



**STATE OF WASHINGTON
GAMBLING COMMISSION**

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

December 13, 2023

Sent via email to tcox@galaxygaming.com

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

RE: High Roller Hold'em Submission #3137

Dear Tiffini Cox:

Thank you for requesting approval to market the card game High Roller Hold'em 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 High Roller Hold'em 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.

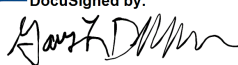
Tiffini Cox
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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

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
Deputy Director
Washington State Gambling Commission

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

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Game Description

High Roller Hold'em is a house-banked, poker-based game played with a standard 52-card deck. The object of the game is for the player to have a higher-ranking poker hand than the dealer. *High Roller Hold'em* 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, players must place equal *Ante* and *Odds* wagers and may place any of the available optional bonus wagers.
2. Once all wagers are placed, each player and the dealer receive two cards face-down, and five community cards are dealt face-down.
3. Each player must now do one of the following:
 - a. Place a **Pre-Flop** wager between 1x – 3x their *Ante* wager up to \$400.
 - b. **Fold**, and lose their *Ante* and *Odds* wagers.
 - i. Folded hands are still eligible for any optional bonus wagers that were placed.
4. The first three community cards (the *Flop*) are now revealed.
5. Each active player must now do one of the following:
 - a. Place a **Flop** wager between 2x – 5x their *Ante* wager up to \$400.
 - b. **Fold**, and lose their *Ante*, *Odds*, and *Pre-Flop* wagers.
 - i. Folded hands are still eligible for any optional bonus wagers that were placed.
6. The dealer now reveals their two cards and the final two community cards. Each player and the dealer form their best 5-card hand using their two respective cards and the five community cards.
7. The dealer compares their hand to each player's hand in the following manner:
 - a. If the player **beats** the dealer,
 - i. If the player's hand is a straight or better, the *Ante* pays 1 to 1.
 - ii. If the player's hand is NOT a straight or better, the *Ante* is pushed.
 - iii. The *Odds* wagers are paid according to the corresponding payable (Appendix A).
 - iv. The *Pre-Flop* and *Flop* wagers are paid 1 to 1.
 - b. If the player **ties** the dealer,
 - i. The *Ante*, *Preflop*, *Flop*, and *Odds* wagers are pushed.
 - c. If the player **loses** to the dealer,
 - i. The *Ante*, *Preflop*, *Flop*, and *Odds* wagers are lost.

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

Trips Plus

Players win if their best 5-card hand (using the player's two cards and the five community cards) achieves a winning event as displayed on the corresponding payable in Appendix B.

Pocket Bonus

Players win if their two cards (*pocket cards*) achieve a winning event as displayed on the corresponding payable 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

Heads Up Hold'em House Jackpot or Progressive Jackpot

Players win if their best 5-card hand (using the player's two cards and the five community cards) achieves a winning event as displayed on the corresponding payable in Appendix D.

Five Card Linked House Jackpot or Progressive Jackpot

Players win if their 5-card hand achieves a winning event as displayed on the corresponding payable in Appendix E. This progressive can be used: as a standalone jackpot, to link jackpots between multiple *High Roller Hold'em* tables, and to link jackpots between *High Roller Hold'em* and other approved games that contain the *Five Card Linked Progressive*. The *Five Card Linked Progressive* hand is formed using the player's first two cards and the three community cards (*flop*).

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

Odds

Hand	PT-FLT-HRH- ODS-01	PT-FLT-HRH- ODS-02
Royal Flush	200	500
Straight Flush	50	50
Four-of-a-Kind	20	20
Full House	2	2
Flush	1	1
Straight	1	1
Other	Push	Push

Notes

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

Appendix B

Trips Plus

Hand	PT-FLT- HUH-TP-01	PT-FLT- HUH-TP-02	PT-FLT- HUH-TP-03	PT-FLT- HUH-TP-04
Royal Flush	100	100	100	100
Straight Flush	40	40	40	40
Four-of-a-Kind	30	30	30	30
Full House	9	8	8	7
Flush	7	6	7	6
Straight	4	5	4	5
Three-of-a-Kind	3	3	3	3

Hand	PT-FLT- HUH-TP-05	PT-FLT- HUH-TP-06	PT-FLT- HUH-TP-07	PT-FLT- HUH-TP-08	PT-FLT- HUH-TP-09
Royal Flush	200	100	200	200	200
Straight Flush	40	40	80	80	50
Four-of-a-Kind	25	25	30	25	25
Full House	8	8	10	10	8
Flush	7	7	6	6	7
Straight	4	4	4	4	4
Three-of-a-Kind	3	3	2	2	3

Hand	PT-FLT- HUH-TP-10	PT-FLT- HUH-TP-11	PT-FLT- HUH-TP-12	PT-FLT- HUH-TP-13
Royal Flush	50	50	50	50
Straight Flush	40	40	40	40
Four-of-a-Kind	30	30	30	20
Full House	9	8	8	7
Flush	7	6	7	6
Straight	4	5	4	5
Three-of-a-Kind	3	3	3	3

Notes

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

Appendix C

Pocket Bonus

Hand	PT-FLT- HUH-PB-01	PT-FLT- HUH-PB-02	PT-FLT- HUH-PB-03
Pair of Aces	30	25	30
Ace-Face (Suited)	20	20	20
Ace-Face	10	10	10
Pair	5	5	4

Notes

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

Appendix D

Heads Up Hold'em House Jackpot or Progressive Jackpot

Hand	PT-BJS-HRH-5CP-01	PT-BJS-HRH-5CP-02	PT-BJS-HRH-5CP-03	PT-BJS-HRH-5CP-04	HH/JP 4
Flopped Royal Flush (Spades)	100%	100%	100%	100%	100%
Flopped Royal Flush	10%	\$1000	10%	100%	\$1000
Royal Flush	10%	\$1000	10%	\$1000	\$1000
Community Royal Flush	10%	\$1000	10%	\$1000	\$1000
Straight Flush	\$200	\$200	\$500	\$500	\$500
Four-of-a-Kind	\$50	\$50	\$100	\$100	\$100
Full House	\$10	\$10	\$10	\$10	\$10
Flush	\$5	\$5	Loss	Loss	Loss

Hand	PT-BJS-HRH-5CP-05	PT-BJS-HRH-5CP-06	PT-BJS-HRH-5CP-07	PT-BJS-HRH-5CP-08	PT-BJS-HRH-5CP-E01	
					Pays	Envy
Flopped Royal Flush (Spades)	100%	100%	100%	100%	100%	\$100
Flopped Royal Flush	100%	100%	100%	100%	100%	\$100
Royal Flush	\$3000	5%	100%	100%	100%	\$100
Community 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-HRH-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. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
4. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed progressive jackpot. Percentage pays are the only payouts deducted from the progressive jackpot meter.
5. A *Community Royal Flush* is made up of the five community cards only.
 - a. If the payout is a fixed pay, each player wagering would win the full fixed pay amount.
 - b. If the payout is a jackpot percentage, each wagering player would split the awarded percentage.
6. A *Royal Flush* is made up using at least one of the cards in their initial two cards.
7. A *Flopped Royal Flush* is made up using the player's initial two cards and the first three community cards

(flop).

8. 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 that same round will receive the listed *Envy* pay. Players can receive multiple *Envy* pays, but cannot receive an *Envy* pay on their own hand.
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, 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

Five Card Linked House Jackpot 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
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	\$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

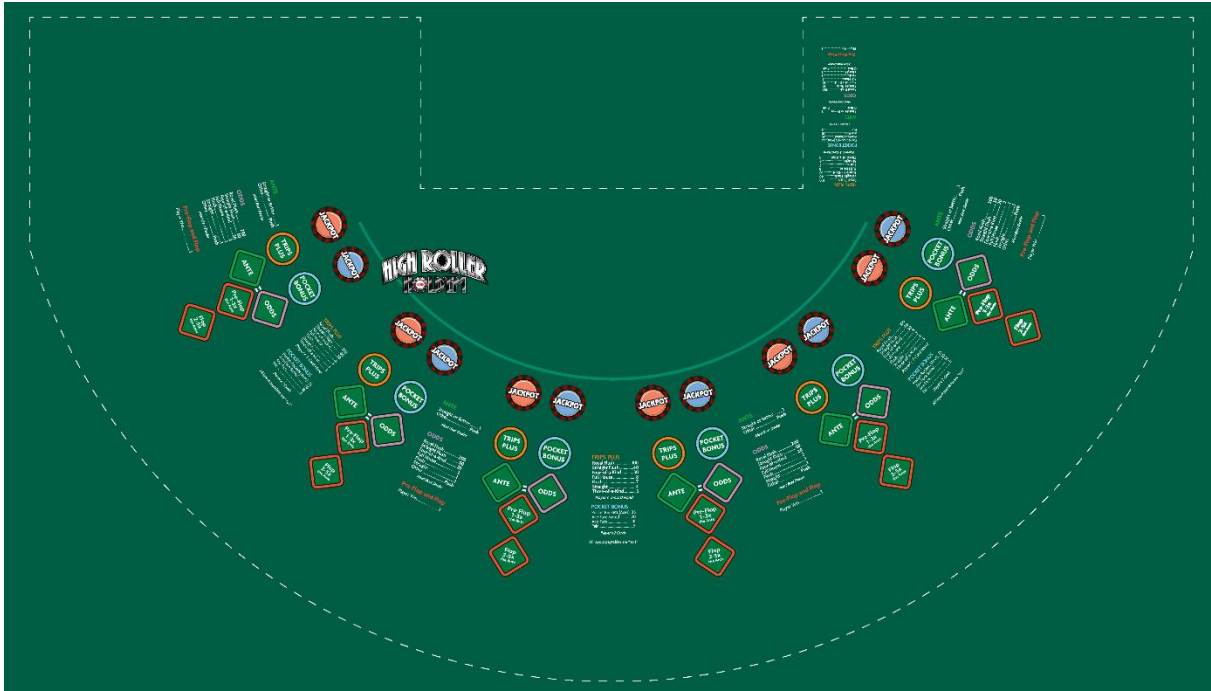
Hand	PT-BJS-5CL-E01		PT-BJS-5CL-E02		PT-BJS-5CL-E03	
	Pay	Envy	Pay	Envy	Pay	Envy
Royal Flush	100%	\$1000	100%	\$5000	100%	\$1000
Straight Flush	10%	\$300	10%	\$1500	10%	\$250
Four-of-a-Kind	\$300	-	\$300	-	\$250	-
Full House	\$50	-	\$50	-	\$75	-
Flush	\$40	-	\$40	-	\$50	-
Straight	\$30	-	\$30	-	\$25	-
Three-of-a-Kind	\$9	-	\$9	-	\$10	-

Notes

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. *Suit Specific* refers to the suit selected by the operator and displayed on the corresponding paytable.
4. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
5. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed progressive jackpot. Percentage pays are the only payouts deducted from the progressive jackpot meter.
6. 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 that same round will receive the listed *Envy* pay. Players can receive multiple *Envy* pays, but cannot receive an *Envy* pay on their own hand.
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 F

Example Layouts



JACKPOT

JACKPOT

TRIPS PLUS

POCKET BONUS

ANTE = **ODDS**

Pre-Flop
1-3x
the Ante

Flop
2-5x
the Ante

TRIPS PLUS

Royal Flush.....	100
Straight Flush.....	40
Four-of-a-Kind.....	30
Full House.....	8
Flush.....	7
Straight.....	4
Three-of-a-Kind.....	3

Player's 5-Card Hand

POCKET BONUS

Pocket Rockets (Aces).....	25
Ace-Face Suited.....	20
Ace-Face.....	10
Pair.....	5

Player's 2 Cards

ANTE

Straight or Better.....	1
Other.....	Push

Must Beat Dealer

ODDS

Royal Flush.....	200
Straight Flush.....	50
Four-of-a-Kind.....	20
Full House.....	2
Flush.....	1
Straight.....	1
Other.....	Push

Must Beat Dealer

Pre-Flop/Flop

Player Win.....	1
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