



**STATE OF WASHINGTON
GAMBLING COMMISSION**

"Protect the Public by Ensuring that Gambling is Legal and Honest"

March 15, 2022

Sent via email to tcox@galaxygaming.com

Tiffini Cox
Galaxy Gaming
6480 Cameron Street, Suite 305
Las Vegas, NV 89118

RE: Ricochet Poker - Submission #3072

Dear Tiffini Cox:

We have reviewed the changes made to Ricochet Poker. Based on our review of the documentation we received from Galaxy Gaming, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the Ricochet Poker game rules you submitted on March 7, 2022, and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game 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.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game 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.

Tiffini Cox

3/15/2022

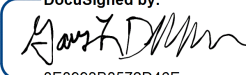
Page 2 of 2

- 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 this game 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,

DocuSigned by:

8E8993B8572D46E...

Gary Drumheller

Interim Assistant Director

Licensing, Regulation, and Enforcement Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Dan Wegenast, 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

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Game Description

Ricochet Poker is a poker-based game for up to 7 players using a standard 52-card deck. The object of the game is to have the best poker hand, against other players and the dealer, to win a pot made up of losing *Ante* and *Play* wagers. *Ricochet Poker* also contains optional bonus wagers that are not dependent on the base game's outcome.

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 each round, each player and the dealer must place an equal *Ante* wager; the wager amount is set by the operator. Players may also place optional *Rapid Fire*, *Hedge Bet*, *Pocket Bonus*, and/or *House or Progressive Jackpot* wagers.
 - a. The dealer places their *Ante* wager on the circle labeled *Pot* on the layout.
2. Players are dealt two cards face up and the dealer is dealt five cards face up.
 - a. The dealer receives all five cards with their *Ante* wager and does not place any additional wagers.
3. All optional bonus wagers are reconciled at this time that use a combination of the player's first two cards and the dealer's five cards.
4. Once all optional bonus wagers are reconciled, the dealer evaluates if their five-card hand is equal to or better than the *Kickout Hand* limit (see Appendix A), based on the number of players (hand) active in that round.
 - a. If the dealer's five-card hand meets the *Kickout Hand* limit, their hand is folded.
5. If the dealer's hand remains active, they will evaluate if their five-card hand loses to any player's two-card hand. If so, the dealer's hand is folded, and play continues.
6. With action to one player at a time, the dealer begins with the player with the lowest ranking two-card hand, and proceeds to each player from lowest to highest ranking. When acting in turn, players can see the hand rankings they will need to beat when deciding whether to **Play** or **Fold**.
 - a. Tied two-card hands are resolved by suit ranking: (from lowest to highest) Clubs, Diamonds, Hearts, and Spades. There is one tiebreak option for *tied high card* hands and two tiebreak options (operators must choose only one of the two) for *tied pairs*:
 - i. **Tied High Card Hands – Option 1:** *The higher-ranking hand has the high card with higher-ranking suit. The other hand would then act first as it would be ranked lower.*

1. *Example: If Player 1 has a 10d-5d and Player 2 has a 10h-5c, Player 2 has a higher-ranking hand due to the 10h. As such, Player 1 would act first as their hand (with a 10d) is ranked lower.*

ii. **Tied Pairs – Option 1:** *The higher-ranking hand has the spade. The other hand would then act first as it would be ranked lower.*

1. *Example: If Player 1 has a 6d-6h and Player 2 has a 6s-6c, Player 2 has the spade and has the higher-ranking hand. As such, Player 1 would act first as their hand is ranked lower.*

iii. **Tied Pairs – Option 2:** *The lower-ranking hand has the club and would act first.*

1. *Example: If Player 1 has a 6d-6h and Player 2 has a 6s-6c, Player 2 has the club and would act first as their hand is ranked lower.*

7. When it is their turn to act, each player has the option to **Play** or **Fold**:

- a. If a player chooses to **Fold**, their *Ante* wager is collected and moved to the *Pot* circle, and the cards are discarded.
- b. If a player chooses to **Play**, they must place a *Play* wager equal to the *Ante* and will be dealt three additional cards, completing their five-card hand.
 - i. The player's five-card hand is now evaluated against the corresponding *Ante Bonus* payable, regardless of whether it is the highest hand in play (Appendix B).

8. The player's **five-card hand** is evaluated as follows:

- a. If their hand beats the highest **five-card hand(s)** showing (including the dealer's), the lower-ranking hand(s) are discarded and their *Ante* and *Play* wagers are moved to the *Pot* circle.
- b. If their hand does not beat the highest hand(s) showing – including **all five and two-card hands** – their hand is discarded and their *Ante* and *Play* wagers are moved to the *Pot* circle.
- c. If their hand ties the dealer's hand, the dealer's hand is discarded; players win all ties against the dealer.
- d. If their hand ties another player's **five-card hand**, all tied hands remain active.

9. The game ends after all players have acted in turn. At that point, the highest-ranking hand (player or dealer) takes the pot.

- a. If the last player to act has the highest ranking two-card hand (including against the dealer's five-card hand), then that player does not need to place a *Play* wager in order to win the pot.
- b. If the game ends with a tie between players, the pot is split between them, with the odd chip going to the player who acted last.

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

Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

Rapid Fire

Players win if their initial two-card hand beats (or ties) the dealer's five-card hand. The player's two-card hand can only rank as a high-card or a pair and cannot be a straight, flush, or straight flush. As such,

- The player loses against any dealer hand higher than a pair.
- When comparing high-card and pair hands, the highest ranking two-card hand wins. The dealer's kicker is not used.
- A tie is defined as an identical two-card hand, regardless of the dealer's kicker.

Pays are based on the corresponding payable in Appendix C.

Hedge Bet

Players win if the dealer's five-card hand achieves a winning event as displayed on the corresponding payable in Appendix D.

Pocket Bonus

Players win if their initial two-card hand achieves a winning event as displayed on the corresponding payable in Appendix E.

House 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 House Jackpots
- All jackpots on a table must be of a single jackpot type (House or Progressive)
- Operators can only offer one jackpot game option per sensor

Mini-Royal House or Progressive Jackpot

Players win if their three-card hand, formed by their first two-cards and the dealer's first card, achieves a winning event as displayed on the corresponding payable in Appendix F.

Straight Flush House or Progressive Jackpot

Players win if their seven-card hand, formed by their first two cards and the dealer's five cards, achieves a winning event as displayed on the corresponding payable in Appendix G.

Five-Card Linked House or Progressive Jackpot

Players win if their five-card hand, formed by the player's first two cards and the dealer's first three cards, achieves a winning event as displayed on the corresponding payable in Appendix H.

Seven Card Linked House or Progressive Jackpot

Players win if their best five-card hand, out of the seven cards formed by the player's first two cards and the dealer's five cards, achieves a winning event as displayed on the corresponding payable in Appendix I.

Heads Up Hold'em House or Progressive Jackpot

Players win if their seven-card hand, formed by their initial two cards and the dealer's five cards, achieves a winning event as displayed on the corresponding payable in Appendix J.

House and Progressive Jackpot Definition

If operated as a **House Jackpot**, the table display does not increment after each wager is placed. All House Jackpot displays must include the following language: "House 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 House 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 House or a Progressive game.

Appendix A

Kickout Hands

Number of Players (Hands)	Minimum Dealer Hand for Kickout	
	PT-FLT-KH-01	PT-FLT-KH-02
1	Pair of Kings with a Queen (KKQ)	Pair of Aces (AA)
2	Pair of Aces with a Queen (AAQ)	Two Pair (2233)
3	Two Pair, 10's High (TT22)	Two Pair, 10's High (TT22)
4	Two Pair, Aces High (AA22)	Two Pair, Aces High (AA22)
5	Three-of-a-Kind (222)	Three-of-a-Kind (222)
6	Three-of-a-Kind (QQQ)	Three-of-a-Kind (QQQ)
7	Straight (A2345)	Straight (A2345)

Notes

1. Kickout Hands are determined based on the number live (active) hands per round.

Appendix B

Ante Bonus

Hand	PT-FLT-AB-01
Royal Flush	1000
Straight Flush	100
Four-of-a-Kind	25
Full House	10
Flush	5
Straight	2

Notes

1. All pays are "to 1," relative to the *Ante* wager only.
2. Only the highest qualifying hand is paid.
3. The *Ante Bonus* is available to all players that have placed a *Play* wager. The only exception being a player that is last to act and whose two-card hand beats all remaining five-card hand(s). That player does not place a *Play* wager, but will receive three more cards to evaluate the *Ante Bonus*.

Appendix C

Rapid Fire

Triggering Event	PT-FLT- RF-01	PT-FLT- RF-02	PT-FLT- RF-03
Player Win	5	5	5
Tie	5	Push	Loss

Notes

1. All pays are "to 1."
2. A player's two-card hand can only rank as a high-card or pair and not as a straight, flush, or straight flush.
3. The dealer's kicker is only used when comparing their high-card hand against a player's high-card hand.

Appendix D

Hedge Bet

Hand	PT-FLT- HB-01	PT-FLT- HB-02	PT-FLT- HB-03	PT-FLT- HB-04	PT-FLT- HB-07
Royal Flush	4000	400	2000	275	2500
Straight Flush	500	125	1000	125	1000
Four-of-a-Kind	50	50	200	75	200
Full House	10	9	100	50	75
Flush	6	6	50	40	50
Straight	4	4	25	25	25
Three-of-a-Kind	3	3	10	15	5
Two Pair	2	2	5	5	3
Pair of J's or Better	1	1	Loss	Loss	1
Pair of 5's or Better	1	1	Loss	Loss	Loss

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.

Appendix E

Pocket Bonus

Hand	PT-FLT- PB-01	PT-FLT- PB-02	PT-FLT- PB-03
Pocket Rockets (Pair of Aces)	25	30	30
Ace Plus a Face (Suited)	20	20	20
Ace Plus a Face (Off Suit)	10	10	10
Pair	5	5	4

Notes

- 1. All pays are "to 1."
- 2. Only the highest qualifying hand is paid.

Appendix F

Mini-Royal House or Progressive Jackpot

Hand	PT-BJS-TCPR-MR-01	PT-BJS-TCPR-MR-E01		PT-BJS-TCPR-MR-E02	
	Pays	Pays	Envy	Pays	Envy
Mini-Royal (Suit Specific)	100%	100%	\$100	100%	\$100
Mini-Royal (Other)	\$500	\$500	\$25	\$500	\$25
Straight Flush	\$75	\$100	-	\$70	-
Three of a Kind	\$50	\$90	-	\$60	-
Straight	\$5	-	-	\$6	-

Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who have placed a progressive wager that round, but have not received the progressive award, will receive the listed Envy pay.
4. A Mini-Royal is a suited A-K-Q.
5. Mini-Royal (Suit Specific) means the player's Mini-Royal hand must be of a predetermined specific suit, chosen by the operator and displayed on the TableVision. Mini-Royal hands of other suits are awarded the Mini-Royal (Other) payout.
6. 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.
7. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
8. 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 G

Straight Flush House or Progressive Jackpot

Hand	PT-BJS-HCF-SF-01	PT-BJS-HCF-SF-02	PT-BJS-HCF-SF-03a/b	PT-BJS-HCF-SF-06a/b	PT-BJS-HCF-SF-07	PT-BJS-HCF-SF-08a/b
7-Card Straight Flush	100%	100%	100%	100%	100%	100%
6-Card Straight Flush	10%	10%	100%	100%	10%	100%
5-Card Straight Flush	\$250	\$900	\$200	\$250	\$250	\$250
4-Card Straight Flush	\$40	\$50	\$40	\$40	\$50	\$50
3-Card Straight Flush	\$3	-	\$3	\$3	\$3	\$3

Hand	PT-BJS-HCF-SF-04	PT-BJS-HCF-SF-05	PT-BJS-HCF-SF-09
7-Card or 6-Card Ace High Straight Flush	100%	100%	100%
6-Card (King High or Lower) Straight Flush	10%	10%	10%
5-Card Straight Flush	\$250	\$800	\$250
4-Card Straight Flush	\$40	\$50	\$50
3-Card Straight Flush	\$3	-	3

Hand	PT-BJS-HCF-SF-E01		PT-BJS-HCF-SF-E04	
	Pays	Envy	Pays	Envy
7-Card Straight Flush	100%	\$200	100%	\$200
6-Card Straight Flush	100%	\$200	100%	\$200
5-Card Straight Flush	\$200	-	\$250	-
4-Card Straight Flush	\$40	-	\$40	-
3-Card Straight Flush	\$3	-	\$3	-

Hand	PT-BJS-HCF-SF-E02		PT-BJS-HCF-SF-E03		PT-BJS-HCF-SF-E05	
	Pays	Envy	Pays	Envy	Pays	Envy
7-Card or 6-Card Ace High Straight Flush	100%	\$250	100%	\$250	100%	\$250
6-Card (King High or Lower) Straight Flush	10%	-	10%	-	10%	-
5-Card Straight Flush	\$250	-	\$800	-	\$250	-
4-Card Straight Flush	\$40	-	\$50	-	\$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. If a player's seven-card hand contains 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. To qualify for an Envy pay, at least one player must win a qualifying jackpot award. All other players who have placed the jackpot wager that round will receive the listed Envy pay. Players cannot receive an Envy pay on their own hand.
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 H

Five-Card Linked House or Progressive Jackpot

Hand	PT-BJS-5CL-01	PT-BJS-5CL-02	PT-BJS-5CL-03	PT-BJS-5CL-04	PT-BJS-5CL-05	PT-BJS-5CL-09	PT-BJS-5CL-10
Royal Flush	100%	100%	100%	100%	100%	100%	100%
Straight Flush	\$1500	\$2500	\$1000	\$2000	100%	\$1500	100%
Four-of-a-Kind	\$250	\$250	\$200	\$250	\$250	\$250	\$200
Full House	\$100	\$100	\$100	\$75	\$75	\$75	\$75
Flush	\$50	\$50	\$75	\$50	\$50	\$50	\$50
Straight	\$25	\$25	\$20	\$20	\$20	\$20	\$30
Three-of-a-Kind	\$5	\$5	\$5	\$5	\$5	\$10	\$5
Three-of-a-Kind	Loss	Loss	Loss	Loss	\$3	Loss	\$3

Hand	PT-BJS-5CL-06	PT-BJS-5CL-07	PT-BJS-5CL-08	PT-BJS-5CL-11
5-Card Royal Flush	100%	100%	100%	100%
5-Card Straight Flush	\$500	\$1000	\$2500	\$500
4-Card Straight Flush	\$200	\$200	\$150	\$200
5-Card Flush	\$50	\$50	\$75	\$75
4-Card Flush	\$5	\$5	\$5	\$5

Hand	PT-BJS-5CL-E01		PT-BJS-5CL-E03	
	Pay	Envy	Pay	Envy
Royal Flush	100%	\$1000	100%	\$1000
Straight Flush	10%	\$300	10%	\$250
Four-of-a-Kind	\$300	-	\$250	-
Full House	\$50	-	\$75	-
Flush	\$40	-	\$50	-
Straight	\$30	-	\$25	-
Three-of-a-Kind	\$9	-	\$10	-

Notes:

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who have placed the jackpot wager that round will receive the listed Envy pay. Players cannot receive an Envy pay on their own hand.
4. 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
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 I

Seven-Card Linked House or Progressive Jackpot

Hand	PT-BJS-7CL-01	PT-BJS-7CL-02	PT-BJS-7CL-03	PT-BJS-7CL-04	PT-BJS-7CL-05	PT-BJS-7CL-06
5-Card Royal Flush	100%	100%	100%	100%	100%	100%
5-Card Straight Flush	\$500	\$250	\$1000	\$500	\$250	\$200
Four-of-a-Kind	\$100	\$75	\$50	\$75	\$125	\$100
Full House	\$5	\$10	\$5	\$5	\$7	\$10
5-Card Flush	\$2	\$1	\$1	\$2	\$2	\$2

Hand	PT-BJS-7CL-E01		PT-BJS-7CL-E02		PT-BJS-7CL-E03	
	Pay	Envy	Pay	Envy	Pay	Envy
5-Card Royal Flush	100%	\$250	100%	\$250	100%	\$100
5-Card Straight Flush	\$500	-	\$250	-	\$500	-
Four-of-a-Kind	\$100	-	\$75	-	\$75	-
Full House	\$5	-	\$10	-	\$5	-
5-Card Flush	\$2	-	\$1	-	\$2	-

Hand	PT-BJS-7CL-E04	
	Pay	Envy
5-Card Royal Flush	100%	\$250
5-Card Straight Flush	\$200	-
Four-of-a-Kind	\$100	-
Full House	\$10	-
5-Card Flush	\$2	-

Notes:

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who have placed the jackpot wager that round will receive the listed Envy pay. Players cannot receive an Envy pay on their own hand.
4. 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
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 J

Heads Up Hold'em House or Progressive Jackpot

Hand	PT-BJS- HUH- 5CP-01	PT-BJS- HUH- 5CP-02	PT-BJS- HUH- 5CP-03	PT-BJS- HUH- 5CP-04
Flopped Royal Flush (Suit Specific)	100%	100%	100%	-
Flopped Royal Flush	-	-	-	100%
Royal Flush	10%	\$1000	10%	\$1000
Dealer's Royal Flush	10%	\$1000	10%	\$1000
Straight Flush	\$200	\$200	\$500	\$500
Four-of-a-Kind	\$50	\$50	\$100	\$100
Full House	\$10	\$10	\$10	\$10
Flush	\$5	\$5	Loss	Loss

Hand	PT-BJS- HUH- 5CP-05	PT-BJS- HUH- 5CP-06	PT-BJS- HUH- 5CP-07	PT-BJS- HUH- 5CP-08	PT-BJS-HUH- 5CP-E01	
					Pays	Envy
Flopped Royal Flush (Suit Specific)	-	-	-	-	-	-
Flopped Royal Flush	100%	100%	-	-	-	-
Royal Flush	\$3000	5%	100%	100%	100%	\$100
Dealer's Royal Flush	\$3000	\$3000	\$1000	\$1000	\$1000	-
Straight Flush	\$250	\$250	\$250	\$300	\$250	-
Four-of-a-Kind	\$100	\$100	\$75	\$100	\$75	-
Full House	\$10	\$10	\$11	\$10	\$11	-
Flush	Loss	Loss	Loss	Loss	Loss	-

Hand	PT-BJS- HUH- 5CP-09
Flopped Straight Flush	100%
Royal Flush	\$2000
Straight Flush	\$250
Four-of-a-Kind	\$50
Full House	\$7
Flush	\$5

Notes:

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. The Flopped Royal Flush (Suit Specific) hand will be of a pre-determined suit (chosen by the operator) and posted on the paytable displayed on the TableVision.
4. To qualify for an *Envy* pay, at least one player must win a qualifying progressive award. All other players who had placed a progressive wager in that round will receive the listed *Envy* pay. Players cannot receive an *Envy* pay on their own hand.
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 J

Example Layouts

