



**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
January 27, 2021
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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

Super Three Card is a house-banked, poker-based card game played using either six (6) or eight (8) standard 52 card decks of playing cards. The object of Super Three Card is to make a higher three-card poker hand than the dealer. Super Three Card 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 must make equal Ante and Odds wagers. Optionally, players may also place a Big Hand Bonus wager and/or a 21+3 Bonus Jackpot or Progressive Jackpot wager.
2. Once all wagers are placed, the dealer deals two cards (one at a time) to each player (face-up) and one card to the dealer (face-up).
3. The dealer evaluates any Big Hand Bonus wagers (Appendix "B") and 21+3 Bonus Jackpot or Progressive Jackpot wagers (Appendix "C") placed at this time.
4. Each player determines if they want to play, by placing a bet equal to their ante on the Play wager, or surrender, by signaling surrender to the dealer. If the player surrenders, the player loses their ante wager and the odds wager is pushed and returned to the player.
5. For each player who places a Play wager, the dealer deals one additional card (face-up), completing the player's three-card hand. After all player cards are dealt, the dealer receives two (2) additional cards (face-up) to complete the dealer's three-card hand.
6. The dealer compares their hand to the player's hand:
 - If the dealer's hand beats the player's hand, the player's Ante, Odds and Play wagers lose.
 - If the player's hand beats the dealer's hand, the player's Ante and Play wagers pay even money and the Odds wager is paid according to the corresponding payable (Appendix "A").
 - The player wins all ties and is paid in the same manner as if their hand outranked the dealer's hand.
7. Hand Rankings
 - Royal Flush (Ace, King and Queen Suited)
 - Three-of-a-Kind Suited
 - Straight Flush
 - Three-of-a-Kind
 - Straight
 - Suited Pair
 - Flush
 - Pair

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

Big Hand Bonus

A player wins if their hand, formed by the player's first two cards and the dealer's first card, 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

21+3 (available for use on Bonus or Progressive Jackpots)

A player wins if their hand, created by the player's first two cards combined with the dealer's first card, 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”
Odds Paytable**

If the player’s hand beats (players win all ties) the dealer’s hand, the Odds wager is paid according to the corresponding payable.

Trigger Event	PT-FLT-STC-01	PT-FLT-STC-02	PT-FLT-STC-03
Mini Royal (AKQ Suited)	50	60	100
Three-of-a-Kind (Suited)	10	30	50
Straight Flush	5	10	15
Three-of-a-Kind	4	5	5
Straight	3	3	3
Suited Pair	2	2	2
Flush	2	1.5	1
Pair of Jacks or Better	1	1	1
Pair of Tens or less	Push	Push	Push

Notes:

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

Appendix “B”

Big Hand Bonus

A player wins if their hand, formed by the player’s first two cards and the dealer’s first card, achieves a pre-determined triggering event displayed on the corresponding payable.

Trigger Event	PT-FLT-STC-BH-01	PT-FLT-STC-BH-02	PT-FLT-STC-BH-03	PT-FLT-STC-BH-04	PT-FLT-STC-BH-05	PT-FLT-STC-BH-06
Three Aces (Suited)	1000	500	1000	1000	200	100
Mini Royal (AKQ Suited)	150	150	150	150	100	75
Three-of-a-Kind (Suited)	100	100	100	100	50	50
Straight Flush	50	50	40	50	40	40
Three-of-a-Kind	30	30	30	30	30	30
Straight	6	6	6	5	6	6
Suited Pair	4	4	4	4	4	4
Flush	3	3	3	3	3	3

Notes:

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

Appendix “C”

21+3 Bonus Jackpot or Progressive Jackpot

A player wins if their hand, formed by the player’s first two cards combined with the dealer’s first card, achieves a pre-determined triggering event displayed on the corresponding payable.

Trigger Event	PT-BJS-213-02
Three-of-a-Kind Aces, Kings, or Queens Suited	100%
Three-of-a-Kind Suited	\$125
Straight Flush	\$25
Three-of-a-Kind Offsuit	\$20
Straight	\$6
Flush	\$2

Trigger Event	PT-BJS-213-01
Three-of-a-Kind Aces or Kings Suited	100%
Three-of-a-Kind Suited	\$125
Straight Flush	\$25
Three-of-a-Kind Offsuit	\$20
Straight	\$7
Flush	\$3

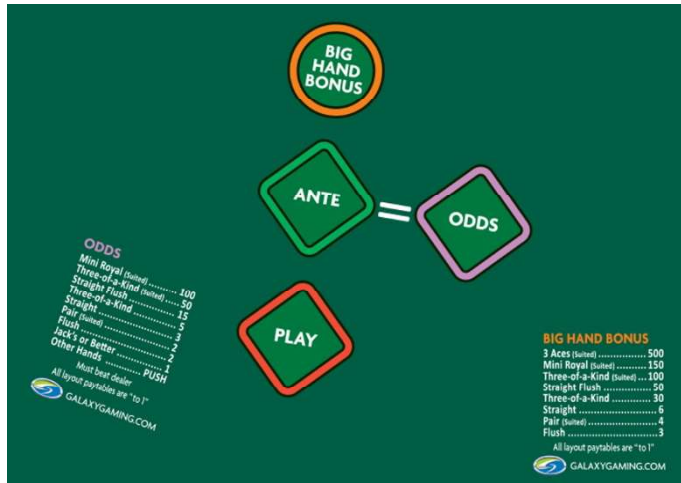
Trigger Event	PT-BJS-213-03
Three-of-a-Kind Aces Suited	\$100%
Three-of-a-Kind Suited	\$125
Straight Flush	\$25
Three-of-a-Kind Offsuit	\$20
Straight	\$7
Flush	\$3

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 means 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 "D"

Example Table Layouts



When two jackpot sensors are used.

JACKPOT **JACKPOT**

BIG HAND BONUS

ANTE = **ODDS**

PLAY

ODDS

Mini Royal (suited)	100
Three-of-a-Kind (suited)	50
Straight Flush	15
Three-of-a-Kind	5
Straight	3
Flush	2
Jack's or Better	2
Other Hands	1
	PUSH

Must beat dealer
All payout paytables are "to 1"

BIG HAND BONUS

3 Aces (suited)	500
Mini Royal (suited)	150
Three-of-a-Kind (suited)	100
Straight Flush	50
Three-of-a-Kind	30
Straight	6
Pair (suited)	4
Flush	3

All payout paytables are "to 1"

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