



**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

Heads Up Hold'em is a house-banked, poker-based game played with a standard 52-card deck. The object of the Ante, Odds and Play wagers are for the player to have a higher-ranked poker hand than the dealer. There are two versions of the game, which are based upon the outcome of the dealer's hand. Each version affects the outcome of the payment of the Ante and Odds wagers. There are also 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. To play, players place an Ante wager and an Odds wager of equal amounts. Players may also place any optional bonus wagers. Each player and the dealer receive two cards face-down (aka "pocket cards").
2. After examining their two face-down cards, each player must either make a Play wager equal to triple their Ante wager or check (meaning that they remain in the game but place no additional wager at this point).
3. Three community cards (aka the "flop") are exposed face-up. Each player who previously did not place a Play wager may now make a Play wager equal to double their Ante wager, or check.
4. Two more community cards (aka "turn and river" cards) are exposed face-up. Each player who did not place a Play wager must now make a Play wager equal to their Ante wager, or fold. In the event the player folds, they forfeit their Ante and Odds wagers.
5. The dealer's two cards are exposed. Using a total of each participant's seven cards (two pocket cards combined with five community cards), the dealer's best five-card hand is compared to each player's best five-card hand. Highest hand wins and the player's Ante, Odds and Play wagers are paid or collected accordingly. Winning Ante and Play wagers are paid even money and the Odds wager is paid according to the corresponding payable posted at the gaming table. The Bad Beat payout on the Odds wager is awarded when the dealer's hand is greater than the player's qualifying hand.
6. In an alternate version of the game, the dealer must have a qualifying hand of at least a minimum value (e.g. "Pair or Better"). If the minimum qualifying hand is not obtained, the player's Ante wager is automatically a tie. All other wagers play as normal.

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

Trips Plus

A player wins their Trips Plus wager if their final hand consists of one of the pre-determined winning triggering events displayed on the corresponding payable (see Appendix “B”).

Pocket Bonus

A player wins their Pocket Bonus wager if their first two cards (“pocket cards”) consist of one of the pre-determined winning triggering events displayed on the corresponding payable (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

Bonus Jackpot or Progressive Jackpot

A player wins their Bonus Jackpot or Progressive Jackpot wager if their first two cards and the five community cards consist of one of the pre-determined winning triggering events displayed on the corresponding payable (see Appendix “D”). In some instances, additional prizes are awarded depending upon which cards are used to form the qualifying hand.

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 Win Paytable

Triggering Event	PT-FLT- HUH-02	PT-FLT- HUH-01	PT-FLT- HUH-BB-01	PT-FLT- HUH-BB-05
Royal Flush	500	500	-	-
Straight Flush	40	50	500	500
Four-of-a-Kind	8	10	50	50
Full House	3	3	10	6
Flush	1	1.5	8	5
Straight	1	1	5	4
All Other	Push	Push	Loss	Loss

Notes:

1. All odds shown above are "to 1."
2. Player's hand must be a higher value than the dealer's hand to receive payment except for the Bad Beat. All ties result in a push.
3. To win the Bad Beat, the player's hand must be of a lower value than the dealer's hand.
4. Only the highest qualifying hand is paid.
5. Paytable PT-FLT-HUH-02 is to be used only in the variation of the game whereby the Dealer's hand **is not** required to meet minimum qualifying criteria.
6. Paytable PT-FLT-HUH-01 is to be used only in the variation of the game whereby the Dealer's hand **is** required to meet minimum qualifying criteria.
7. The Bad Beat paytables (PT-FLT-BB-01 and 05) are to be used only in the variation of the game whereby the Dealer's hand **is** required to meet minimum qualifying criteria.

Appendix "B"

Trips Plus Paytables

Triggering Event	PT-FLT- HUH-TP-05	PT-FLT- HUH-TP-06	PT-FLT- HUH-TP-07	PT-FLT- HUH-TP-08	PT-FLT- HUH-TP-03
Royal Flush	50	50	50	50	100
Straight Flush	40	40	40	40	40
Four-of-a-Kind	30	30	30	20	30
Full House	9	8	8	7	8
Flush	7	6	7	6	7
Straight	4	5	4	5	4
Three-of-a-Kind	3	3	3	3	3

Notes:

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

Appendix "C"

Pocket Bonus Paytables

Triggering Event	PT-FLT- HUH-PB- 01	PT-FLT- HUH-PB-02	PT-FLT- HUH-PB-03
Pair of Aces	30	25	30
Ace-Face Suited	20	20	20
Ace-Face	10	10	10
Pair	5	5	4

Notes:

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

Appendix “D”

Bonus Jackpot / Progressive Jackpot Paytables

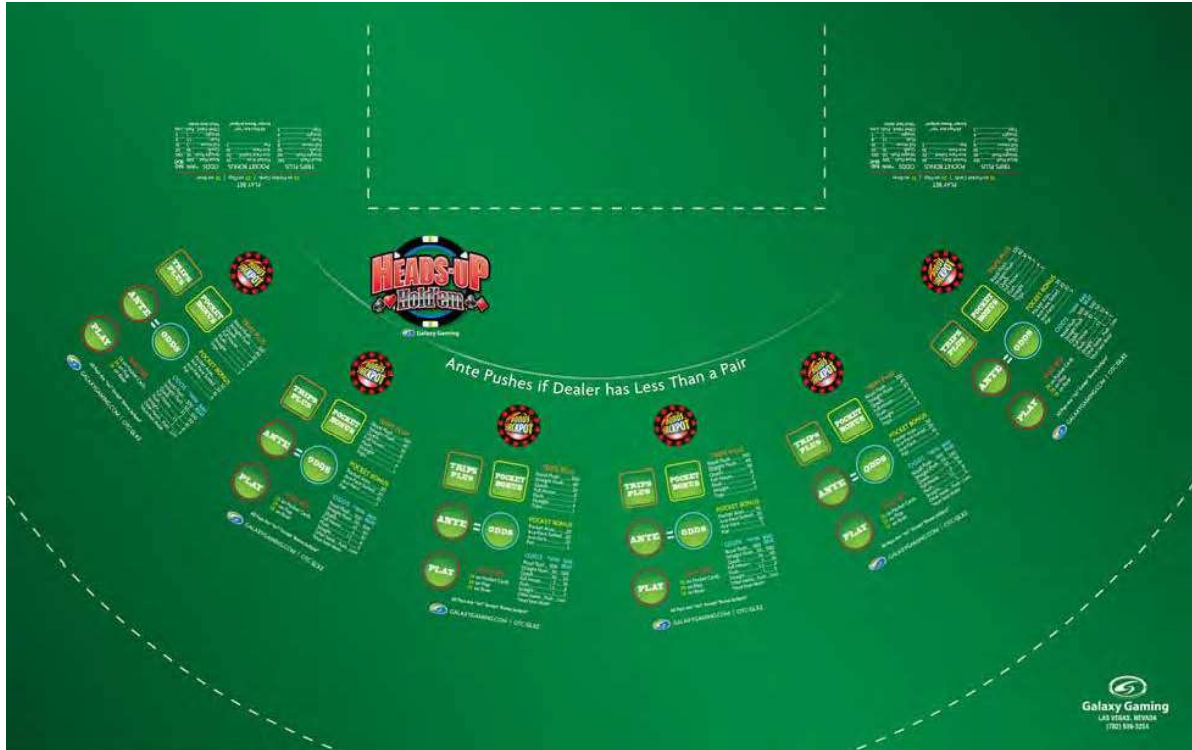
Triggering Event	PT-BJS-HUH-5CP-01	PT-BJS-HUH-5CP-02	PT-BJS-HUH-5CP-03	HH/JP 4	PT-BJS-HUH-5CP-05	PT-BJS-HUH-5CP-06	PT-BJS-HUH-5CP-07
Royal Flush in Spades on Flop	100%	100%	100%	100%	100%	100%	100%
Royal Flush on Flop	10%	\$1,000	10%	\$1,000	100%	100%	100%
Royal Flush	10%	\$1,000	10%	\$1,000	\$3,000	5%	100%
Community Royal Flush	10%	\$1,000	10%	\$1,000	\$3,000	\$3,000	\$1,000
Straight Flush	\$200	\$200	\$500	\$500	\$250	\$250	\$250
Four-of-a-Kind	\$50	\$50	\$100	\$100	\$100	\$100	\$75
Full House	\$10	\$10	\$10	\$10	\$10	\$10	\$11
Flush	\$5	\$5					

Notes:

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. A Royal Flush “on Flop” consists of the player’s two pocket cards and the first three community cards.
4. A “Community Royal Flush” consists of the five community cards only.
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. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
7. 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.

