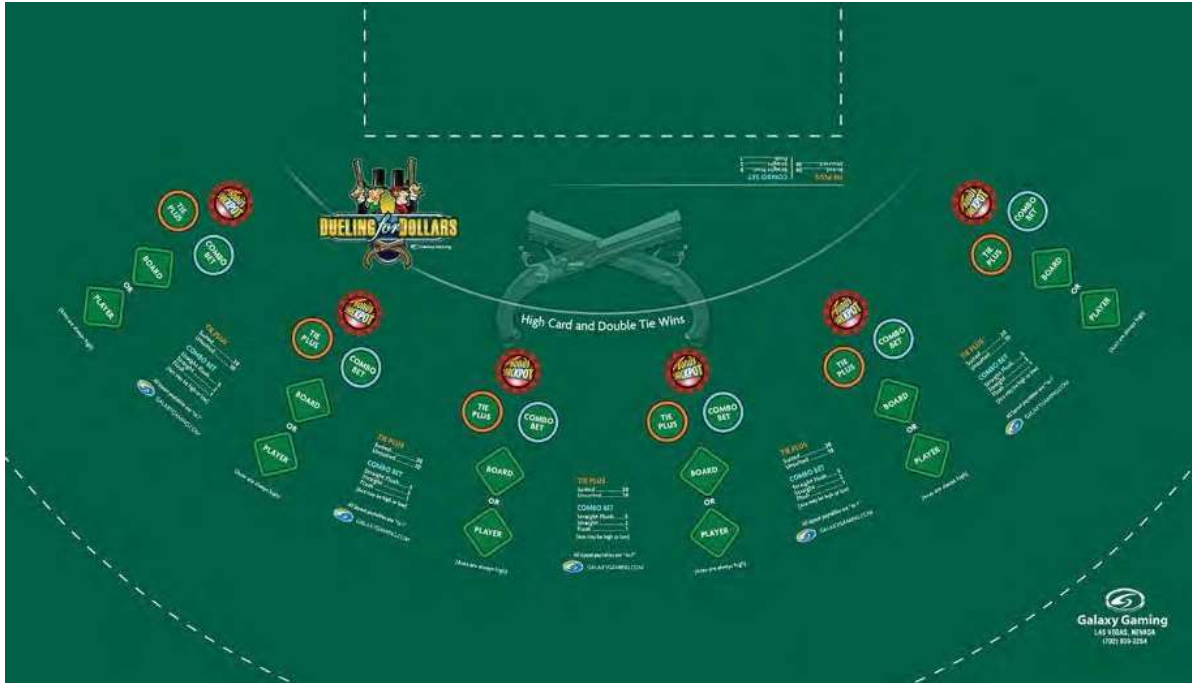
Triggering Event	PT-BJS-DFD-22-03	PT-BJS-DFD-22-02
Royal Flush	100%	100%
4-Card Straight Flush	10%	\$500
Four-of-a-Kind	\$100	\$100
3-Card Straight Flush	\$30	\$30
Three-of-a-Kind	\$15	\$15
Starting Straight Flush	\$3	\$3
Starting Pair	\$2	\$2

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"

Example Layouts



When two jackpot sensors are used.

TIE PLUS	
Suited	20
Unsuited	10

COMBO BET	
Straight Flush	5
Straight	2
Flush	1

(Ace may be high or low)

All layout paytables are "to 1"

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TIE PLUS	
Suited	20
Unsuited	10

COMBO BET	
Straight Flush	5
Straight	2
Flush	1

(Ace may be high or low)

All layout paytables are "to 1"

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