



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.

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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

High Card Flush is a house-banked card game played with a standard 52-card deck of playing cards. Rankings of hands are based upon the number of cards of the same suit (flush) in the player's or dealer's hand. The Ante and Raise wagers, described below, correspond to the player's hand versus the dealer's hand. High Card Flush also contains 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. To begin, players place an Ante wager and receive seven cards face-down. The dealer also receives seven cards face-down. For an alternative dealing method, see "Appendix D." The object is to have more cards of the same suit (flush) than the dealer, regardless of suit. In the event both the dealer and the player have the same number of cards in their flush, the winning hand is determined by the highest-ranking card (Ace – 2) of the flush in each hand. If the highest-ranking card is the same in both hands, the second highest card is the determining factor. If the highest and second highest ranking cards are the same in both hands, the third highest card is the determining factor and so on. This same rule follows until a winner or a tie is determined. Successive cards of the same suit (known as a straight flush) have no significance, as they do in standard poker or the Straight Flush wager.
2. After examining their cards, each player must either fold their hand and surrender their Ante wager or place a Raise wager. The Raise wager amount:
 - a. Must be equal to the Ante wager amount if the player's hand contains a 2, 3, or 4-card flush.
 - b. Can be double the Ante wager amount if the player's hand contains a 5-card flush.
 - c. Can be triple the Ante wager amount if the player's hand contains a 6 or 7-card flush.
3. Once all the players have acted on their hand, the dealer's cards are exposed. If the dealer's hand does not meet or exceed the predetermined qualifying hand (9 high 3-card flush), all remaining players will receive an even-money payment equal to their Ante wager and their Raise wager results in a push.
4. If the dealer's hand meets or exceeds the predetermined minimum qualifying hand, the dealer's hand is compared to each player's hand, and:
 - a. If the player's hand ranks higher than the dealer's hand, the Ante and Raise wagers win and are paid even-money.
 - b. If the player's hand ranks lower than the dealer's hand, the Ante and Raise wagers lose and are collected.
 - c. If the player's and dealer's hands tie, the Ante and Raise wagers push.

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

Flush

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on the corresponding payable (Appendix "A").

Straight Flush

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on the corresponding payable (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

Bonus Jackpot or Progressive Jackpot

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on the corresponding payable (Appendix "C").

Bonus and 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”

Flush Bonus Paytables

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on one of the paytables shown below.

Triggering Event	PT-FLT-HCF-FB-01	PT-FLT-HCF-FB-02	PT-FLT-HCF-FB-03	PT-FLT-HCF-FB-04	PT-FLT-HCF-FB-05	PT-FLT-HCF-FB-06	PT-FLT-HCF-FB-07
7-Card Flush	300	100	200	300	200	500	400
6-Card Flush	100	20	20	75	60	50	60
5-Card Flush	10	10	10	5	12	12	12
4-Card Flush	1	2	2	2	1	1	1

Triggering Event	PT-FLT-HCF-FB-08	PT-FLT-HCF-FB-09	PT-FLT-HCF-FB-10	PT-FLT-HCF-FB-11	PT-FLT-HCF-FB-12	PT-FLT-HCF-FB-13	PT-FLT-HCF-FB-14
7-Card Flush	1000	150	150	400	300	500	500
6-Card Flush	50	20	25	100	80	80	100
5-Card Flush	10	10	10	10	11	11	10
4-Card Flush	1	2	2	1	1	1	1

Notes:

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

Appendix “B”

Straight Flush Bonus Paytables

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on one of the paytables shown below.

Triggering Event	PT-FLT-HCF-SF-01	PT-FLT-HCF-SF-02	PT-FLT-HCF-SF-03	PT-FLT-HCF-SF-04	PT-FLT-HCF-SF-09	PT-FLT-HCF-SF-06	PT-FLT-HCF-SF-07	PT-FLT-HCF-SF-10
7-Card Straight Flush	8000	500	500	1000	8000	500	1000	500
6-Card Straight Flush	1000	200	200	500	1000	200	500	200
5-Card Straight Flush	100	100	100	100	100	100	100	100
4-Card Straight Flush	60	50	75	75	50	60	60	50
3-Card Straight Flush	7	9	7	7	8	8	8	8

Notes:

1. All odds shown above are “to 1.”
2. An Ace may be used as either the lowest or highest rank of the suit.
3. Only the highest qualifying hand is paid. Should a player's seven-card hand consist of more than one straight flush, only the highest-ranking straight flush will be paid.

Appendix “C”

Bonus Jackpot or Progressive Jackpot Paytables

(Available for use on Bonus or Progressive Jackpots)

A player wins if their seven-card hand achieves a pre-determined triggering event displayed on one of the paytables shown below.

Triggering Event	PT-BJS-HCF-SF-01	PT-BJS-HCF-SF-02	PT-BJS-HCF-SF-03
7-Card Straight Flush	100%	100%	100%
6-Card Straight Flush	10%	10%	100%
5-Card Straight Flush	\$250	\$900	\$200
4-Card Straight Flush	\$40	\$50	\$40
3-Card Straight Flush	\$3	-	\$3

Triggering Event	PT-BJS-HCF-SF-05	PT-BJS-HCF-SF-06	PT-BJS-HCF-SF-07
7-Card Straight Flush or Ace High 6-Card Straight Flush	100%	100%	100%
6-Card Straight Flush (King High or Lower)	10%	10%	10%
5-Card Straight Flush	\$800	\$500	\$300
4-Card Straight Flush	\$50	\$40	\$50
3-Card Straight Flush	-	\$3	\$3

Notes:

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid. Should a player's seven-card hand consist of more than one straight flush, only the highest-ranking straight flush will be paid.
3. An Ace may be used as either the lowest or highest rank of the suit.
4. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed Jackpot(s). 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 “D”

Alternative Dealing Method

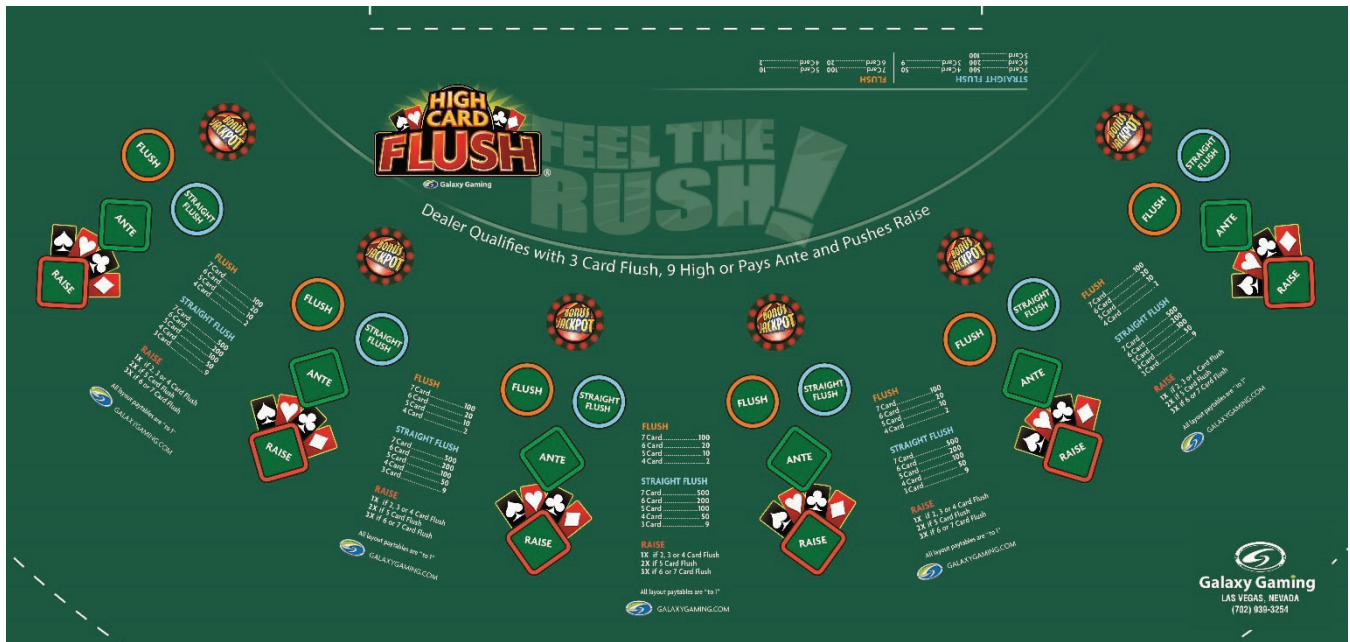
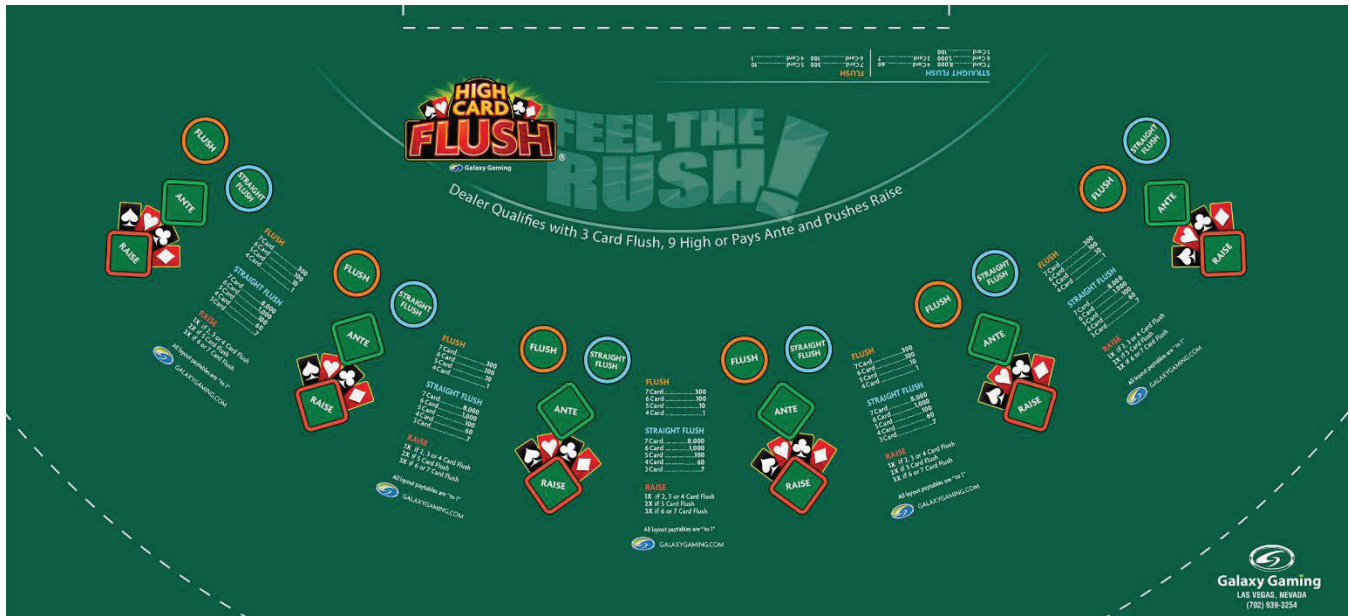
Optionally, operators can choose to use the following alternative dealing method:

Betting positions are assigned a number from 1 to 7, starting with the dealer as number 1, then counting counterclockwise (or clockwise) to determine the remaining numbers. A number from 1 to 7 is randomly chosen using dice. The deal begins with the number chosen and proceeds counterclockwise (or clockwise) with each player and dealer receiving a packet of seven cards. After all the cards are distributed, the dealer will go back and collect cards from unoccupied betting positions and place them in the discard rack.

When using dice, a dealer typically shakes a cup containing three dice. The numbers on the dice are added. Starting with the dealer position as 1, the dealer counts betting positions (including open seats) counterclockwise (or clockwise) until reaching the sum of the dice. That player/dealer position receives the first hand. The rest of the hands will be distributed counterclockwise (or clockwise) to each betting position (including unoccupied seats).

Appendix "E"

Example Table Layouts



When two jackpot sensors are used.



FLUSH	
7 Card	300
6 Card	100
5 Card	10
4 Card	1
STRAIGHT FLUSH	
7 Card	8,000
6 Card	1,000
5 Card	100
4 Card	60
3 Card	7
RAISE	
1X if 2, 3 or 4 Card Flush	
2X if 5 Card Flush	
3X if 6 or 7 Card Flush	
All layout paytables are "to 1"	