Ann Huysmans
Galaxy Gaming
6767 Spencer Street
Las Vegas, NV 89119
RE: Andromeda version 5a Game Rules Package
Dear Ms. Huysmans,
We have reviewed the changes made to the below listed games. Your updated game rules indicate you added the new Andromeda version 5a bonus jackpot system to each of the below game rules. Based on our review of the documentation we received from Galaxy Gaming, the Washington State Gambling Commission will approve the changes made to the following games under the conditions listed below:

3 Card Double Play Poker<br>Deuces Wild<br>Four Card Frenzy<br>Galaxy Blackjack<br>Lucky Ladies<br>Triple Attach Blackjack<br>3 Card Split Pai Gow Poker<br>Dueling for Dollars

Four Card Prime
Heads Up Hold'Em
Texas Shootout
Cajun Stud
Emperor's Challenge
High Card Flush
Four Card Stud
Three Card Prime

## Commercial Card Rooms

- The game(s) shall be played and operated under the terms and conditions set forth under the "Rules of Play" you provided and are enclosed.
- 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 game must be licensed by the state prior to the sale of the equipment.

Ann Huysmans
August 30, 2017
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 the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to the above games 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<br>Assistant Director<br>Licensing, Regulation and Enforcement Division

cc: Danny Lisa, Acting 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

## GALAXY BLACKJACK

## RULES OF PLAY <br> (WASHINGTON STATE)

6767 SPENCER Sr•• $\because$ LAsVEGAS, NEVADA89119 $\because \bullet(702) 939-3254 \bullet \bullet$ FAX: (702) 939-3255 INWW.GALAXYGAMING.COM
"Galaxy Blackjack." is standard house-banked blackjack but with optional house-banked bonus wagers. All rules pertaining to standard blackjack as posted on the WSGC's website remain the same and are not altered in this game. Casino operators choose which of the 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 and 230-15-140, or other specific regulatory body. The bonus wagers are summarized as follows:

## Lucky Ladies

The player wins their Lucky Ladies wager if the player's first two cards have achieved a predetermined triggering event according to the corresponding paytable (see Appendix "A"). The dealer's cards are sometimes used in combination with the player's cards to determine if additional prizes are awarded. A player must make their Lucky Ladies wager before any cards are dealt.

## Benz for a Buck

The player wins their Benz for a Buck wager if the player's first two cards have achieved a predetermined triggering event according to the corresponding paytable (see Appendix "B"). The dealer's cards are sometimes used in combination with the player's cards to determine if additional prizes are awarded. A player must make their Benz for a Buck wager before any cards are dealt.

## Bust Bonus

The player wins their Bust Bonus wager if the dealer's hand results in a "bust" and the player's hand does not result in a bust with a point total of 30 . This wager is placed after the initial round of cards have been dealt but prior to the dealer revealing their face-down or "hole" card. The player wins this bonus wager if the total of the dealer's hand results in a point total exceeding 21 and if the player's hand does not result in a bust with a point total of 30 . Winning players are paid according to the dealer's initial face up card when matched to the corresponding paytable (Appendix "C")

## Poker 3 Bonus

The player wins their Poker 3 Bonus wager if the player's first two cards and the dealer's face-up card have achieved a pre-determined triggering event according to the corresponding paytable (see Appendix "F"). A player must make their Poker 3 Bonus wager before any cards are dealt.

## .21+3 Classic

The player wins their $21+3$ Classic wager if the player's first two cards and the dealer's face-up card have achieved a predetermined triggering event according to the corresponding paytable (see Appendix " $G$ "). A player must make their $21+3$ Classic wager before any cards are dealt.

## 21+3Xtreme

The player wins their $21+3$ Xtreme wager if the player's first two cards and the dealer's face-up card have achieved a pre-determined triggering event according to the corresponding paytable (see Appendix "H"). A player must make their 21+3 Extreme wager before any cards are dealt.

## Top3

Top 3 is a second optional bonus wager offered with $21+3$ Classic or Xtreme. A player may not make a Top 3 wager without making either a $21+3$ Classic or $21+3$ Xtreme wager first. A player wins if their first two cards and the dealer's face-up card have achieved a pre-determined triggering event according to the corresponding paytable (see Appendix "G" and Appendix "H"). A player must make their Top 3 wager before any cards are dealt.

## Bonus Jackpot or Progressive Jackpot

A player wins their "Bonus Jackpot" or "Progressive Jackpot" (collectively" Jackpot") wager if their first two cards have achieved a pre-determined triggering event displayed on the corresponding paytable (see Appendix "D"). The dealer's cards are sometimes used in combination with the player's cards to determine if additional prizes are awarded. A Jackpot wager, if made, is restricted to either one or two dollars, or alternatively, a player may automatically qualify to win a Jackpot prize if their Lucky Ladies wager is five dollars or more. A designated lammer is placed directly adjacent to the player's Lucky Ladies wager or directly upon a designated sensor indicating qualification for the Jackpot prizes. All wagers must be made before any cards are dealt. A player qualifies to win using any of the following methods:

1. If a player participates in the Jackpot due to automatic qualification, they are entitled to be paid on the metered Jackpot display amounts only.
2. If a player places a one dollar wager directly for the Jackpot, they are entitled to be paid on the Jackpot metered display amounts or all odds-based payouts as displayed on the corresponding paytable. A designated lammer is placed directly adjacent to the player's Jackpot wager indicating qualification for all of the Jackpot prizes.
If a player places a two dollar Jackpot wager, they are entitled to be paid on the metered Jackpot display amounts or all odds-based payouts as displayed on the corresponding paytable and they qualify for one of the three bonus features. Only one of the three bonus features may be incorporated with the Jackpot. The three bonus features are:

## Queen's Treasure Bonus

The Queen's Treasure Bonus prize is awarded when the player's first two cards equal one of the pre-determined winning triggering events on the corresponding paytable. In certain cases, the dealer's hand is also used to determine the prize awarded.

## Envy Bonus

An Envy Bonus prize is awarded when any hand other than the player's hand associated with the Envy Bonus wager at the same table achieves a pre-determined triggering event which is posted on the corresponding paytable. A player may not win an Envy Bonus prize on their own hand of cards which was associated with the wager qualifying for the Envy Bonus or on the dealer's hand. If a player is pfaying more than one hand of cards, one of their hands may be used as the winning triggering event for the other.

## Share the Wealth Bonus

A Share the Wealth Bonus prize is awarded when any hand at the same table other than the dealer's hand achieves a pre-determined triggering event posted on the corresponding paytable. A player may also win a Share the Wealth Bonus prize if their own hand with the qualifying Share the Wealth wager achieves the winning triggering event.

## Gambling Promotions

A gambling promotion may be added to any of the bonus wagers at the discretion of the casino operator.

## Jackpot Accumulation

The operator's internal controls must define how the Jackpots accumulate and how they are won.

## Bonus Features' Procedures and Restrictions

Whenever a player places a wager that qualifies for one of the bonus features \{e.g. Queen's Treasure Bonus, Envy Bonus or Share the Wealth Bonus), a bonus indicator known a "lammer" must be placed on the table layout in the proximity of the gaming chip. The lammer becomes an integral part of the wager. If the table layout incorporates sensors for the purpose of detecting a lammer, the lammer is placed directly on the sensor. Only one Envy Bonus or Share the Wealth Bonus, bonus feature may be used on one table. For example, if the Envy Bonus is offered as a bonus feature with a wager, the Envy Bonus may not be used with any other wager and the Share the Wealth would be excluded from use on all wagers. Only players playing at the same table may participate in the Envy Bonus and Share the Wealth bonus features.
[Appendices on following pages)

## Appendix "A"

## Lucky Ladjes Paytables

| Paytable | LL-1 | LL-2 | LL-3 | LL-4 | LL-5 | LL-6 | LL-7 | LL-6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Decks | 1 | 1 | 2-8 | 4-8 | 6-8 | 2-S. | 2-8 | 2-8 |
| Triggering Event |  |  |  |  |  |  |  |  |
| Queen of Hearts pair with Dealer Blackjack in Hearts |  |  | 1,000 |  |  |  |  | Bonus |
| Queen of Hearts Pair with Dealer Blackjack - Suited |  |  | 1,000 |  |  |  |  | Bonus |
| Queen of Hearts Pair with Dealer Blackjack |  |  | 1,000 | 1,000 | 1,000 |  |  | Bonus |
| Queen of Hearts Pair |  |  | 200 | 150 | 125 | 100 | 100 | Bonus |
| Pair of Queens w/ Dealer BJ | 400 | 250 |  |  |  |  |  | Bonus |
| Pair of Queens | 25 | 25 |  |  |  |  | 25 | Bonus |
| Paired 20 (2 10's, 2 Jacks or 2 Kings) | 9 | 9 |  |  |  |  |  | Bonus |
| Matched 20 |  |  | 25 | 20 | 19 | 25 | 25 | Bonus |
| Suited 20 | 7 | 6 | 10 | 9 | 9 | 10 | 10 | Bonus |
| Any20 | 3 | 3 | 4 | 4 | 4 | 3 | 3 | Bonus |
| Queen of Hearts |  |  |  |  |  | 2 | 2 | Bonus |
| Any Queen |  |  |  |  |  | 1 | 1 | Bonus |

## Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. "Bonus" amounts are at the discretion of the casino operator.

Appendix"B"
Benz For a Buck Paytable

| Paytable: | LUBIF 1 | LUBा•B26 | LUBFB38 | LUBFB 4 |
| :---: | :---: | :---: | :---: | :---: |
| Decks: | 2 |  |  | 2-8 |
| Triggering Event | Bonus |  |  |  |
| Suited Four of a Kind |  | Bonus | Bonus | Bonus |
| Two Suited Pair of Same Rank | Bonus | 14 | 14 | Bonus |
| Suited Pair | 14 | 14 | 14 | Bonus |
| Pair | 4 | 4 | 4 | Bonus |

Notes:

1. All odds shown above are "for 1."
2. Only the highest qualifying hand is paid.
3. "Bonus" amounts are at the discretion of the casino operator.

## Appendix "C"

## Bust Bonus paytable

| Dealer's Up <br> Card ls: | Dealer Busts <br> Cards Off Suit | Dealer Busts <br> CardsSuited |
| :---: | :---: | :---: |
| Ace | 3 | 50 |
| 2 | 1 | 25 |
| 3 | 1 | 15 |
| 4 | 1 | 10 |
| 5 | 1 | 5 |
| 6 | 1 | 3 |
| 7 | 2 | 15 |
| 8 | 2 | 10 |
| 9 | 2 | 20 |
| 10 | 2 | 20 |
| 888 | 25 | 75 |
| 888 All Diamonds | Bonus | Bonus |

## Notes:

1. All odds shown above are "to 1 ".
2. Only the highest qualifying hand is paid.
3. The " 888 " award is when the dealer has busted with three-eight value cards.
4. The player wins only if their hand does not result in a bust with a point total of 30 .
5. "Bonus" amounts are at the discretion of the casinooperator.
6. With one or two decks, the " 888 Suited" and " 888 All Diamonds" awards are not applicable.

## Appendix "D"

## JackpotPaytables

| Paytable: | LLJP <br> $\mathbf{1}$ | LLJP <br> $\mathbf{2}$ | LLJJP <br> 3 | LLJP <br> $\mathbf{4}$ | LLJP <br> $\mathbf{5}$ | LLJP <br> $\mathbf{6}$ |
| :--- | :--- | :---: | :---: | :---: | :---: | :---: |
| Decks: | 1 | 1 | $\mathbf{2}$ | $\mathbf{2}$ | $\mathbf{2}$ | $\mathbf{2}$ |
| Triggering Event |  |  |  |  |  |  |
| Queen of Hearts pair with <br> Dealer Blackjack in Hearts |  |  | $100 \%$ | $100 \%$ | $100 \%$ | Bonus |
| Queen of Hearts Pair with <br> Dealer Blackjack - Suited |  |  | $25 \%$ | $100 \%$ | $100 \%$ | Bonus |
| Queen of Hearts Pair with <br> Dealer Blackjack |  |  | $10 \%$ | $10 \%$ | $00 \%$ | Bonus |
| Queen of Hearts Pair | $100 \%$ | Bonus |  |  |  | Bonus |
| Pair of Queens <br> wt Dealer BJ | 25 | Bonus |  |  |  | Bonus |
| Pair of Queens | 9 | Bonus |  |  | 200 | Bonus |
| Paired 20 (2 1O's, <br> 2 Jacks or 2 Kings) |  |  | 25 | 25 | 25 | Bonus |
| Matched 20 | Bonus | 10 | 10 | 10 | Bonus |  |


| Paytable: | $\underset{7}{\mathrm{LLJP}}$ | $\begin{gathered} \hline \text { LLJP } \\ \text { a. } \end{gathered}$ | $\underset{9}{\mathrm{LLJP}}$ | $\begin{gathered} \hline \text { LLJP } \\ 10 \end{gathered}$ | $\begin{aligned} & \text { LLJP } \\ & 11 \end{aligned}$ | $\begin{gathered} \text { LLJP } \\ \hline 12 \end{gathered}$ | $\begin{gathered} \hline \text { LLJP } \\ 13 \end{gathered}$ | $\begin{gathered} \text { LLJP } \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Decks: | 4.5 | 4-5 | 4-5 | 4-5 | 5-8 | 5-8 | 5-8 | 5-8 |
| Triggering Event |  |  |  |  |  |  |  |  |
| Queen of Hearts pair with Dealer Blackjack in Hearts | 100\% | 100\% | 100\% | Bonus | 100\% | 100\% | 100\% | Bonus |
| Queen of Hearts Pair with Dealer Blackjack - Suited | 25\% | 100\% | 100\% | Bonus | 25\% | 100\% | 100\% | Bonus |
| Queen of Hearts Pair with Dealer Blackjack | 10\% | 10\% | 100\% | Bonus | 10\% | 10\% | 100\% | Bonus |
| Queen of Hearts Pair | 150 | 150 | 150 | Bonus |  |  | 200 | Bonus |
| Pair of Queens w/ Dealer BJ |  |  |  | Bonus | 125 | 125 | 125 | Bonus |
| Pair of Queens |  |  |  | Bonus | 25 | 25 | 25 | Bonus |
| Paired 20 (2 10's, 2 Jacks or 2 Kings) |  |  |  | Bonus |  |  |  | Bonus |
| Matched 20 | 20 | 20 | 20 | Bonus | 19 | 19 | 19 | Bonus |
| Suited 20 | 9 | 9 | 9 | Bonus | 9 | 9 | 9 | Bonus |

## Bonus Features

| Envy or Share the Wealth | Paytable |
| :--- | :---: |
| Triggering Event | LL/ES |
| Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts | Bonus |
| Queen of Hearts Pair w/ Dealer Suited Blackjack | Bonus |
| Queen of Hearts Pair W/ Dealer Blackjack | 8011 us |
| Queen of Hearts Pair | Bonus |


| Queen's Treasure Bonus | Paytables |  |  |  |
| :--- | :---: | :---: | :---: | :---: |
| Triggering Event | LL/QT <br> $\mathbf{1}$ | LL/QT <br> $\mathbf{2}$ | LL/QT <br> $\mathbf{3}$ | LL/QT <br> $\mathbf{4}$ |
| Queen of Hearts Pair w/ Dealer Blackjack | Bonus | Bonus | Bo nus | Bonus |
| Queen of Hearts Pair | $\$ 250$ | $\$ 500$ | Bonus | Bonus |
| Suited Queens | $\$ 75$ | $\$ 75$ | $\$ 75$ | Bonus |
| Pair of Queens | $\$ 25$ | $\$ 25$ | $\$ 25$ | Bonus |
| Matched 20 | $\$ 19$ | $\$ 19$ | $\$ 19$ | Bonus |
| Suited 20 | $\$ 9$ | $\$ 9$ | $\$ 9$ | Bonus |
| Any20 | $\$ 4$ | $\$ 4$ | $\$ 4$ | Bonus |
|  |  |  |  |  |

## Notes:

1. All odds shown above are "for 1."
2. Only the highest qualifying hand is paid.
3. Prizes shown as a percentage means the player receives that percentage of the corresponding displayed Jackpot(s), except for an Envy or Share the Wealth Jackpot, which is divided equally among all qualifying players.
4. Prizes shown as a dollar amount means the player receives a fixed dollar amount regardless of the amount wagered, provided that, a minimum amount may be required to qualify for certain bonus features.
5. Prizes offered on the Queen's Treasure Bonus represent the total amount paid to the qualifying player.
6. "Bonus" amounts are a component of a Bonus Jackpot and are at the discretion of the casino operator. Prizes are set by the casino operator and are required to be displayed at each gaming table. Prizes displayed are considered property of the casino until won by one or more players. Each Bonus Jackpot display 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 maybe modified or discontinued at any time without prior notice.
7. Progressive Jackpot prize's for commercial casino operators are contained within 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 jackpotgames.
8. A player's Jackpot wager may be either one or two dollars only. A two dollar wager entitles the player to one of the bonus features and requires the placement of a lammer on the table layout in the proximity of the gaming chip or directly on the corresponding sensor if used.
9. In Queen's Treasure, if the prize is a "Bonus," the player wins a separately displayed prize offered by the casino operator specifically for that winning triggering event.

## Appendix "E" <br> Equipment

Game play is conducted on a table layout and may also include electronic gambling equipment such as bet detection equipment and visual paytable and jackpot displays. The rules of play of the game are identical regardless of whether or not electronic gambling equipment is incorporated or which version is used. If the use of equipment changes the dealing procedures for the game, they are reflected in the casino operator's dealing procedures and/or internal controls. Galaxy Gaming's Bonus Jackpot System is approved for this game.

The Bonus Jackpot System is an electronic system comprising of two sub-systems known as the Bet Tabulator System and TableVision. The Bet Tabulator System collects and tabulates the number of wagers placed at table. Only the total number of wagers are tabulated - the dollar amount of each wager is not determined. One sensor is required for each wager counted. After players have placed their wagers, the dealer pushes a button on the dealer control panel to register all wagers on the table. If a wager is present, it is recorded. If the wager is to be removed prior to game play, ${ }^{1}$ the sensor detecting the wager triggers one or more LED light(s) indicating each wager counted. These LED light(s), which are either on the dealer control pad or directly on the sensor, remain lit during the current round until the dealer presses the button for the next round. The TableVision System is an electronic display system that Is used to display jackpot amounts, paytables and other information at the gaming table. Information displayed on this media is controlled by the casino operator. The functionality of collecting wager information and displaying available prizes permits operators to use these products to provide promotions, bonus jackpots or progressive jackpots. In the event the Bonus Jackpot System is not functioning, the casino operator's dealing procedures and/or internal controls determine the methodology used to operate the game during equipment malfunction.

There are various models of the Bonus Jackpot System currently approved in Washington. They are referred to as the Milky Way Series, the Andromeda Series - Stage 1 (aka "Andromeda-1"), Andromeda Series - Stage 3 (aka "Andromeda 3c or 3d") and Andromeda Series -Stage 5a (or higher). Information regarding each of the approved systems follows.

## Milky Way

Milky Way is comprised of the Bet Tabulator System and the TableVision System and are used in concert with one another. Milky Way is limited to detecting one wager per player position and' up to a total of seven player positions. Small LED lights on the dealer control pane! indicate each player position wager counted, and the LED remains lit during the current round. The count of the wagers for each hand fs recorded on an electronic non-resettable LCD counter.

Milky Way's TableVision System uses an LED display and an LCD photo frame display which are adjustable by casino control. The LED display is changed either by a remote control supplied by the sign's manufacturer or by a computer that is temporarily plugged into the sign to modify the display. The LCD display is an electronic photo frame commonly found on shelves in most retail stores. Images displayed on the LCD electronic photo frame are copied first onto a removable SD storage chip and then inserted into the device.

[^0]
## Andromeda-1

Andromeda-1's Bet Tabulator System is identical to the Milky Way's except that the count of the wagers for each hand is also sent to an MCU data logger which can beforwarded to a server.

Andromeda-1's TableVision System uses the same LED display and LCD photo frame display used with Milky Way except, the LED display may also be changed by remote access from the data center.

## Andromeda-le and 3d

Andromeda 3c or 3d's Bet Tabulator System is capable of detecting up to six sensors per player position and up to sixteen player positions. The dealer control panel does not have the LED indicator lights as in Milky Way and Andromeda-1, rather each sensor position use LED indicator lights, if visible wager detection is required. ${ }^{2}$

Andromeda 3c or 3d's TableVision System uses a computer monitor powered by a computer/server located on the casino property. Images for the display are controlled by the casino operator via the computer/server.

## Andromeda Bonus Jackpot System Stage 5a (or higher)

The Game may incorporate Galaxy Gaming's approved Bonus Jackpot System ("BJS"\}, version Andromeda 5a (or higher). BJS may be configured to allow the casino operator to offer either a progressive jackpot or a bonus jackpot. BJS allows the casino operator to offer static prizes, updatable prizes (e.g. daily jackpots) or real-time incremental prizes in accordance with the paytables contained within these Rules of Play.

[^1]Appendix "F"
Poker 3Bonus paytables

Version 1 (Player's Pair\}
2 Decks

| Paytable (PTB-V1\} | $\mathbf{2} / \mathbf{1}$ | $2 / 2$ | $2 / 3$ | $\mathbf{2 / 4}$ | $\mathbf{2 / 5}$ | $2 / 6$ | $2 / 7$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |
| Straight Flush | 60 | 50 | 60 | 75 | 100 | 25 | Bonus |
| 3-of-a-Kind | 40 | 25 | 30 | 30 | 20 | 15 | Bonus |
| Straight | 6 | 7 | 5 | 6 | 6 | 8 | Bonus |
| Flush | 4 | 5 | 4 | 4 | 3 | 5 | Bonus |
| Pair (Player's first 2 cards) | 2 | 2 | 3 | 2 | 2 | 3 | Bonus |

4 Decks

| Paytable (PTB-V1) | $\mathbf{4 1 1}$ | $\mathbf{4 / 2}$ | $\mathbf{4 / 3}$ | $\mathbf{4 / 4}$ | $\mathbf{4 / 5}$ | $\mathbf{4 / 6}$ | $4 / 7$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 200 | 150 | 100 | 100 | 150 | 200 | Bonus |
| Straight Flush | 50 | 50 | 50 | 45 | 40 | 40 | Bonus |
| 3-of-a-Kind | 25 | 20 | 20 | 20 | 20 | 25 | Bonus |
| Straight | 6 | 7 | 7 | 8 | 8 | 6 | Bonus |
| Flush | 4 | 4 | 4 | 4 | 4 | 4 | Bonus |
| Pair (Player's first 2 cards) | 2 | 2 | 2 | 2 | 2 | 2 | Bonus |

5 Decks

| Paytable (PTB-V1) | $\mathbf{5 / 1}$ | $5 / 2$ | $5 / 3$ | $\mathbf{5 / 4}$ | $5 / 5$ | $5 / 6$ | $5 / 7$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 200 | 150 | 100 | 100 | 100 | 100 | Bonus |
| Straight Flush | 50 | 50 | 50 | 45 | 50 | 50 | Bonus |
| 3 of-a-Kind | 25 | 20 | 20 | 20 | 20 | 15 | Bonus |
| Straight | 6 | 6 | 6 | 6 | 6 | 6 | Bonus |
| Flush | 4 | 4 | 4 | 4 | 4 | 5 | Bonus |
| Pair (Player's first 2 cards) | 2 | 2 | 2 | 2 | 2 | 2 | Bonus |

## 6 Decks

| Paytable (PTB-V1) | $6 / 1$ | $\mathbf{6 / 2}$ | $6 / 3$ | $6 / 4$ | $6 / 5$ | $6 / 6$ | $6 / 7$ | $6 / 8$ | $6 / 9$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 100 | 150 | 100 | 100 | 100 | 100 | 75 | 75 | Bonus |
| Straight Flush | 50 | 50 | 50 | 45 | 40 | 40 | 40 | 40 | Bonus |
| 3-of-a-Kind | 25 | 20 | 20 | 20 | 20 | 20 | 25 | 20 | Bonus |
| Straight | 6 | 6 | 6 | 6 | 6 | 5 | 5 | 6 | Bonus |
| Flush | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | Bonus |
| Pair (Player's first 2 <br> cards) | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | Bonus |

8 Decks

| Paytable (PTB-V1) | $\mathbf{8 / 1}$ | $\mathbf{8 / 2}$ | $\mathbf{8 / 3}$ | $\mathbf{8 / 4}$ | $\mathbf{8 / 5}$ | $\mathbf{8 / 6}$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 150 | 150 | 100 | 100 | 100 | Bonus |
| Straight Flush | 50 | 50 | 50 | 45 | 50 | Bonus |
| 3-of-a-Kind | 25 | 20 | 20 | 20 | 25 | Bonus |
| Straight | 6 | 6 | 6 | 6 | 6 | Bonus |
| Flush | 3 | 3 | 4 | 4 | 4 | Bonus |
| Pair (Player's first 2 cards) | 2 | 2 | 2 | 2 | 2 | Bonus |

(Version 2 - Pair Plus)
2 Decks

| Paytable (PTB-V1) | $\mathbf{2} / \mathbf{1}$ | 212 | $2 / 3$ | $\mathbf{2 / 4}$ | $2 / 5$ | $2 / 6$ | $2 / 7$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |
| Straight Flush | 40 | 50 | 50 | 75 | 100 | 20 | Bonus |
| 3-of-a-Kind | 25 | 25 | 20 | 30 | 20 | 7 | Bonus |
| Straight | 5 | 4 | 4 | 3 | 3 | 3 | Bonus |
| Flush | 3 | 3 | 3 | 2 | 2 | 3 | Bonus |
| Pair | 1 | 1 | 1 | 1 | 1 | 2 | Bonus |

4 Decks

| Paytable (PTB-V1) | 411 | $4 / 2$ | $4 / 3$ | $4 / 4$ | $4 / 5$ | $4 / 6$ | $4 / 7$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 200 | 150 | 100 | 100 | 200 | 100 | Bonus |
| Straight Flush | 50 | 50 | 50 | 45 | 40 | 40 | Bonus |
| 3-of-a-Kind | 25 | 30 | 30 | 15 | 15 | 20 | Bonus |
| Straight | 3 | 3 | 3 | 4 | 4 | 4 | Bonus |
| Flush | 2 | 2 | 2 | 3 | 3 | 3 | Bonus |
| Pair | 1 | 1 | 1 | 1 | 1 | 1 | Bonus |

## 5 Decks

| Paytable (PTB-V1) | $\mathbf{5 / 1}$ | $\mathbf{5 / 2}$ | $\mathbf{5 / 3}$ | $\mathbf{5 / 4}$ | $\mathbf{5 / 5}$ | $\mathbf{5 / 6}$ | $5 / 7$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 200 | 150 | 100 | 60 | 100 | 75 | Bonus |
| Straight Flush | 50 | 50 | 50 | 40 | 40 | 40 | Bonus |
| 3-of-a-Kind | 25 | 30 | 30 | 15 | 15 | 20 | Bonus |
| Straight | 3 | 3 | 3 | 4 | 4 | 4 | Bonus |
| Flush | 2 | 2 | 2 | 3 | 3 | 3 | Bonus |
| Pair | 1 | 1 | 1 | 1 | 1 | 1 | Bonus |

6 Decks

| Paytable (PTB-V1\} | $6 / 1$ | $6 / 2$ | $\mathbf{6 / 3}$ | $\mathbf{6 / 4}$ | $\mathbf{6 / 5}$ | $6 / 6$ | $6 / 7$ | $6 / 8$ | $6 / 9$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 100 | 150 | 100 | 60 | 100 | 200 | 100 | 50 | Bonus |
| Straight Flush | 50 | 50 | 50 | 40 | 40 | 40 | 30 | 25 | Bonus |
| 3-of-a-Kind | 25 | 25 | 20 | 20 | 15 | 20 | 20 | 12 | Bonus |
| Straight | 3 | 3 | 3 | 4 | 4 | 3 | 4 | 6 | Bonus |
| Flush | 2 | 2 | 2 | 3 | 3 | 2 | 3 | 3 | Bonus |
| Pair | 1 | 1 | 1 | 1 | 1 | 1 | $f$ | 1. | Bonus |

## 8 Decks

| Paytable (PTB-V1) | $8 / 1$ | $8 / 2$ | $8 / 3$ | 814 | $8 / 5$ | $\mathbf{8 / 6}$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Triggering Event |  |  |  |  |  |  |
| 3 Ace of Diamonds | Bonus | Bonus | Bonus | Bonus | Bonus | Bonus |
| 3-of-a-Kind - Suited | 150 | 150 | 100 | 60 | 100 | Bonus |
| Straight Flush | 50 | 50 | 50 | 40 | 40 | Bonus |
| 3-of-a-Kind | 25 | 25 | 20 | 15 | 15 | Bonus |
| Straight | 3 | 3 | 3 | 4 | 4 | Bonus |
| Flush | 2 | 2 | 2 | 3 | 3 | Bonus |
| Pair | 1 | 1 | 1 | 1 | 1 | Bonus |

## Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. "Bonus"amounts are at the discretion of the casinooperator.

## Appendix "G"

## $\underline{21+3 \text { Classic Paytabte }}$

| Hand | Pays |
| :---: | :---: |
| Straight Flush | 9 to 1 |
|  | 9 to 1 |
| 3 of a Kind | 9 to 1 |
| Straight | 9 to 1 |
| Flu sh |  |

## Notes:

1. 21+3 Is a bonus wager that pays based on the poker value of three dealt cards, using the player's first two cards and the dealer's up card.
2. The game is played using 2-8 standard 52-carddecks.

## Top 3 Paytables

| Hand | Paytable 1 | Paytab1e 2 |
| :---: | :---: | :---: |
| Suited Trips | 270 to 1 | 1000 to 1 |
| Straight Flush | 180 to 1 | 100 to 1 |
| Trips | 90 to 1 | 70 to 1 |

## Notes:

1. Top 3 is a bonus wager that pays based on the poker value of three dealt cards, using the player's first two cards and the dealer's up card.
2. The game is played using $2-8$ standard 52 -card decks.
3. The Top 3 wager is only available if the player has made a bet on the primary game of blackjack, as well as the $21+3$ Classic bet.

## Appendix "H"

## $\underline{21+3 \text { Xtreme Paytable }}$

| Hand | Pays |
| :---: | :---: |
| Straight Flush | 40 to 1 |
| 3 of a Kind | 30 to 1 |
| Straight | 10 to 1 |
| Flush | 5 to 1 |

## Notes:

1. $21+\mathbf{3}$ is a bonus wager that pays based on the poker value of three dealt cards, using the player's first two cards and the dealer's up card.
2. The game is played using $2-8$ standard 52 -card decks.

## Top 3 Paytables

| Hand | Paytable 1 | Paytable 2 |
| :---: | :---: | :---: |
| Suited Trips | 270 to 1 | 1000 to 1 |
| Straight Flush | 180 to 1 | 100 to 1 |
| Trips | 90 to 1 | 70 to 1 |

## Notes:

1. Top 3 is a bonus wager that pays based on the poker value of three dealt cards, using the player's first two cards and the dealer's up card.
2. The game is playedusing 2-8 standard 52 -card decks.
3. The Top 3 wager is only available if the player has made a bet on the primary game of blackjack. as well as the $21+3$ Xtreme bet.


[^0]:    ${ }^{1}$. An example of a 'Wager $r$ emoval is When the wager amount is predetermined such as a $\$ 1$ progressive wager. The dealer records the wager (which is a foced amount) then collects the wager and deposits it into the chip tray. In this instance, an indicator light 1s necessary to confirm that the wager was placed.

[^1]:    ${ }^{2}$ - Visible wager detection is required whenever a wager is removed. For example, if a player places a fixed wager that pays a prize that is "for 1." typically the wager is first recorded then removedby the dealer prior to the start of play. Conversely, if the wager is a variable amount and the prize paid is "to 1," then the wager must remain on the table l.ayoul (lo determine the prize amount to be paid) and there is no need for a visible indicator.

