



Washington State Gambling Commission

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

February 1, 2024

Sent via email to tcox@galaxygaming.com

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

RE: Keep It Straight – Submission #3151

Dear Tiffini Cox,

We have reviewed the changes made to your Keep It Straight 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 Keep It Straight 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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Lacey, WA 98503
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Tiffini Cox

2/1/2024

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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:



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Jim Nicks

Interim Assistant Director

Enforcement and Operation Division

CC: Tony Hughes, Special Agent in Charge, Regulation & Enforcement Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent Supervisor, Regulation & Enforcement Unit
Brian Lane, Special Agent, Regulation & Enforcement Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



RULES OF PLAY

Washington



GALAXY GAMING

DISTINCTIVELY DIFFERENT

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Game Description

Keep It Straight is a house-banked game played with a standard 52-card deck. Hand rankings are based on the number of cards in sequential order (straight). The object of the game is for the player to have a higher-ranking straight than the dealer. *Keep It Straight* 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 an *Ante* wager and may place any of the available optional bonus wagers.
2. Once all wagers are placed, each player and the dealer receive seven cards face-down.
 - a. Operators may use the optional dealing procedure described in Appendix D.
3. Each player must now do one of the following:
 - a. Place a **Raise** wager between 2x – 4x their *Ante* wager.
 - b. **Fold**, and lose their *Ante* wager.
 - i. Players must fold if their hand is not a 2-card straight or better.
 - ii. Folded hands are still eligible for any optional bonus wagers that were placed.
4. The dealer now reveals their hand, which qualifies with a 3-card straight or better. The dealer compares their hand to each player's hand in the following manner:
 - a. If the dealer **does not qualify**,
 - i. All active *Ante* wagers are paid 1 to 1 and all active *Raise* wagers are pushed.
 - b. If the dealer's hand **qualifies**,
 - i. If the player **beats** the dealer, the *Ante* and *Raise* wagers are paid 1 to 1.
 1. If the player wins with a 6 or 7-card straight, the *Raise* wager is paid 2 to 1.
 - ii. If the player **ties** the dealer, the *Ante* and *Raise* wagers are pushed.
 - iii. If the player **loses** to the dealer, the *Ante* and *Raise* wagers are lost.

Notes

- If two 3-card straights are in a hand, the straight with the highest ranking high-card is used.
- If the player and dealer have straights of the same length, the straight with the highest ranking high-card wins.
- Suits have no significance in the base game.

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

Straight

Players win if their 7-card hand achieves a winning event based on the corresponding payable in Appendix A.

Straight Flush

Players win if their 7-card hand achieves a winning event based on the corresponding payable in Appendix B.

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

Straight Flush House or Progressive Jackpot

Players win if their 7-card hand achieves a winning event based on the corresponding payable in Appendix C. This progressive can be used: as a standalone jackpot, to link jackpots between multiple *Keep It Straight* tables, and to link jackpots between *Keep It Straight* and other approved games that contain the *Straight Flush Progressive Jackpot*.

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

Straight

Hand	PT-FLT-STR-01	PT-FLT-SRT-02	PT-FLT-STR-03	PT-FLT-STR-04
7-Card Straight	50	50	50	50
6-Card Straight	25	20	15	12
5-Card Straight	6	7	8	5
4-Card Straight	2	2	2	3

Notes

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

Appendix B

Straight Flush

Hand	PT-FLT- HCF- SF-01	PT-FLT- HCF- SF-02	PT-FLT- HCF- SF-03	PT-FLT- HCF- SF-04
7-Card Straight Flush	8000	500	500	1000
6-Card Straight Flush	1000	200	200	500
5-Card Straight Flush	100	100	100	100
4-Card Straight Flush	60	50	75	75
3-Card Straight Flush	7	9	7	7

Hand	PT-FLT- HCF- SF-06	PT-FLT- HCF- SF-07	PT-FLT- HCF- SF-09	PT-FLT- HCF- SF-10
7-Card Straight Flush	500	1000	8000	500
6-Card Straight Flush	200	500	1000	200
5-Card Straight Flush	100	100	100	100
4-Card Straight Flush	60	60	50	50
3-Card Straight Flush	8	8	8	8

Notes

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. An Ace may be used as either the lowest or highest rank of the suit.

Appendix C

Straight Flush House or Progressive Jackpot

Hand	PT-BJS-HCF-SF-01	PT-BJS-HCF-SF-02	PT-BJS-HCF-SF-03a/b	PT-BJS-HCF-SF-06a/b	PT-BJS-HCF-SF-07	PT-BJS-HCF-SF-08a/b
7-Card Straight Flush	100%	100%	100%	100%	100%	100%
6-Card Straight Flush	10%	10%	100%	100%	10%	100%
5-Card Straight Flush	\$250	\$900	\$200	\$250	\$250	\$250
4-Card Straight Flush	\$40	\$50	\$40	\$40	\$50	\$50
3-Card Straight Flush	\$3	-	\$3	\$3	\$3	\$3

Hand	PT-BJS-HCF-SF-04	PT-BJS-HCF-SF-05	PT-BJS-HCF-SF-09	PT-BJS-HCF-SF-10	PT-BJS-HCF-SF-11
7-Card or 6-Card Ace High Straight Flush	100%	100%	100%	100%	100%
6-Card (King High) Straight Flush	10%	10%	10%	10%	10%
5-Card Straight Flush	\$250	\$800	\$250	\$500	\$300
4-Card Straight Flush	\$40	\$50	\$50	\$40	\$50
3-Card Straight Flush	\$3	-	\$3	\$3	\$3

Hand	PT-BJS-HCF-SF-E01		PT-BJS-HCF-SF-E04	
	Pays	Envy	Pays	Envy
7-Card Straight Flush	100%	\$200	100%	\$200
6-Card Straight Flush	100%	\$200	100%	\$200
5-Card Straight Flush	\$200	-	\$250	-
4-Card Straight Flush	\$40	-	\$40	-
3-Card Straight Flush	\$3	-	\$3	-

Hand	PT-BJS-HCF-SF-E02		PT-BJS-HCF-SF-E03		PT-BJS-HCF-SF-E05	
	Pays	Envy	Pays	Envy	Pays	Envy
7-Card or 6-Card Ace High Straight Flush	100%	\$250	100%	\$250	100%	\$250
6-Card (King High) Straight Flush	10%	-	10%	-	10%	-
5-Card Straight Flush	\$250	-	\$800	-	\$250	-
4-Card Straight Flush	\$40	-	\$50	-	\$50	-
3-Card Straight Flush	\$3	-	-	-	\$3	-

Notes

1. All pays are "for 1."
2. Only the highest qualifying hand is paid.
3. An Ace may be used as either the lowest or highest rank of the suit.
4. 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.

5. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
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 on 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

Alternative Dealing Method

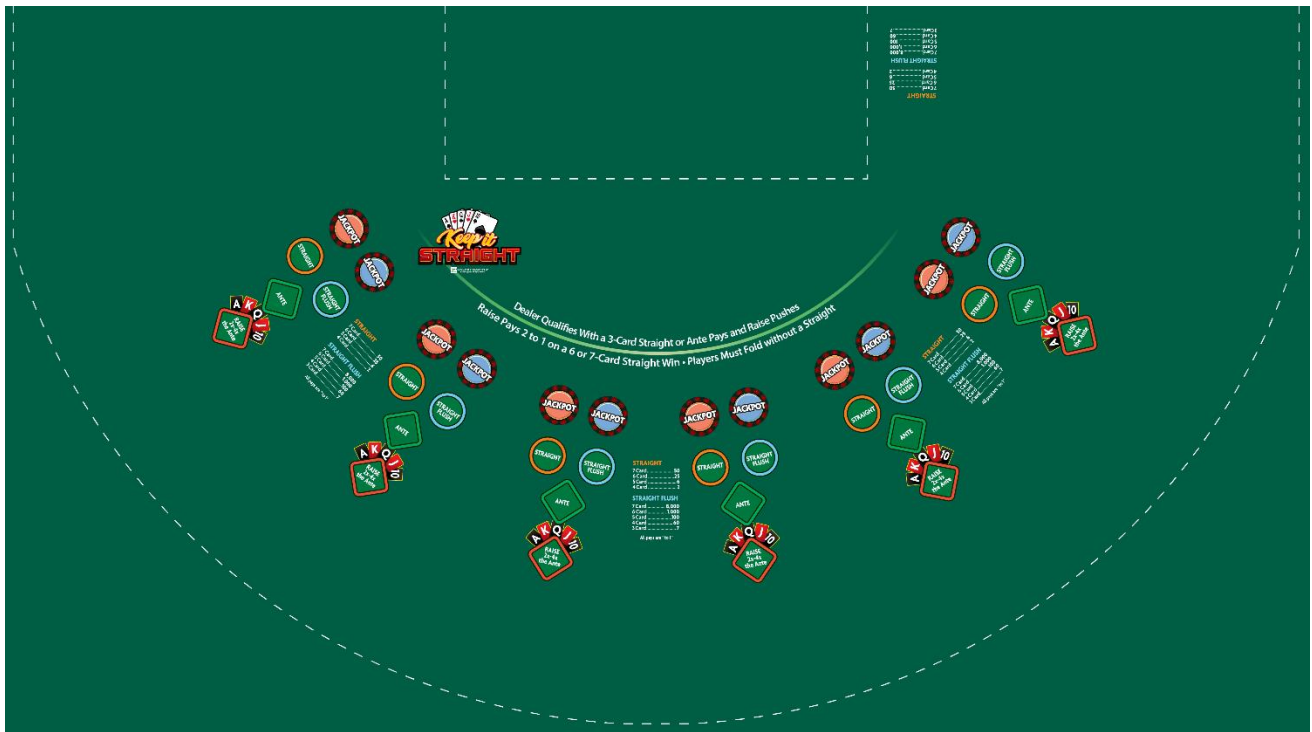
Optionally, operators can choose to use the following alternative dealing method:

Betting positions are assigned a number from 1 to 7, starting with the dealer as number 1, then counting counterclockwise (or clockwise) to determine the remaining numbers. A number from 1 to 7 is randomly chosen using dice. The deal begins with the number chosen and proceeds counterclockwise (or clockwise) with each player and dealer receiving a packet of seven cards. After all the cards are distributed, the dealer will go back and collect cards from unoccupied betting positions and place them in the discard rack.

When using dice, a dealer typically shakes a cup containing three dice. The numbers on the dice are added. Starting with the dealer position as 1, the dealer counts betting positions (including open seats) counterclockwise (or clockwise) until reaching the sum of the dice. That player/dealer position receives the first hand. The rest of the hands will be distributed counterclockwise (or clockwise) to each betting position (including unoccupied seats).

Appendix E

Example Layouts



ANTE

RAISE 2x-4x the Ante

STRAIGHT

7 Card Straight 50
6 Card Straight25
5 Card Straight 6
4 Card Straight 2

STRAIGHT FLUSH

7 Card8,000
6 Card1,000
5 Card100
4 Card 60
3 Card 7

All pays are "to 1"