



**STATE OF WASHINGTON  
GAMBLING COMMISSION**

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

June 21, 2023

*Sent via email to tcox@galaxygaming.com*

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

RE: Rising Phoenix Baccarat - Submission #3120

Dear Tiffini Cox:

We have reviewed the changes made to Rising Phoenix Baccarat. 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 Rising Phoenix Baccarat game rules dated June 9, 2023, 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.

**P.O. Box 42400, Olympia, WA 98504 | (360) 486-3440  
901 N. Monroe St., Suite 240, Spokane, WA 99201 | (509) 325-7900  
wsgc.wa.gov**

Tiffini Cox

6/21/2023


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) 387-7095. 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

Assistant Director

Enforcement and Operations 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**

**DISTINCTIVELY DIFFERENT**

6480 Cameron Street Suite 305 | Las Vegas, Nevada 89118 | (702) 939-3254 | FAX: (702) 939-3255  
[www.galaxygaming.com](http://www.galaxygaming.com)

## Game Description

*Rising Phoenix* is a standard Mini-Baccarat game containing a collection of optional bonus and jackpot wagers using 6 or 8 standard 52-card decks. The game is played following the non-patented Mini-Baccarat rules posted on WSGC's website except as noted in these rules. The operator can choose to offer the game with standard commission or as commission-free. The outcomes of the optional bonus wagers 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, players must place any combination of the available wagers\*:
  - a. PLAYER, BANKER, TIE (main wagers)
  - b. Single-Event Wagers
  - c. Golden Talons
  - d. Harmony (House or Progressive) Jackpot
  - e. Destiny (House or Progressive) Jackpot
  - f. Sun 7 (House or Progressive) Jackpot
  - g. Fightback Wager
    - i. Note that this wager may only be placed after the main game (PLAYER or BANKER) outcome is determined and reconciled.

\*Note that operators may choose whether the main wagers are mandatory or optional.

2. Once all wagers are placed, standard Mini-Baccarat dealing and scoring procedures are followed for the main game. The PLAYER, BANKER, and TIE main wagers are reconciled as follows:
  - a. If the **PLAYER hand wins**,
    - i. The PLAYER wager wins and pays 1 to 1.
    - ii. The BANKER and TIE wagers lose.
  - b. If the **BANKER hand wins**,
    - i. The BANKER wager wins and pays 1 to 1, (operators may charge up to a 5% commission).
    - ii. The PLAYER and TIE wagers lose.
    - iii. **When the operator chooses to offer the game commission-free**,
      1. No commission is charged on BANKER wager wins.

2. A **winning BANKER 3-card 7** hand (called a *Sun 7*) results in a push of all BANKER wagers.
- c. If the **hands are tied**,
  - i. The TIE wager wins and pays 8 to 1.
  - ii. The PLAYER and BANKER wagers push.
3. All optional wagers are reconciled strictly based on their individual evaluation criteria and are **independent of the outcomes of the main wagers or any other optional bonus wagers**. The following examples illustrate the reconciliation of the *Single-Event Sun 7* and *Moon 8* optional bonus wagers, and the *Golden Talons PLAYER* and *BANKER* optional bonus wagers:
  - a. **Sun 7 (BANKER Wins with a 3-card 7)**
    - i. The wager wins and pays 40 to 1 if, and only if, the BANKER hand is a **winning 3-card 7**, i.e., the PLAYER hand point total is 6 or less.
    - ii. If not, the wager is lost.
      1. **Note** that the *Sun 7* wager is **never pushed**, even if the main wager pushes in the case of a TIE or as a commission-free push. The *Sun 7* optional bonus wager only wins or loses.
  - b. **Moon 8 (PLAYER Wins with a 3-card 8)**
    - i. The wager wins and pays 25 to 1 if, and only if, the PLAYER hand is a **winning 3-card 8**, i.e., the BANKER hand point total is 7 or less.
    - ii. If not, the wager is lost.
      1. **Note** that the *Moon 8* wager is **never pushed**, even if the main wager is a TIE. The *Moon 8* optional bonus wager only wins or loses.
  - c. **Golden Talons BANKER**
    - i. The wager wins and pays if the BANKER hand is a non-natural winner by 4 - 9 points over the PLAYER hand or any natural winner over the PLAYER hand.
    - ii. The wager wins and pays or pushes (based on the chosen payable) if, and only if, the BANKER hand is part of a natural tie.
  - d. **Golden Talons PLAYER**
    - i. The wager wins and pays if, and only if, the PLAYER hand is a non-natural winner by 4 - 9 points over the BANKER hand or any natural winner.
    - ii. The wager wins and pays or pushes (based on the chosen payable) if, and only if, the PLAYER hand is part of a natural tie.

## **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.

### *Single-Event Bonus Wagers*

Players win if the wager's specific outcome is achieved and are paid according to the corresponding payable in Appendix A. Operators choose which of the Single-Event Bonus Wagers they will offer, and all wagers must have their own designated wagering spot.

### *Golden Talons*

A *Golden Talons* wager may be placed on the PLAYER hand, BANKER hand, or both. Players win if their selected hand is a natural winner or a non-natural winner by a specific number of points. Wins are paid according to the corresponding payable in Appendix B.

### *Fightback (After Win)*

Players win if the *Fightback Card*, added to the original losing hand, achieves a winning event according to the corresponding payable in Appendix C.

- If the main game outcome is a PLAYER or BANKER win, all players have the option to place a *Fightback* wager.
- Once *Fightback* wagers are placed, the dealer draws a *Fightback Card*, which is the next card from the shoe (one card only), and adds the value to the losing PLAYER or BANKER hand.
- If the new score of the hand ties or beats the original winning hand total, the wager wins. Players are paid according to the corresponding payable in Appendix C.
- Note that if there are no *Fightback* wagers, it is not required that a *Fightback Card* is drawn.

### *Fightback (After Tie)*

Players win if the *Fightback Card* is a 0 value and are paid according to the corresponding payable in Appendix D.

- If the main game outcome is a PLAYER and BANKER Tie, all players have the option to place a *Fightback* wager.
- Once *Fightback* wagers are placed, the dealer draws a *Fightback Card*, which is the next card from the shoe (one card only).
- If the *Fightback Card* is any rank of 0-value, the wager wins. Players are paid according to the corresponding payable in Appendix D.
- Note that if there are no *Fightback* wagers, it is not required that a *Fightback Card* is drawn.

## 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

### *Harmony (House and Progressive) Jackpot*

Players win if the PLAYER and BANKER hands tie and are paid based on the specific scenario as listed on the corresponding payable in Appendix E.

### *Destiny (House and Progressive) Jackpot (Can only be offered if the Fightback wager is also offered.)*

Players win if the combined outcome, using the original PLAYER and BANKER hands/outcome **and** the Fightback card, is achieved and are paid according to the corresponding payable in Appendix F. Note that if any players have wagered on the *Destiny Progressive*, a *Fightback* card must be drawn, even if there are no active *Fightback* wagers.

### *Sun 7 (House and Progressive) Jackpot*

Players win if the *Sun 7* outcome (BANKER winning 3-card 7) is achieved and are paid based on the specific scenario, as listed on the corresponding payable in Appendix G.

## **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

### Single-Event Bonus Wagers

Paytable ID	Event Description	Pay
PT-FLT-SE-01	Sun 7 (BANKER wins with a 3-card 7)	40
PT-FLT-SE-02	Moon 8 (PLAYER wins with a 3-card 8)	25
PT-FLT-SE-21	9 over 7	25
PT-FLT-SE-22	2-card 8 over a 2-card 1	50
PT-FLT-SE-05	PLAYER wins with a 3-card 6	40
PT-FLT-SE-06	BANKER wins with 1 or 2	60
PT-FLT-SE-07	PLAYER and BANKER have an 8 or 9	20
PT-FLT-SE-08	1 over 0	90
PT-FLT-SE-23	3-card 6 over a 3-card 3	150
PT-FLT-SE-10	3-card 8 over a 3-card 0	130
PT-FLT-SE-11	BANKER wins over a 2-card 7	30
PT-FLT-SE-24	3-card 9 over a 3-card 6	200
PT-FLT-SE-13	3-card 9 over a 3-card 8	200
PT-FLT-SE-14	PLAYER wins with a 3-card 8 over a 3-card 0	250
PT-FLT-SE-15	Tie with 0	150
PT-FLT-SE-16	Tie with 1, 2, or 3	70
PT-FLT-SE-17	Tie with 4, 5, 6, or 7	15
PT-FLT-SE-18	Tie with 8 or 9	40
PT-FLT-SE-19	PLAYER Pair (initial two cards)	11
PT-FLT-SE-20	BANKER Pair (initial two cards)	11

#### Notes

1. All pays are "to 1."
2. Each payable represents a single-event optional bonus wager.
3. Operators choose which *Single-Event Wagers* they will offer, with each wager requiring its own wagering spot.
4. Each *Single-Event Wager* is independent of the outcome of any other main wager or optional bonus wager and either wins, if the specific event occurs, or loses, if it does not. The *Single-Event Wagers* never push.

## Appendix B

### *Golden Talons*

Selected Hand	PT-FLT- GT-01	PT-FLT- GT-02	PT-FLT- GT-03	PT-FLT- GT-04	PT-FLT- GT-05
Wins by 9*	30	20	30	20	30
Wins by 8*	10	10	12	8	10
Wins by 7*	6	5	5	7	4
Wins by 6*	4	4	3	4	4
Wins by 5*	2	2	3	3	2
Wins by 4*	1	1	1	1	2
Natural Win	1	1	1	1	1
Natural Tie	Push	2	Push	Push	Push

#### Notes

1. All pays are "to 1."
2. Outcomes are based on the selected hand(s): PLAYER, BANKER, or both.
3. \*Denotes non-natural winners. A natural is defined as a 2-card 8 or 9.

## Appendix C

### *Fightback (After Win)*

Original Winning Hand	PT-FLT-FBW-01	PT-FLT-FBW-02
9 (Tie)	11	11
8	5	5
7	3	3
6	2	2
5	3/2	3/2
4	1	1
3	4/5	1/2
2	1/2	1/2
1 (Beat)	2/5	Loss
1 (Tie)	2/5	11

Original Winning Hand	PT-FLT-FBW-03
9 (Tie)	11
8 (Beat)	11
7 (Beat)	5
6 (Beat)	3
5 (Beat)	2
4 (Beat)	1.5
3 (Beat)	1
2 (Beat)	1.2
1 (Tie)	11

#### Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Unless specifically noted, the *Fightback* wager wins if the new hand total ties or beats the original winning hand. As noted in parenthesis in the payable above, "Tie" means that the new hand total must be equal to the original winning hand in order for the *Fightback* wager to win. "Beat" means that the new hand total must beat the original winning hand in order for the *Fightback* wager to win.
4. The preceding Baccarat round's PLAYER and BANKER outcome is known to players prior to wagering.

## Appendix D

### *Fightback (After Tie)*

Fightback Card After Tie	PT-FLT- FBT-01	PT-FLT- FBT-02	PT-FLT- FBT-03
King (Suit Specific)	8	6	2
Red Queen	5	3	2
Any 0	1	1.5	2

#### Notes

1. All pays are “to 1.”
2. Only the highest qualifying hand is paid.
3. The preceding Baccarat round’s outcome is known to players prior to wagering.

## Appendix E

### Harmony (House and Progressive) Jackpot

Outcome	PT-PRG-HP-01	PT-PRG-HP-02	PT-PRG-HP-03	PT-PRG-HP-10
Six-of-a-Kind	100%	100%	100%	100%
Four 8's (Only four total cards dealt)	\$1000	\$1000	\$600	\$1000
Four-of-a-Kind (Only four total cards dealt)	\$300	\$200	\$300	\$300
Six 0's	\$100	\$100	\$100	\$100
Tie with 0	\$20	\$20	\$20	\$20
Tie with 1 – 5	\$6	\$5	\$5	\$6
Tie with 6 – 9	\$3	\$3	\$5	\$2

Outcome	PT-PRG-HP-04	PT-PRG-HP-05	PT-PRG-HP-06
Six-of-a-Kind	100%	100%	100%
Four 8's (Only four total cards dealt)	\$600	\$1000	\$300
Four-of-a-Kind (Only four total cards dealt)	\$300	\$300	\$300
Six 0's	\$200	\$100	\$100
Tie (Same Color)	\$20	\$20	\$20
Any Tie	\$3	\$3	\$5

Outcome	PT-PRG-HP-07	PT-PRG-HP-08	PT-PRG-HP-09
Six-of-a-Kind	100%	100%	100%
Four 8's (Only four total cards dealt)	\$600	\$1000	\$300
Four-of-a-Kind (Only four total cards dealt)	\$200	\$200	\$300
Six 0's	\$100	\$50	\$50
5-Card Tie	\$10	\$8	\$10
6-Card Tie	\$3	\$4	\$6
4-Card Tie	\$3	\$3	\$4

#### Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying outcome is paid.
3. The *Four-of-a-Kind* and *Four 8's* awards are based on rounds where the total number of cards dealt is four (two for the PLAYER and two for the BANKER).
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. All percentage pays are shared/split among all winning players, as displayed on the TableVision image.
  - a. E.g., if three players win the 100% prize of \$60,000.75, then each of the three winning players receive \$20,000.25 (\$60,000.75 / 3).

6. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
7. Each winning player receives a fixed pay (i.e., fixed pays are not split among winning players).
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 F

### *Destiny (House and Progressive) Jackpot*

Outcome and Fightback Card	PT-PRG-DP-01	PT-PRG-DP-02
Four 8's with a Fightback 9	-	100%
Four 8's with a Fightback 0	100%	\$2000
3-card 9 over a 3-card 8 with a Fightback 1	\$250	\$200
2-card 9 over a 2-card 8 with a Fightback 1	\$50	\$50
8 or 9 Tie with a Fightback 0	\$15	\$15
Any Tie with a Fightback 0	\$8	\$8
Any Outcome with a Fightback Red 9	\$3	\$3

#### Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying outcome 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. All percentage pays are shared/split among all winning players, as displayed on the TableVision image.
  - a. E.g., if three players win the 100% prize of \$60,000.75, then each of the three winning players receive \$20,000.25 ( $\$60,000.75 / 3$ ).
5. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
6. Each winning player receives a fixed pay (i.e., fixed pays are not split among winning players).
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 G

### *Sun 7 (House and Progressive) Jackpot*

Hand	PT-PRG-S7-06
Sun 7 (All Cards Suit Specific)	100%
Sun 7 (All Cards Suited)	\$300
Sun 7 (All Cards Same Color)	\$150
Sun 7 (Banker Suited)	\$100
Sun 7 (Banker Same Color)	\$40
Any Sun 7	\$10

#### Notes

1. All odds are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying outcome is paid.
3. *Sun 7* refers to a winning BANKER 3-card 7.
4. *All Cards* refers to all of the cards in the PLAYER and BANKER hands.
5. 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.
6. All percentage pays are shared/split among all winning players, as displayed on the TableVision image.
  - a. E.g., if three players win the 100% prize of \$60,000.75, then each of the three winning players receive \$20,000.25 ( $\$60,000.75 / 3$ ).
7. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
8. Each winning player receives a fixed pay (i.e., fixed pays are not split among winning players).
9. 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, player 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.

### Example Layouts



When configured with the Golden Talons wager:



When configured with the Fightback wager:



When configured with two sensors:

