



**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](mailto:ahuysmans@galaxygaming.com)*

Ann Huysmans  
Galaxy Gaming  
6480 Cameron Street, Suite 305  
Las Vegas, NV 89118

RE: Jackpot Amendment 2<sup>nd</sup> 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  
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**

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

Triple Attack Blackjack is a Blackjack-variant played with 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 the game is beat the dealer by having a point total closest to 21 without going over. Triple Attack Blackjack 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, each player makes an initial wager (the "**First Attack**") and places any optional bonus wagers.
2. The dealer then deals one card face up to each player. Upon viewing that card, each player may make an additional wager up to the value of their First Attack wager (the "**Second Attack**").
3. Next, the dealer's first card is dealt face-up. Each player may then optionally add another wager up to the value of their first (the "**Third Attack**"), even if they did not make the Second Attackwager.
4. The dealer then deals a second card face up to each player and a second card face down to themselves.
5. If the dealer's face-up card is an ace, players are offered the opportunity to take insurance for up to half of their aggregate attack wagers. Insurance pays 5 to 1 if the dealer has a suited blackjack and 2 to 1 if the dealer has an off-suit blackjack.
6. If the dealer has a blackjack *and*:
  - (a) a player also has a blackjack, the player wins and is paid three to one odds on all attack wagers
  - (b) a player does not have a blackjack, the player loses all attack wagers.
7. If the dealer does not have a blackjack and a player does have a blackjack, the player wins even money on all attack wagers.
8. If neither player nor dealer has a blackjack, the player will play out their hand, using any of the following options:
  - (a) **Stand** with their current cards.
  - (b) **Hit** and draw additional card(s).
  - (c) **Double down**. Players may make up to three additional wagers, matching each of their attack wagers, and receive one card only. Players may double down on any number of cards, including

after splitting. (This includes split aces.) Players may double down for less.

(d) **Split** any two cards of the same value (i.e. two face cards or a pair). To split, a player makes up to three new wagers, matching each of their attack wagers. The player's original two cards are then divided into two one-card hands. One new card will be dealt to each hand, making two hands of two cards. Each hand is now played as a separate hand. Players may split up to three times for a total of four hands. (This includes split aces.)

9. If a player busts (their hand total is over 21), they lose all attack wagers.
10. If a player receives 6 or more cards and their point total does not exceed 21, they automatically win all attack wagers (a **"Six Card Charlie"**).
11. If a player obtains a point total of 21, they automatically win all attack wagers.
12. After all players have acted, the dealer reveals their face-down card and receives additional cards until their hand total is 17 or higher. The dealer hits soft 17's (a soft 17 is a hand consisting of a point total of 17 whereby one of the cards is an ace that is valued at 11).
13. The dealer compares their hand to each player's hand. If a player has 20 or less with fewer than 6 cards and the dealer's total is:
  - (a) less than the player's total or the dealer busts with 23-26, the player wins and is paid even money on all attack wagers.
  - (b) equal to the player's total or the dealer busts with 22, the player's attack wager(s) push.
  - (c) Otherwise, the player loses all attack wagers.

### **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

### *Suited Royals*

The player is wagering that their first two cards will consist of one of the winning triggering events displayed on a posted payable (see Appendix “A”).

### *Double Match - Up and Double Match – Down*

The player wins their “Double Match-Up” or Double Match-Down” wager, if either or both of their first two cards in combination with the dealer’s corresponding face-up or face-down card have achieved a pre-determined triggering event displayed on the corresponding payable (see Appendix “B”).

### *Triple Match*

The player is wagering that three cards, consisting of their first two cards and the dealer’s first card (face-up), will consist of one of the winning triggering events displayed on a posted payable. (see Appendix “C”).

## 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

### *Bonus Jackpot or Progressive Jackpot*

The player wins their “Bonus Jackpot” or “Progressive Jackpot” (collectively “Jackpot”) wager, if their first two cards have achieved a pre-determined triggering event displayed on the corresponding payable (see Appendix “D”).

## Bonus or 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"

### Suited Royals Paytable

The player is wagering that their first two cards will match one of the winning triggering events displayed on the paytable below:

Triggering Event	PT-FLT-TA-SR-01	PT-FLT-TA-SR-02	PT-FLT-TA-SR-03
King-Queen Suited	40	30	40
Two Suited Face Cards	10	12	12
Two-Card Flush	2	2	2

#### Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.

## Appendix “B”

### “Double Match – Up” and “Double 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. 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	PT-FLT-TA-DM-01	PT-FLT-TA-DM-02
Suited Match	9	12
Unsuited Match	4	3

#### Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Each card in the player’s hand qualifies for the payout odds independently. (Example using TA/DM-1: If the dealer has 7♣ and the player’s two cards are 7♥; 7♣, then the player receives a 4 to 1 payout for the 7♥-7♣ match and a 9 to 1 payout for the 7♣-7♣ match for a total of a 13 to 1 payout.)



## Appendix "C"

### Triple Match Paytable

The player is wagering that three cards consisting of 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 below:

Triggering Event	PT-FLT- TA-TM-01	PT-FLT- TA-TM-02
Three of a Kind, Suited	150	50
Three of a Kind	20	8
One Pair, Suited	4	6
One Pair	2	2

#### Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.

## Appendix “D”

### Jackpot Paytables

#### Bonus and Progressive Jackpot

Triggering Event	PT-BJS-TA- JP-01	PT-BJS-TA- JP-02	PT-BJS-TA- JP-03	PT-BJS- TA-JP-04
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts	100%	100%	100%	100%
Queen of Hearts Pair w/ Dealer Suited Blackjack	25%	50%	50%	100%
Queen of Hearts Pair w/ Dealer Blackjack	10%	25%	10%	100%
Queen of Hearts Pair	\$125	\$125	\$125	\$125
Matched 20	\$19	\$19	\$19	\$19
Suited 20	\$9	\$9	\$9	\$9
Any 20	\$4	\$4	\$4	\$4

#### 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. 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 "E"

## Example Layouts



ATTENTION INSTALLERS! PLEASE RECORD INSTALL DATE ON BACK OF LAYOUT.

ATTENTION INSTALLERS! PLEASE RECORD INSTALL DATE ON BACK OF LAYOUT.

TRIPLE ATTACK (6 Spot - PURPLE) V1.02-16-10

Cloth 51"x 79" Background : Four Color Process

When two jackpot sensors are used.

