



**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

Four Card Stud is a house-banked, four card poker-based card game played with a standard 52-card deck of playing cards. The object of Four Card Stud is for the player to make a four-card hand (player's two hole cards plus two community cards) of a certain level that will receive payment against a paytable. 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. The players must make a Play wager and may place any optional bonus wagers.
2. The dealer deals each player two cards, and deals two cards to the community board area, which are placed face down.
3. The players review their two cards, and decide whether to wager an equal amount on the first Check or Raise wagering spot, or to check.
4. The dealer then turns over the first community card, which forms the third card of each player's hand.
5. Players may now either wager an amount equal to their Play wager on the second Check or Raise wagering spot, or check.
6. The dealer turns over the second community card, which forms the fourth and final card of each player's hand.
7. The dealer now examines each player's hand. All players are paid on the Play and Check or Raise wagers based on the four-card hand level achieved, according to the paytables 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

Two Card Bonus

A player wins their Two Card poker wager if their two card starting hand forms a winning hand event according to the paytables in Appendix "B."

Pocket Bonus

A player wins their Pocket Bonus wager if their starting two card hand forms a winning hand event according to the paytables in Appendix "C."

Three Card Bonus

A player wins their Three Card Bonus wager if their starting two card hand plus the first card of the two card community board forms a winning hand event according to the paytables in Appendix "D."

Four Card Bonus

A player wins their Four Card Bonus wager if their starting two card hand plus the two cards of the community board form a winning hand event according to the paytables in Appendix "E."

Any Pair Bonus

A player wins their Any Pair Bonus wager if their starting two card hand plus the two cards of the community board form a winning hand event according to the paytables in Appendix "F."

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

Royal Flush Jackpot

Players are awarded a Bonus Jackpot prize if they made the corresponding bonus wager and if their four card hand (the player's two cards plus the two card community board) forms a predetermined winning triggering event according to the corresponding paytables in Appendix "G." The top award is triggered by a Royal Flush.

Four Aces Jackpot

Players are awarded a Bonus Jackpot prize if they made the corresponding bonus wager and if their four card hand (the player's two cards plus the two card community board) forms a predetermined winning triggering event according to the corresponding paytables in Appendix "H." The top award is triggered by a final hand composed of Four Aces.

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"

Main Wagers (Play, and Check or Raise wagers)

Hand	PT-FLT-FCS-01	PT-FLT-FCS-02	PT-FLT-FCS-03	PT-FLT-FCS-04	PT-FLT-FCS-05	PT-FLT-FCS-06
Royal Flush	100	50	50	50	50	100
Quads	50	40	30	40	30	50
Straight Flush	40	30	20	30	20	40
Straight	8	8	8	6	6	8
Flush	5	6	6	5	5	4
Trips	3	3	3	4	4	3
Two pairs	2	2	2	3	3	2
Pair of 8's through Aces	1	1	1	1	1	1
Pair of 2's through 7's	Push	Push	Push	Push	Push	Push
High Cards only	Loss	Loss	Loss	Loss	Loss	Loss

Notes:

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

**Appendix “B”
Two Card Bonus**

Triggering Event	PT-FLT- 2CP-01	PT-FLT- 2CP-02	PT-FLT- 2CP-03	PT-FLT- 2CP-04
Two-Card Royal	3	2.5	3	5
Straight flush	3	2.5	3	3
Pair	2	2	1.5	2
Straight	1	1	1	1
Flush	1	1	1	1

Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Uses player’s two cards only.

**Appendix “C”
Pocket Bonus**

Triggering Event	PT- FLT- PB-01	PT- FLT- PB-02	PT- FLT- PB-03
Pair of Aces	30	25	30
Ace-Face suited (AK, AQ, AJ suited)	20	20	20
Ace-Face offsuit (AK, AQ, AJ offsuit)	10	10	10
Pair of Kings or lower pair	5	5	4

Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Uses player’s two cards only.

**Appendix “D”
Three Card Bonus**

Triggering Event	PT-FLT-3CB-01	PT-FLT-3CB-02	PT-FLT-3CB-03
Mini-Royal	50	50	100
Straight flush	40	40	40
Trips	30	30	30
Straight	6	6	6
Flush	3	4	3
Pair	1	1	1
High Cards	Loss	Loss	Loss

Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Hand is formed from Player’s two cards plus one community card, which card is specified by the operator, but must be the same for all games.

**Appendix “E”
Four Card Bonus**

Triggering Event	PT-FLT-4CB-01	PT-FLT-4CB-02	PT-FLT-4CB-03	PT-FLT-4CB-04	PT-FLT-4CB-05	PT-FLT-4CB-06	PT-FLT-4CB-07
Royal Flush	300	300	300	300	300	300	300
Quads	100	100	100	100	100	100	100
Straight flush	50	50	50	50	50	50	50
Flush	25	25	25	12	12	15	15
Straight	12	12	15	25	25	25	25
Trips	10	8	10	10	8	10	8
Two pair	5	4	4	5	4	4	4
Pair of Jacks-Aces	3	3	3	3	3	3	3
Pair or 10's or less	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. Paytables 4CB4 – 4CB7 have the straight at a higher payout than the flush.
4. Uses players' two cards plus the two community board cards.

**Appendix “F”
Any Pair Bonus**

Triggering Event	PT-FLT- APB-01	PT-FLT- APB-02	PT-FLT- APB-03
Royal Flush	300	300	300
Quads	100	100	100
Straight flush	40	30	40
Flush	10	12	10
Straight	5	8	8
Trips	4	5	5
Two pair	3	4	4
Pair of Jacks-Aces	2	1	1
Pair of 2's through 10's	1	1	1
High Cards	Loss	Loss	Loss

Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Uses players’ two hole cards plus the two community board cards.

Appendix “G”

Royal Flush Jackpot

Triggering Event	PT-BJS-FCS-RF-01	PT-BJS-FCS-RF-02	PT-BJS-FCS-RF-03	PT-BJS-FCS-RF-04
Royal Flush	100%	100%	100%	100%
Quads	10%	10%	\$500	\$500
Straight Flush	\$500	\$300	\$300	\$250
Flush	\$25	\$25	\$15	\$20
Straight	\$10	\$15	\$12	\$10
Trips	\$7	\$7	\$10	\$10
Two Pair	\$0	\$0	\$6	\$4

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 “H”

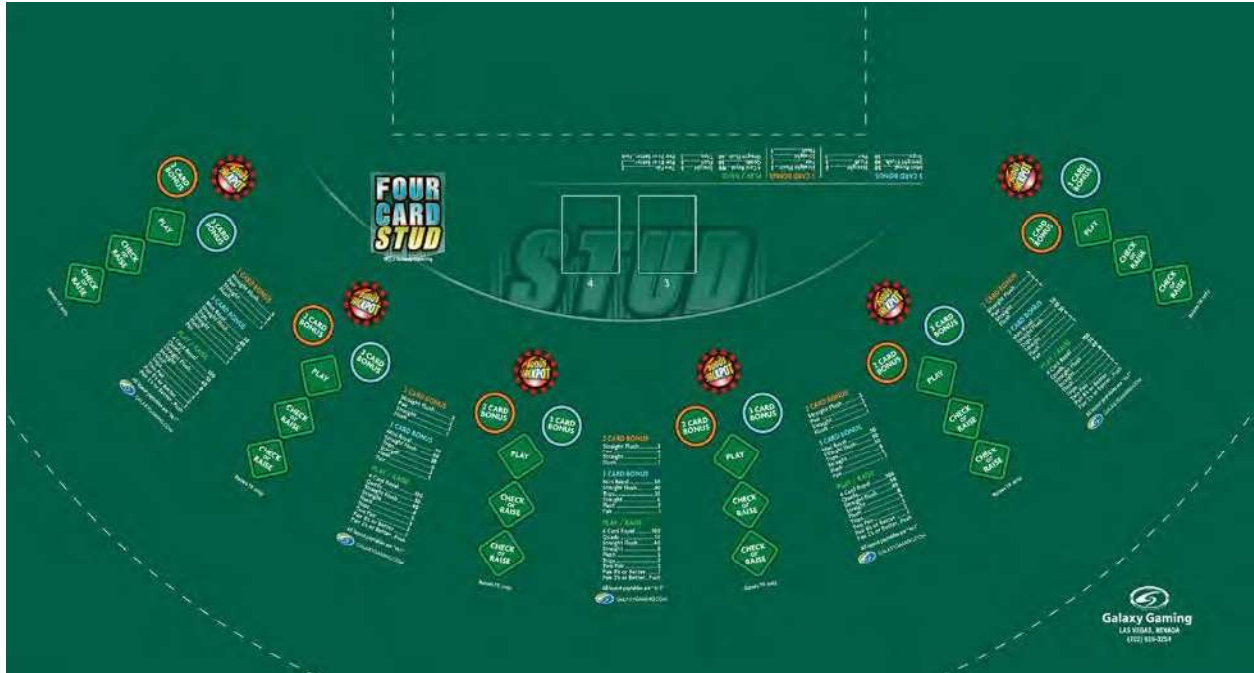
Four Aces Jackpot


Triggering Event	PT-BJS- FCS- 4A-05	PT-BJS- FCS- 4A-06	PT-BJS- FCS- 4A-07	PT-BJS- FCS- 4A-08
Four Aces	100%	100%	100%	100%
Royal Flush	10%	\$1000	10%	\$1000
Quads Kings or lower	\$500	\$500	\$500	\$500
Straight Flush	\$100	\$100	\$200	\$200
Flush	\$25	\$20	\$15	\$15
Straight	\$15	\$15	\$20	\$20
Trips	\$7	\$10	\$10	\$10

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.
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Appendix "J" Example Layout





2 CARD BONUS

3 CARD BONUS

PLAY

CHECK OR RAISE

CHECK OR RAISE

Raises 1X only

1 CARD BONUS

Straight Flush	3
Pair	2
Straight	1
Flush	1


3 CARD BONUS

Mini Royal	50
Straight Flush	40
Trips	30
Straight	6
Flush	3
Pair	1

PLAY / RAISE

4 Card Royal	100
Quads	50
Straight Flush	40
Straight	8
Flush	5
Trips	3
Two Pair	2
Pair 8's or Better	1
Pair 2's or Better..Push	

All layout paytables are "to 1"

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When two jackpot sensors are used.

JACKPOT **JACKPOT**

2 CARD BONUS **3 CARD BONUS**

PLAY

CHECK OR RAISE

CHECK OR RAISE

Raises 1X only

2 CARD BONUS

Straight Flush	3
Pair	2
Straight	1
Flush	1

3 CARD BONUS

Mini Royal	50
Straight Flush	40
Trips	30
Straight	6
Flush	3
Pair	1

PLAY / RAISE

4 Card Royal	100
Quads	50
Straight Flush	40
Straight	8
Flush	5
Trips	3
Two Pair	2
Pair 8's or Better	1
Pair 2's or Better	Push

All layout paytables are *to 1*

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