



Washington State Gambling Commission

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

January 31, 2024

Sent via email to tc Cox@galaxygaming.com

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

RE: Cajun Stud – Submission #3141

Dear Tiffini Cox,

We have reviewed the changes made to your Cajun Stud game. 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 Cajun Stud game rules 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.

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Tiffini Cox

1/31/2024

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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.

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.

Respectfully,

DocuSigned by:

Jim Nicks

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Jim Nicks

Interim Assistant Director

Enforcement and Operation Division

Enclosures

cc: Tony Hughes, Special Agent in Charge, Regulation Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent Supervisor, 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

Cajun Stud is a house-banked, poker-based, card game played with a standard 52-card deck of playing cards. The object of the Game is for the player to achieve a poker hand that triggers a winning event against a payable. *Cajun Stud* also contains several optional bonus wagers.

Casino operators choose which bonus wagers they will offer, subject to the limitations and definitions in WAC 230-15-040, WAC 230-15-140, and 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 an *Ante* wager and may place any optional bonus wagers.
2. Each player receives two hole-cards, face-down. The dealer receives a packet of three cards and places them, face down, in the designated community board area. (The casino has the option of dealing either the player or community cards first.) Each player will use the 3 community cards to form their own five card poker hands.
 - a. If the optional *All-Six Bonus* wager is on the felt, the first four cards dealt from the shoe are to be given to the dealer and placed in the designated *All-Six Bonus* card square.
3. After examining their two hole-cards, each player must then decide to do one of the following:
 - a. Place a Raise wager. This wager must be 1x, 2x, or 3x their original Ante wager, but must not exceed the maximum wagering limits.
 - b. Fold their hand. If a player Folds, they surrender their Ante wager.
 - i. Folded hands are still eligible for any optional bonus wagers that were placed.
4. The dealer reveals the first community card.
5. After examining the first community card, each player must then decide to do one of the following:
 - a. Place a second Raise wager. This wager must be 1x, 2x, or 3x their original Ante wager, but must not exceed the maximum wagering limits.
 - b. Fold their hand. If a player Folds, they surrender their Ante and previous Raise wager.
 - i. Folded hands are still eligible for any optional bonus wagers that were placed.
6. The dealer reveals the second community card.
7. After examining the second community card, each player must then decide to do one of the following:
 - a. Place a third Raise wager. This wager must be 1x, 2x, or 3x their original Ante wager, but must not exceed the maximum wagering limits.
 - b. Fold their hand. If a player Folds, they surrender their Ante and previous Raise wagers.
 - i. Folded hands are still eligible for any optional bonus wagers that were placed.

8. The dealer reveals the third and final community card.
9. Dealer examines each player's hand and pays winning hands according to the payable in Appendix A. At this time, the dealer also evaluates all optional bonus 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

Lo Ball

Players win if their 5-card hand is a Jack High or less. The wager is paid out based on the corresponding payable in Appendix B.

Board Bonus

Players win if the 3-card hand formed by the three community cards consists of one of the winning events based on the corresponding payable in Appendix C.

Pocket Bonus

Players win if their initial 2-card hand forms a Pair or an “Ace plus a Face” (AK, AQ, or AJ) hand. The wager is paid out based on the corresponding payable in Appendix D.

All-Six Bonus

players win if their 6-card hand, formed by combining the player’s initial 2-card hand with the 4 All Six community hand set aside from the base game cards, forms at least a Three-of-a-Kind. The wager is paid out based on the corresponding paytables in Appendix E.

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 House or Progressive Jackpot

A player wins their Five Card Jackpot hand, formed by combining the player’s two-card hand with the three community cards, if it consists of at least a Three of a Kind. The wager is paid according to the Five Card Jackpot paytables in Appendix F.

Five Card Linked House Jackpot or Progressive Jackpot

Players win if their 5-card hand, formed by combining the player’s two-card hand with the three community cards, achieves a winning event based on the corresponding payable in Appendix G. This progressive can be used: as a standalone jackpot, to link jackpots between multiple *Cajun Stud* tables, and to link jackpots between *Cajun Stud* 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.

Note: House Jackpots must operate as standalone jackpots. Conversely, linked jackpots must operate as Progressive Jackpots.

House or 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

Play Wager

Outcome	PT-FLT- CS-01	PT-FLT- CS-02	PT-FLT- CS-03	PT-FLT- CS-04	PT-FLT- CS-05
Royal Flush	500	500	500	500	500
Straight Flush	100	100	100	100	100
Four-of-a-Kind	40	40	40	40	40
Full House	10	10	11	11	10
Flush	6	6	7	7	8
Straight	4	4	4	5	4
Three-of-a-Kind	3	3	3	3	3
Two Pair	3/2	2	3/2	3/2	3/2
Pair Jacks or Better	1	1	1	1	1
Pair Sixes - Tens	Push	Push	Push	Push	Push
Other	Loss	Loss	Loss	Loss	Loss

Notes:

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

Appendix B

Lo Ball

Outcome	PT-FLT-CS-LB-01	PT-FLT-CS-LB-02
7 High	100	100
8 High	50	50
9 High	15	10
10 High	5	5
Jack High	1	1
Queen High	Loss	Push
Other	Loss	Loss

Notes:

1. All Odds shown above are "to 1".
2. Only the highest qualifying hand is paid.
3. Ace is always high.
4. Straights and Flushes count in the evaluation of the Lo Ball wager. Specifically, if a player's final 5 card hand contains a Straight or a Flush they are NOT eligible for a Lo Ball payout. For example, a player 2,4,5,6 and 7 of hearts, would NOT qualify for the Lo Ball payout as this is a Flush.

Appendix C

Board Bonus

Outcome	PT-FLT- CS-BB-01	PT-FLT- CS-BB-02	PT-FLT- CS-BB-03	PT-FLT- CS-BB-04
Royal Flush	50	50	40	50
Straight Flush	40	40	40	40
Three-of-a-Kind	30	30	30	30
Straight	6	5	5	6
Flush	3	4	4	4
Pair	1	1	1	1
Other	Loss	Loss	Loss	Loss

Notes:

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

Appendix D

Pocket Bonus

Outcome	PT-FLT- CS-PB-01	PT-FLT- CS-PB-02	PT-FLT- CS-PB-03
Pocket Rockets (Pair of Aces)	25	30	30
Ace Plus a Face - Suited	20	20	20
Ace Plus a Face - Unsuited	10	10	10
Pair	5	5	4
Other	Loss	Loss	Loss

Notes:

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

Appendix E

All Six Bonus

Outcome	PT-FLT- CS-A6-01	PT-FLT- CS-A6-02	PT-FLT- CS-A6-03	PT-FLT- CS-A6-04	PT-FLT- CS-A6-05
Six-Card Royal (Diamonds)	1000	1000	1000	1000	200000
Six-Card Royal (Other)	1000	1000	1000	1000	20000
Five-Card Royal	1000	1000	1000	1000	1000
Five-Card Straight Flush	200	200	200	200	200
Four of a Kind	50	50	100	100	50
Full House	25	25	20	20	20
Five-Card Flush	20	15	15	15	15
Five-Card Straight	10	10	9	10	10
Three of a Kind	5	5	8	7	5
Other	Loss	Loss	Loss	Loss	Loss

Notes:

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

Appendix F

Five Card House or Progressive Jackpot

Outcome	PT-BJS-5CP-01	PT-BJS-5CP-02	PT-BJS-5CP-03	PT-BJS-5CP-04	PT-BJS-5CP-05
Royal Flush	100%	100%	100%	100%	100%
Straight Flush	10%	10%	\$1000	\$1000	10%
Four-of-a-Kind	\$500	\$200	\$200	\$500	\$500
Full House	\$100	\$100	\$100	\$100	\$100
Flush	\$25	\$25	\$25	\$25	\$25
Straight	\$10	\$15	\$15	\$15	\$15
Three-of-a-Kind	\$8	\$10	\$10	\$7	\$7

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 G

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	PT-BJS-5CL-16
Royal Flush	100%	100%	100%	100%	100%
Straight Flush	\$2,000	\$2,500	\$2,000	10%	\$1000
Four-of-a-Kind	\$250	\$250	\$300	\$300	\$200
Full House	\$75	\$100	\$50	\$50	\$100
Flush	\$50	\$50	\$40	\$40	\$25
Straight	\$25	\$20	\$30	\$30	\$15
Three-of-a-Kind	\$5	\$10	\$10	\$10	\$10
Two Pair	\$2	Loss	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

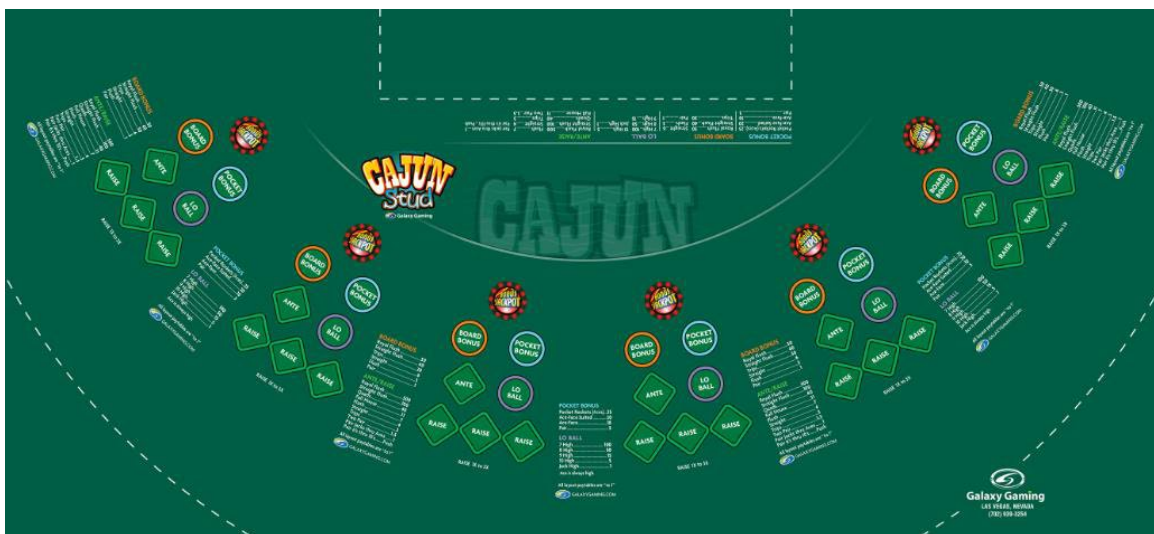
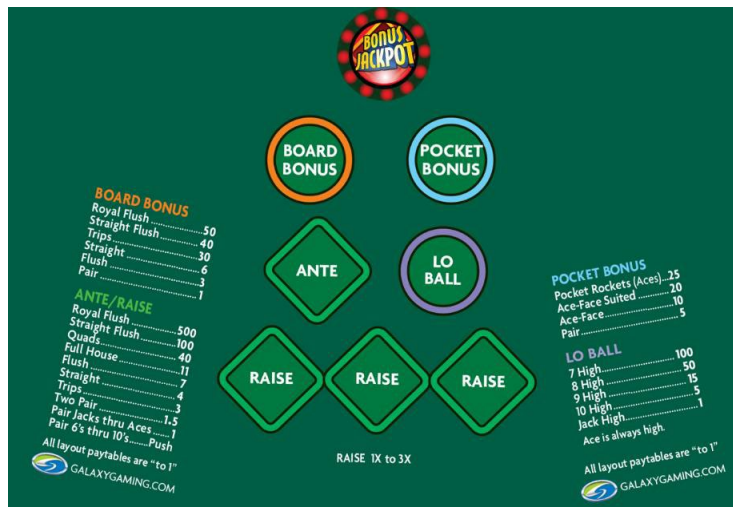
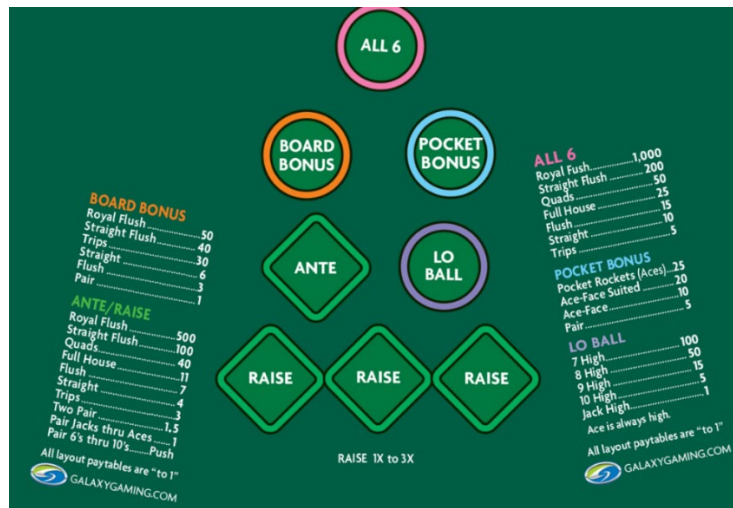
Hand	PT-BJS-5CL-E01		PT-BJS-5CL-E02		PT-BJS-5CL-E03	
	Pay	Envy	Pay	Envy	Pay	Envy
Royal Flush	100%	\$1000	100%	\$5000	100%	\$1000
Straight Flush	10%	\$300	10%	\$1500	10%	\$250
Four-of-a-Kind	\$300	-	\$300	-	\$250	-
Full House	\$50	-	\$50	-	\$75	-
Flush	\$40	-	\$40	-	\$50	-
Straight	\$30	-	\$30	-	\$25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

Notes

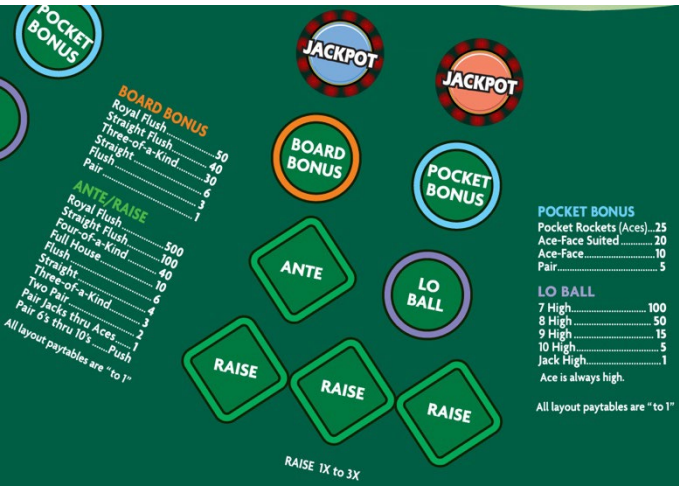
1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. All hands are based on the player’s 5-card hand.
4. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
5. Prizes shown as a percentage mean the player receives that 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 H

Example Layouts



When two jackpot sensors are used:



When configured with the *All-Six Bonus* wager:

