



**STATE OF WASHINGTON  
GAMBLING COMMISSION**

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

January 10, 2023

*Sent via email to tcox@galaxygaming.com*

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

RE: Super Omaha, Submission #3097

Dear Tiffini Cox:

Thank you for requesting approval to market the card game Super Omaha to Washington State commercial card rooms and Tribal casinos. 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 Super Omaha rules of play you provided 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  
January 10, 2023  
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- 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.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. 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.

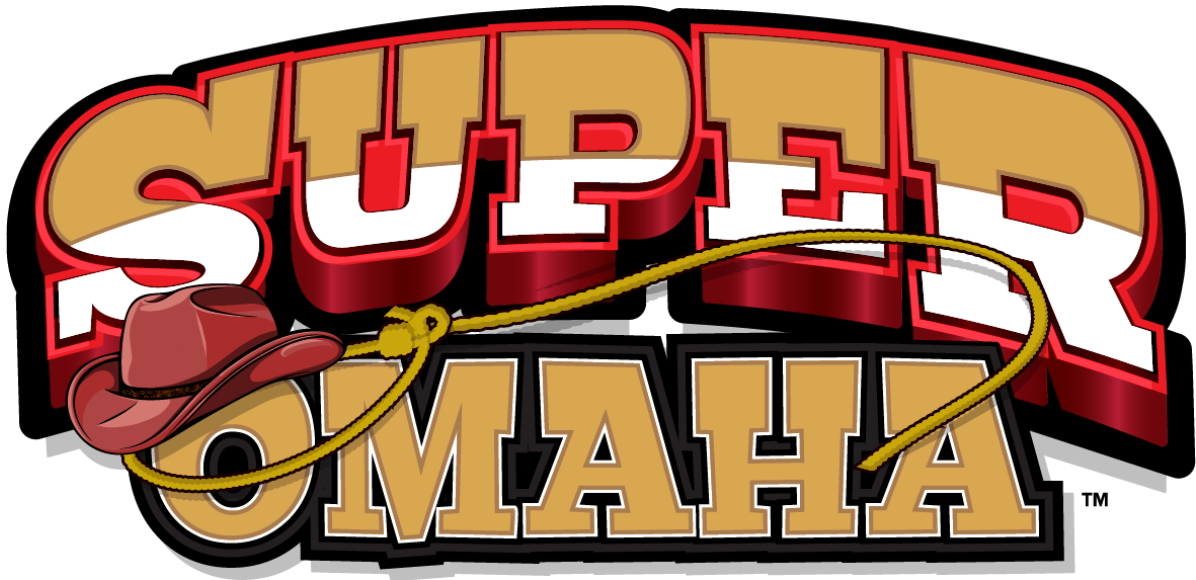
Sincerely,

DocuSigned by:  
  
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Gary Drumheller  
Assistant Director  
Licensing, Regulation, and Enforcement Division

Enclosure

cc: Jim Nicks, Special Agent in Charge, Regulation Unit  
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit  
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit  
Jess Lohse, Special Agent, Regulation Unit  
Brian Lane, Special Agent, Regulation 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

*Super Omaha Poker* is a house-banked, Omaha poker-based game played with a standard 52-card deck. The object of the game is for the player to have a higher ranking five-card poker hand than the dealer. Each player and the dealer form their best five-card hands using exactly two of their four hole-cards and three of the five community cards. *Super Omaha 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 must place an *Ante* wager and may place any available optional bonus wagers.
2. After all wagers are placed, each player and the dealer receive four hole-cards face-down. The dealer will then deal five community cards, face-down.
3. After all cards are dealt, the dealer will reveal the first three community cards (the *Flop*).
4. After the player examines their hand and the *Flop*, the player must make one of the following decisions:
  - a. **Place a *Flop* wager** equal to 1x to 3x their *Ante* wager.
    - i. *Flop* wagers may not exceed maximum wagering limits.
  - b. **Fold**, and lose their *Ante* wager.
    - i. If the player folds, their hand is still used to determine the outcome of any optional bonus wagers.
5. After all players have acted on their hands, the dealer reveals their four hole-cards and the final two community cards.
6. Using exactly two of their hole-cards and three of the community cards, each player and the dealer create their best five-card hand. The dealer then compares their hand to each player's hand in the following manner:
  - a. If the player's hand beats the dealer's hand,
    - i. The *Ante* wager is paid based on the corresponding payable in Appendix A.
    - ii. The *Flop* wager is paid 1 to 1.
  - b. If the player's hand loses to the dealer's hand, the *Ante* and *Flop* wagers are lost.
  - c. If the player's hand ties the dealer's hand, the *Ante* and *Flop* wagers are pushed.

## **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.

### *High Hand*

Players win if their best (final) five-card hand achieves a winning event as shown on the corresponding paytable(s) in Appendix B.

### *Flop Bonus*

Players win if the three-card community *Flop* hand achieves a winning event as shown on the corresponding paytable(s) in Appendix C.

## **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

### *Five Card Linked House or Progressive Jackpot*

Players win if their five-card hand, formed from their four hole-cards and the one predetermined community card, achieves a winning event as shown on the corresponding paytable(s) in Appendix D. The predetermined community card will be chosen by the operator and noted on the layout, see *Showing Progressive 5<sup>th</sup> Card* in Appendix F.

### *Seven Card Linked House or Progressive Jackpot*

Players win if their best five-card hand, formed from their four hole-cards and the three-card community *Flop*, achieves a winning event as shown on the corresponding paytable(s) in Appendix E. Note that a specific paytable uses a *6-Card Royal Flush*, which is based on a six-card hand.

## Appendix A

### *Ante*

Hand	PT-FLT-SOA-01	PT-FLT-SOA-02	PT-FLT-SOA-03
Royal Flush	50	50	25
Straight Flush	15	10	10
Four-of-a-Kind	3	3	3
Full House	1	1	1
Flush	1	1	1
Straight or Less	Push	Push	Push

#### Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. The player must beat the dealer to qualify for an *Ante* pay.

## Appendix B

### *High Hand*

Hand	PT-FLT- HHW-01	PT-FLT- HHW-02	PT-FLT- HHW-03
Royal Flush	200	200	150
Straight Flush	50	40	40
Four-of-a-Kind	20	20	20
Full House	5	5	5
Flush	2	2	2
Straight	1	1	1

#### Notes

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

## Appendix C

### *Flop Bonus*

Hand	PT-FLT-SOA-01	PT-FLT-SOA-02	PT-FLT-SOA-03	PT-FLT-SOA-04	PT-FLT-SOA-05
Mini-Royal Flush	40	35	50	40	100
Straight Flush	40	35	50	40	50
Three-of-a-Kind	30	33	30	30	25
Straight	6	6	6	6	6
Flush	4	4	3	3	3
Pair	1	1	1	1	1

#### Notes

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



## Appendix D

### *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%	-
Straight Flush	\$1,500	\$2,500	\$1,000	\$2,000	100%	\$1,500	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
Two Pair	Loss	Loss	Loss	Loss	\$3	Loss	\$3

Hand	PT-BJS-5CL-12	PT-BJS-5CL-13	PT-BJS-5CL-14	PT-BJS-5CL-15
Royal Flush	100%	100%	100%	100%
Straight Flush	\$2,000	\$2,500	\$2,000	10%
Four-of-a-Kind	\$250	\$250	\$300	\$300
Full House	\$75	\$100	\$50	\$50
Flush	\$50	\$50	\$40	\$40
Straight	\$25	\$20	\$30	\$30
Three-of-a-Kind	\$5	\$10	\$10	\$10
Two Pair	\$2	Loss	Loss	Loss

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	\$1,000	\$2,500	\$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-E02		PT-BJS-5CL-E03	
	Pay	Envy	Pay	Envy	Pay	Envy
Royal Flush	100%	\$1,000	100%	\$5,000	100%	\$1,000
Straight Flush	10%	\$300	10%	\$1,500	10%	\$250
Four-of-a-Kind	\$300	-	\$300	-	\$250	-
Full House	\$50	-	\$50	-	\$75	-
Flush	\$40	-	\$40	-	\$50	-
Straight	\$30	-	\$30	-	\$25	-
Three-of-a-Kind	\$9	-	\$9	-	\$10	-

## Notes

1. All pays are “for 1.” The progressive 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 had placed the progressive wager during the same round will receive the listed *Envy* pay. Players can receive multiple *Envy* pays, but 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 E

### 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
Royal Flush	100%	100%	100%	100%	100%
Straight Flush	\$500	\$250	\$1,000	\$500	\$250
Four-of-a-Kind	\$100	\$75	\$50	\$75	\$125
Full House	\$5	\$10	\$5	\$5	\$7
Flush	\$2	\$1	\$1	\$2	\$2

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

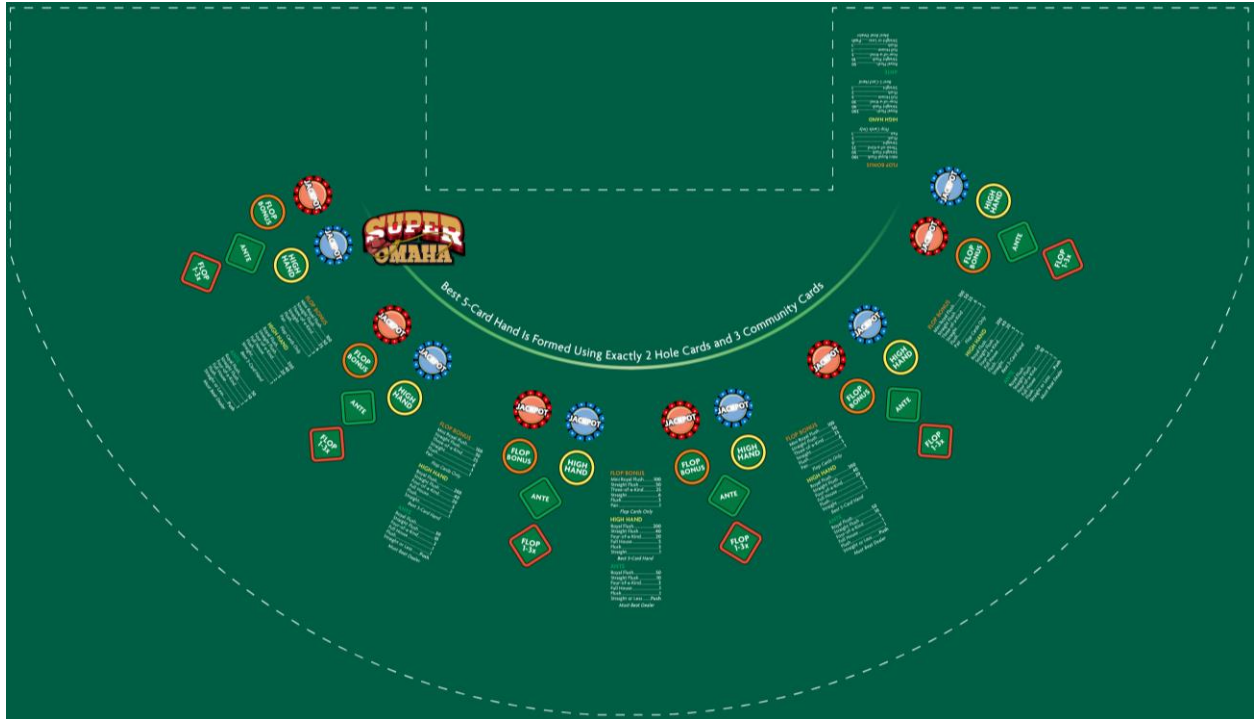
Hand	PT-BJS-7CL-06	PT-BJS-7CL-07
6-Card Royal Flush	100%	-
Royal Flush (Suit Specific)	-	100%
Royal Flush	\$1000	\$1000
Straight Flush	\$300	\$300
Four-of-a-Kind	\$100	\$100
Full House	\$5	\$5
Flush	\$3	\$3







#### Notes

1. All pays are "for 1." The progressive 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 had placed the progressive wager during the same round will receive the listed *Envy* pay. Players can receive multiple *Envy* pays, but 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.
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# Appendix F

## Example Layout



		
<b>FLOP BONUS</b>		
Mini Royal Flush.....	100	
Straight Flush.....	50	
Three-of-a-Kind.....	25	
Straight.....	6	
Flush.....	3	
Pair.....	1	
<i>Flop Cards Only</i>		
<b>HIGH HAND</b>		
Royal Flush.....	200	
Straight Flush.....	40	
Four-of-a-Kind.....	20	
Full House.....	5	
Flush.....	2	
Straight.....	1	
<i>Best 5-Card Hand</i>		
<b>ANTE</b>		
Royal Flush.....	50	
Straight Flush.....	10	
Four-of-a-Kind.....	3	
Full House.....	1	
Flush.....	1	
Straight or Less.....	Push	
<i>Must Beat Dealer</i>		
		
		
		

Showing Progressive 5<sup>th</sup> Card

