



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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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

Player's Edge 21 is based primarily upon the principles of the game of Blackjack, except that several Blackjack's customary rules have been modified and new rules have been added. Player's Edge 21 can be played using 2, 4, 5, 6, or 8 standard 52-card decks with all 10's removed. All cards have the same point value as in Blackjack. Aces are worth 1 or 11 points, face cards are worth 10 points, and cards 2-9 are scored at face value. The object of Player's Edge 21 is to have a higher point total than the dealer without exceeding a point total of 21, or for the player to have 21 or less and the dealer to have exceeded 21, or for the player to have an automatic winner regardless of the dealer's hand. Player's Edge 21 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

After placing the primary wager and any optional bonus wagers, two cards are dealt to each player and dealer. The dealer's cards are dealt one face-up and one face-down. Any player who's initial two cards equal a point total of 21 (blackjack) is an automatic winner, regardless of the dealer's hand value, and is paid 3 to 2 odds.

If the dealer's up-card is an ace, insurance is offered. Players can bet up to half the original wager amount and win 2 to 1 odds if the dealer has a blackjack and 5 to 1 odds if the dealer has a blackjack consisting of two cards of the same suit.

After players have received their first two cards, they may make any of the following decisions:

- **Hit** - Players may receive additional cards until their point total exceeds 21 or until they choose to stand or double down.
- **Stand** - Players may stand on any point total less than 21.
- **Pair Splitting** - Players may split cards of equal value including Aces up to three times, creating up to four independent hands. When splitting, Aces are treated like any other card. Hitting and doubling down of split hands, including Aces, is allowed.
- **Double Down** - Players may double down on any number of cards, regardless of the point total of their hand, including after splitting. They may double down for less than their original wager. Bonuses are not paid on doubled hands.
- **Double Down Rescue** - After doubling, if a player is dissatisfied with their non-busted hand, they may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager, provided that their hand did not exceed a point total of 21. Their original and doubled bets are always paid even money.
- **Double-Double Down** - Optionally, a casino may allow players to "double-double down". This option allows a player who has doubled down the option to double-double down (double their total wager again). A player may double their total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to rescue or stand. Doubling for less is only allowed if the double-double down option is not allowed. In other words,

when the double-double down option is allowed there is no doubling for less, however, the double-double down wager amount would be capped at the maximum wager allowed. If the last double-double down wager made is capped, the "last doubled portion of the bet" would be the maximum wager allowed. If a player doubles for less, the last doubled portion of the bet would be that lesser amount.

- **Surrender** - Surrender is only allowed on the player's first two cards. If a player chooses to Surrender, the player forfeits half of their wager and surrenders their hand removing them from play on that round. A player may not surrender when the dealer's hand is a blackjack.

Action on Dealer's Hand

The dealer shall hit on point totals of 16 or less until the point total of their hand is 17 or more, provided that, the dealer must hit a soft 17. A soft 17 is a point total of 17 whereby their hand contains an Ace that is valued at 11.

Matched 20

Optionally, operators could offer the following: Any player whose initial two cards are a "matched 20" (e.g. K♥-K♥; Q♣-Q♣; J♠-J♠) is an automatic winner regardless of the dealer's hand value and is paid even money.

Bonus 21 Payouts (Not available on the 2-deck version.)

Any player whose hand equals a point total of 21 (excluding blackjacks) is an automatic winner regardless of the dealer's hand value and is paid even money. In the event a player has three or more cards totaling 21, they may be eligible to win additional odds beyond the automatic win, which pays even money. The following chart represents bonuses paid when a player's 21 hand is one of the following specific winning triggering events:

PT-FLT-PE-BP-01	
Player's Winning Hand	Pays
5-Card 21	3 to 2
6-Card 21	2 to 1
7-Card 21	3 to 1
6-7-8	3 to 2
6-7-8 Suited	2 to 1
6-7-8 in Diamonds	3 to 1
7-7-7	3 to 2
7-7-7 Suited	2 to 1
7-7-7 in Diamonds	3 to 1

7-7-7-7 Envy Bonus (This optional bonus feature may or may not be used by the operator and is not available on the 2-deck version.)

In the event a player receives 7-7-7 suited **and a player has any 7**, regardless of suit, each player with the 7 shall receive a \$100.00 7-7-7-7 Envy Bonus. If multiple players each receive 7-7-7 suited and a player has any 7, regardless of suit, the full pay table amount goes to each player that had the 7-7-7 suited and 7-7-7-7 Envy Bonus payout is made to each of the other players with a 7 at that table on each of the winning hands. For example, if two 7-7-7 suited hands occur on the same round, each player possessing that combination is paid the Bonus 21 amount (based upon their wager amount) and one 7-7-7-7 Envy Bonus (for the other player with 7-7-7 suited.) The other players at the table would be paid two 7-7-7-7 Envy Bonuses.

7-7-7-7 Super Bonus (This optional bonus feature may or may not be used by the operator and is not available on the 2-deck version.)

PT-FLT-PE-SB-01	
Player's Winning Hand	Pays
7-7-7 Suited & Dealer's any 7* (with \$5-\$24 minimum wager)	\$1,000
7-7-7 Suited & Dealer's any 7* (with \$25 minimum wager)	\$5,000

***Must be dealer's face-up card.**

In the event a player receives 7-7-7 suited **and the dealer's face-up card is any 7**, regardless of suit, all of the other betting players of that round receive a \$50 Envy Bonus. If multiple players each receive 7-7-7 suited and the dealer's face-up card is any 7, regardless of suit, on the same round, the full pay table amount goes to each player that had the 7-7-7 suited and an Envy Bonus payout is made to each of the other betting players on each of their winning hands. For example, if two 7-7-7 suited hands occur in the same round, each player possessing that combination is paid the Bonus 21 amount (based upon their wager amount) and one Envy Bonus (for the other player with 7-7-7 suited). The other players at the table would be paid two Envy Bonuses. NOTE: The Super Bonus wager is void on any split/doubled hands.

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

Double Match-Up and Double Match-Down (also known as Match-Up and Match-Down)

A player wins their "Double Match-Up" or Double Match-Down" wager if one or both of their first two cards in combination with the dealer's face-up and/or face-down card, respectively, consist of a pre-determined triggering event displayed on the corresponding payable (Appendix "A").

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

Jackpot (available for use on Bonus or Progressive Jackpots)

The player is wagering that their first two cards and the dealer's face-up card will achieve a pre-determined triggering event displayed on the corresponding payable. The dealer's face-down card is used when a fourth card is required to complete a four-card hand (Appendix "B", *Jackpot*).

Monster Match (available for use on Bonus or Progressive Jackpots)

The player is wagering that their first two cards and the dealer's first two cards achieve a pre-determined triggering event displayed on the corresponding payable (Appendix "B", *Monster Match*).

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”

Double Match–Up and Double Match–Down (Match–Up and Match–Down) Paytables

In “Double Match-Up” the player is wagering that the dealer’s face-up card will be of the same ranking as one or both of the player’s first two cards. In “Double Match-Down” the player is wagering that the dealer’s face-down card will be of the same ranking as one or both of the player’s first two cards. To make a Double Match-Down bonus wager for a particular hand, a player must also make a Double Match-Up bonus wager for that same hand. Players are paid for each matching card. If both of the player’s original two cards match the dealer’s up or down card, the player is awarded for both matches. All prizes are odds based and are paid according to one of the paytables displayed below:

Triggering Event	4-8 Decks				2-Decks
	PT-FLT-PE-DM-01	PT-FLT-PE-DM-02	PT-FLT-PE-DM-03	PT-FLT-PE-DM-04	PT-FLT-PE-DM-05
2 Suited Matches	18	24	26	20	N/A
1 Unsuited Match & 1 Suited Match	13	15	16	14	19
1 Suited Match	9	12	13	10	15
2 Unsuited Matches	8	6	6	8	8
1 Unsuited Match	4	3	3	4	4

Notes:

1. All pays are “to 1.”
2. Only the highest qualifying hand is paid.
3. Each card in the player’s hand qualifies independently and is paid independently.
4. The paytables include two separate wagers, *Match-Up* and *Match-Down*, and count as two separate games.

Appendix “B”

Bonus Jackpot or Progressive Jackpot Paytables

Jackpot (available for use on Bonus or Progressive Jackpots)

The player is wagering that their first two cards and the dealer’s face-up card will match one of the winning triggering events displayed on one of the paytables shown below. The dealer’s face-down card is used when a fourth card is required to complete a four-card hand.

5-8 Decks				
Triggering Event	PT-BJS-PE-BJ-01	PT-BJS-PE-BJ-02	PT-BJS-PE-BJ-03	PT-BJS-PE-BJ-04
Four-of-a-Kind (Suited)	100%	100%	100%	100%
Four-of-a-Kind	\$300	\$250	\$250	\$300
Three-of-a-Kind (Suited)	\$150	\$150	\$150	\$150
Three-of-a-Kind	\$20	\$20	\$15	\$20
Pair (Suited)	\$4	\$5	\$5	\$5

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(s). 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.

Monster Match (available for use on Bonus or Progressive Jackpots)

The player is wagering that the four-card combination of their first two cards and the dealer's first two cards will match one of the winning triggering events displayed on one of the paytables shown below.

Triggering Event	4-8 Decks				
	PT-BJS-PE-MM-04	PT-BJS-PE-MM-11	PT-BJS-PE-MM-12	PT-BJS-PE-MM-13	PT-BJS-PE-MM-02
Four-of-a-Kind (Suited)	100%	100%	100%	100%	100%
Four-of-a-Kind (Same Color)	100%	100%	10%	10%	10%
Four-of-a-Kind	\$200	\$200	\$200	\$200	\$200
Three-of-a-Kind (Same Color)	\$20	\$20	\$20	\$20	\$25
Three-of-a-Kind	\$10	\$10	\$10	\$10	\$10
Pair (Suited)	\$2	\$3	\$2	\$3	\$2

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(s). 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 “C”

Example Table Layouts



When two jackpot sensors are used.

