



**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
January 27, 2021
Page 2 of 2

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

Four Card Frenzy (the “**Game**”) is a house-banked, four-card poker card game played with one standard 52-card deck of playing cards. The object of the Game is for the player to have a final four card hand formed from five cards dealt that is higher than the dealer’s hand. Additionally, the Game offers several 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

1. Players make two initial wagers of equal size, denoted as “Ante” and “Odds” in the player’s wagering spots. Players may also place any optional bonus wagers.
2. After the players have made their Ante and Odds wagers, each player and the dealer will get five cards.
3. The player decides to fold or play upon determining the best four card hand that can be made from their five-card hand. The fifth card is set aside but not discarded, as it may be used for bonus wagers.
4. If the player chooses to play the hand, the player must make a Raise wager. The Raise wager is equal to the Ante wager if the hand is a pair of Kings or lower. If the player’s hand is a pair of Aces or better the Raise wager may be one, two, or three times the Ante wager. If the player folds, the hand may be tucked under a bonus wager to claim a bonus wager win.
5. After all players have raised or folded, the dealer’s hand is revealed. The dealer slants the unused card of the dealer’s five card hand to show the highest remaining four cards that are in play.
6. After the dealer’s hand is formed, each player’s four card hand is compared to the dealer’s best four card hand, the higher hand winning. In cases of any four card hand copies (where a copy is a four-card long exact hand match), the player wins the copy result. Note: the hands are ranked in the following order from highest to lowest:
 - Quads
 - Straight flush
 - Trips
 - Flush
 - Straight
 - Two pair
 - One pair
 - Four singletons

7. For purposes of the Ante wager only, the dealer needs at least a king high hand to qualify. The Ante wager pays as follows:
 - Dealer does not qualify: the Ante wager pushes.
 - Dealer qualifies and player wins: the Ante wager wins even money.
 - Dealer qualifies and four card hands copy: the Ante wager wins even money.
 - Dealer qualifies and player's hand is lower: the Ante wager loses.
8. The Raise wager pays as follows (regardless of Dealer qualifying):
 - Player wins or copies: the Raise wager wins even money.
 - Player has lower hand: the Raise wager loses.
9. The Odds wager pays as follows (regardless of Dealer qualifying):
 - Player has straight or higher and beats or copies the dealer: Odds wager wins, and pays according to the Odds Win payable in Appendix "A."
 - Player has a hand of straight or higher and loses to the dealer: Odds wager wins, and pays according to the Odds Wager Bad Beat payable in Appendix "A."
 - Player has two pairs or less and wins or copies: Odds wager pushes.
 - Player has two pairs or less and loses: Odds wager loses.

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

Four Card Bonus

A player wins if their best four card hand consists of a pair of a predetermined value. See Appendix "B."

Prime Wager

A player wins based on the number of cards in their hand composed of the same color. If player folds the main hand with a Prime bonus win, player tucks cards under the Prime wager. 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

Five Card Jackpot

The player is wagering that their original five-card hand consists of one of the winning triggering events shown in the posted payable (Appendix "D") and is paid accordingly.

Four Card Jackpot

The player is wagering that their main four-card hand consists of one of the winning triggering events shown in the posted payable (Appendix "E") and is paid accordingly. The Four Card Progressive contains an Envy component where a player wins if any other player on the same game had a triggering event.

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"

Odds Wager

Win bonus:

Player hand and result	PT-FLT-FCF-OW-01
Any Quad Aces	200
Any Quad 2-K	30
Any Straight Flush	15
Any Trips	2
Any Flush	1.5
Any Straight	1
Two pairs or less	Push

Bad Beat bonus:

Player hand and result	PT-FLT-FCF-BB-01	PT-FLT-FCF-BB-02	PT-FLT-FCF-BB-07	PT-FLT-FCF-BB-05	PT-FLT-FCF-BB-06
Any Quad Aces	n/a	n/a	n/a	n/a	n/a
Any Quad 2-K	30	100	500	500	500
Any Straight Flush	15	30	50	50	50
Any Trips	2	4	4	5	5
Any Flush	1.5	3	3	4	4
Any Straight	1	2	2	2	3
Two pairs or less	Loss	Loss	Loss	Loss	Loss

Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. Bad beat paytables apply when a player's hand of straight or better loses to the dealer.
4. Quad Aces can only win, and as such cannot receive a Bad Beat win.
5. Odds wager remains (not taken) on a Bad beat event.

Appendix "B"

Four Card Bonus

Triggering Event	PT-FLT-FCF-4CB-01	PT-FLT-FCF-4CB-02	PT-FLT-FCF-4CB-03	PT-FLT-FCF-4CB-04	PT-FLT-FCF-4CB-05	PT-FLT-FCF-4CB-06	PT-FLT-FCF-4CB-07	PT-FLT-FCF-4CB-08
Quad Aces	50	50	50	50	200	200	200	200
Quads Kings/less	50	50	50	50	100	100	100	100
Royal	30	40	30	40	50	50	50	50
Straight flush	30	40	30	40	30	40	30	40
Trip Aces	9	8	8	7	20	20	20	20
Trips Kings/less	9	8	8	7	8	7	6	5
Flush	4	4	4	4	4	4	4	4
Straight	3	3	3	3	3	3	3	3
Two Pair	2	2	2	2	2	2	2	2
QQ-AA	1	1	1	1	1	1	1	1
Jacks or less	loss	loss	loss	loss	loss	loss	loss	loss

Triggering Event	PT-FLT-FCF-4CB-09	PT-FLT-FCF-4CB-10	PT-FLT-FCF-4CB-11	PT-FLT-FCF-4CB-12
Quad Aces	200	200	200	200
Royal	100	100	100	100
Quads Kings/less	50	50	50	50
Straight flush	40	40	40	40
Trip Aces	20	20	20	20
Trips	8	7	6	5
Flush	4	4	4	4
Straight	3	3	3	3
Two Pair	2	2	2	2
QQ-AA	1	1	1	1
Jacks or less	loss	loss	loss	loss

Notes:

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

Appendix "C"

Prime

Prime bet	PT-FLT-FCF-PR-01	PT-FLT-FCF-PR-02
Four out of five one color	1	1
All five one color	6	5

Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. Hand is formed from player's five cards.

Appendix “D”

Five Card Jackpot

5-Card Triggering Event	PT-BJS-FCF-5CP-01	PT-BJS-FCF-5CP-02	PT-BJS-FCF-5CP-03	PT-BJS-FCF-5CP-04
Royal Flush	100%	100%	100%	100%
Straight Flush (Kings and less)	10%	10%	\$1,000	\$1,000
Four of a kind	\$200	\$500	\$200	\$500
Full House	\$100	\$100	\$100	\$100
Flush	\$25	\$25	\$25	\$25
Straight	\$15	\$15	\$15	\$15
Three of a kind	\$10	\$7	\$10	\$7
two pairs & less	\$0	\$0	\$0	\$0

Notes

1. All pays are “for 1.”
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”

Four Card Jackpot

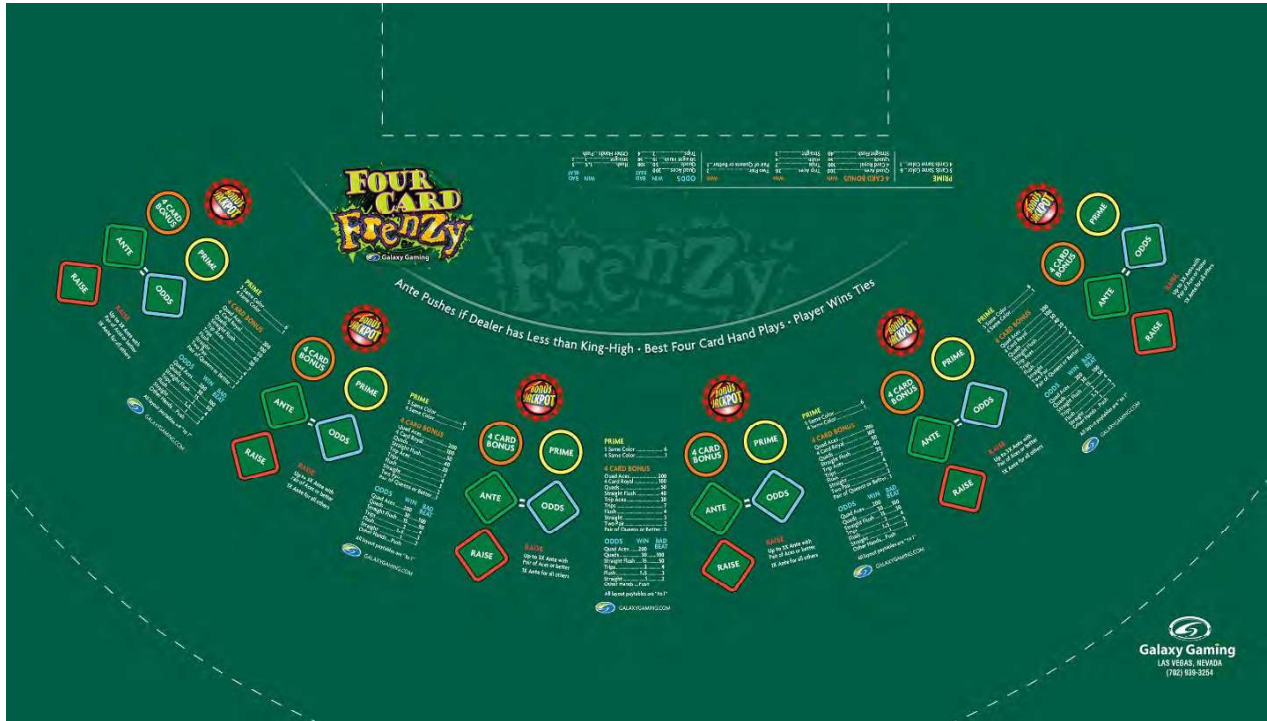
Best four-card hand	PT-BJS-FCF-4CP-E01		PT-BJS-FCF-4CP-E02	
	Pays	Envy	Pays	Envy
Four Aces	100%	\$100	100%	\$100
Quads	\$300	\$10	\$300	\$25
Straight Flush	\$100	\$5	\$100	-
Trips	\$9	-	\$15	-

Notes

1. All pays are “for 1.”
2. Only the highest qualifying hand is paid.
3. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who have placed a progressive wager that round, but have not received the progressive award, will receive the listed Envy pay.
4. 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
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 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 "F"

Example Layout

| 5 Same Color | 6 |
| 4 Same Color | 1 |

 4 CARD BONUS

Quad Aces	200
4 Card Royal	100
Quads	50
Straight Flush	40
Trip Aces	20
Trips	7
Flush	4
Straight	3
Two Pair	2
Pair of Queens or Better	1

 ODDS WIN BAD BEAT

Quad Aces	200	100
Quads	30	50
Straight Flush	15	4
Trips	2	3
Flush	1.5	2
Straight	1	Push
Other Hands	Push	

 All layout paytables are "to 1!"

When two jackpot sensors are used.

JACKPOT **JACKPOT**

4 CARD BONUS **PRIME**

ANTE = **ODDS**

RAISE

RAISE
Up to 3X Ante with
Pair of Aces or better
1X Ante for all others

PRIME

5 Same Color	6
4 Same Color	1

4 CARD BONUS

Quad Aces	200
4 Card Royal	100
Quads	50
Straight Flush	40
Trip Aces	20
Trips	7
Flush	4
Straight	3
Two Pair	2
Pair of Queens or Better	1

ODDS WIN BAD BEAT

Quad Aces	100	100
Quads	30	100
Straight Flush	15	50
Trips	7	4
Flush	1.5	3
Straight	1	2
Other Hands	Push	

All layout paytables are "to 1"

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