



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

October 17, 2024

Sent via email to tcox@galaxygaming.com

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

Re: Deuces Wild Xtreme - Submission #3180

Dear Tiffini Cox,

Thank you for requesting approval to market the card game Deuces Wild Xtreme 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 Deuces Wild Xtreme 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.

4565 7th Avenue S
Lacey, WA 98503
wsgc.wa.gov

PO Box 42400
Olympia, WA 98504
360-486-3440

901 N Monroe St Suite 240
Spokane, WA 99201
509-325-7900

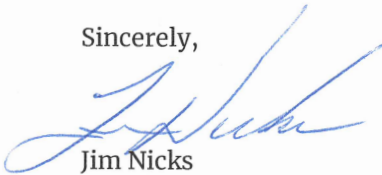
Ms. Cox
October 16, 2024
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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

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,



Jim Nicks
Assistant Director
Enforcement Operations Division

Enclosure

cc: Tony Hughes, 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 Supervisor, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
File

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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

Game Description

Deuces Wild Xtreme is a house-banked, poker-based game using a 53-card deck (standard 52-card deck plus a Joker), where all Deuces and the Joker are fully *Wild*. The object of the game is for players to beat the dealer with a higher-ranking five-card hand. *Deuces Wild Xtreme* 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 equal *Ante* and *Odds* wagers and may place any available optional bonus and/or progressive wagers.
2. After all wagers are placed, each player and the dealer receive five cards face-down.
3. After examining their hand, each player must decide to do one of the following:
 - a. **Play**, by making a *Play* wager equal to 2x their *Ante* wager.
 - b. **Fold**, and lose their *Ante* and *Odds* wagers.
 - i. The player's optional bonus wagers remain active even if they decide to fold.
4. The dealer reveals their hand and compares it to each player's hand in the following manner:
 - a. If the player **beats** the dealer,
 - i. The *Ante* and *Play* wagers are paid 1 to 1.
 - ii. The *Odds* wager is paid according to the corresponding payable in Appendix A.
 - b. If the player **ties** the dealer,
 - i. The *Ante*, *Odds*, and *Play* wagers are pushed.
 1. Tied hands are not broken based on whether they are *Wild* or *Natural*.
 - c. If the player **loses** to the dealer,
 - i. The *Ante*, *Odds*, and *Play* 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

Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

Bad Beat Xtreme

Players win if both their hand and the dealer's hand are a Three-of-a-Kind or better and are not tied. The wager is paid based on the losing hand's ranking, according to the corresponding paytables in Appendix B, regardless if the losing hand is the player's or banker's.

Trips Plus Wild

Players win if their 5-card hand achieves a winning event and are paid based on whether their hand is *Natural* or *Wild*, according to the corresponding paytables in Appendix C.

Goin' Wild

Players win if their 5-card hand achieves a winning event based on the corresponding paytables in Appendix D.

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

Goin' Wild House or Progressive Jackpot

Players win if their 5-card hand achieves a winning event based on the corresponding paytables in Appendix E.

Too Wild House or Progressive Jackpot

Players win if their 5-card hand achieves a winning event based on the corresponding paytables in Appendix F.

Five-Card Linked House or Progressive Jackpot

Players win if their 5-card hand achieves a winning event as displayed on the corresponding paytables in Appendix G. This progressive can be used: as a standalone jackpot, to link jackpots between multiple *Deuces Wild Xtreme* tables, and to link jackpots between *Deuces Wild Xtreme* and other approved games that contain the *Five Card Linked Progressive*. Linked jackpots must use the same paytables and have the same odds of winning.

An additional "Joker Replacement Card" is drawn as a replacement for a potential joker in the player's hand. Deuces (2's) are not considered *Wild* in the evaluation of the *Five-Card Linked Jackpot*. Based on internal controls, the operator may choose when the Joker Replacement Card is dealt and whether to draw the card if no players wager on the *Five-Card Linked 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

Odds

Hand	PT-FLT-DWHF-ODS-01
Five Wilds	1000
Royal Flush	50
Five-of-a-Kind	10
Straight Flush	9
Four-of-a-Kind	4
Full House	3
Flush	2
Straight	1
Other	Push

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Must beat the dealer to qualify.

Appendix B

Bad Beat Xtreme

Losing Hand	PT-FLT-DWHF- BBX-01	PT-FLT-DWHF- BBX-02	PT-FLT-DWHF- BBX-03
Royal Flush	10000	500	500
Five-of-a-Kind	10000	500	500
Straight Flush	5000	500	500
Four-of-a-Kind	500	500	300
Full House	400	400	200
Flush	300	300	100
Straight	100	100	50
Three-of-a-Kind	9	9	15

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. The player and dealer hands must be a Three-of-a-Kind or better AND the hands are not tied.
4. Pays are based on the losing hand.

Appendix C

Trips Plus Wild

Hand	PT-FLT- DWHF- TPW-01		PT-FLT- DWHF- TPW-02		PT-FLT- DWHF- TPW-03	
	Natural	Wild	Natural	Wild	Natural	Wild
Five Wilds	-	2000	-	2000	-	2000
Royal Flush	1000	100	1000	100	1000	90
Five-of-a-Kind	-	100	-	100	-	70
Straight Flush	200	30	200	30	200	25
Four-of-a-Kind	90	6	90	6	60	6
Full House	40	5	30	5	30	5
Flush	30	4	25	4	25	4
Straight	20	3	20	3	20	3
Three-of-a-Kind	6	1	6	1	6	1

Hand	PT-FLT-DWHF- TPW-04		PT-FLT- DWHF- TPW-05		PT-FLT- DWHF- TPW-06	
	Natural	Wild	Natural	Wild	Natural	Wild
Five Wilds	-	2000	-	500	-	2000
Royal Flush	1000	70	400	70	1000	60
Five-of-a-Kind	-	60	-	60	-	50
Straight Flush	200	25	200	25	200	25
Four-of-a-Kind	50	6	50	6	40	6
Full House	30	5	30	5	30	5
Flush	25	4	25	4	25	4
Straight	20	3	20	3	20	3
Three-of-a-Kind	6	1	6	1	6	1

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. All hands with a Joker are considered *Wild*.
4. A hand with a single Deuce is considered *Natural* if the Deuce is used as its normal face value (2) as part of an A-5 or 2-6 Straight/Straight Flush. In all other cases, Deuce are considered *Wild*.

Appendix D

Goin' Wild (Felt)

Hand	PT-FLT- TW-GW-01	PT-FLT- TW-GW-02
4 Wilds	1000	500
3 Wilds	40	50
2 Wilds	5	6
Joker	4	3

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. *Wilds* include Deuces and the Joker.

Appendix E

Goin' Wild House or Progressive Jackpot

Hand	PT-PRG-TW-GW-01	PT-PRG-TW-GW-02
4 Deuces	100%	100%
4 Wilds	\$1000	\$500
3 Deuces	\$100	\$100
3 Wilds	\$50	\$50
2 Deuces	\$5	\$5
2 Wilds	\$3	\$4

Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. *Wilds* include Deuces and the Joker.
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. 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 F

Too Wild House or Progressive Jackpot

Hand	PT-PRG-DWHF-DWP-01
Five Wilds	100%
Natural Royal Flush	10%
Wild Royal Flush	\$200
Five-of-a-Kind	\$150
Straight Flush	\$50
Four-of-a-Kind	\$10
Full House	\$9
Flush	\$8
Straight	\$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 percentage mean the player receives that percentage of the corresponding displayed Jackpot(s). 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 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 G

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	N/A	N/A	N/A	N/A	\$3	N/A	\$3

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

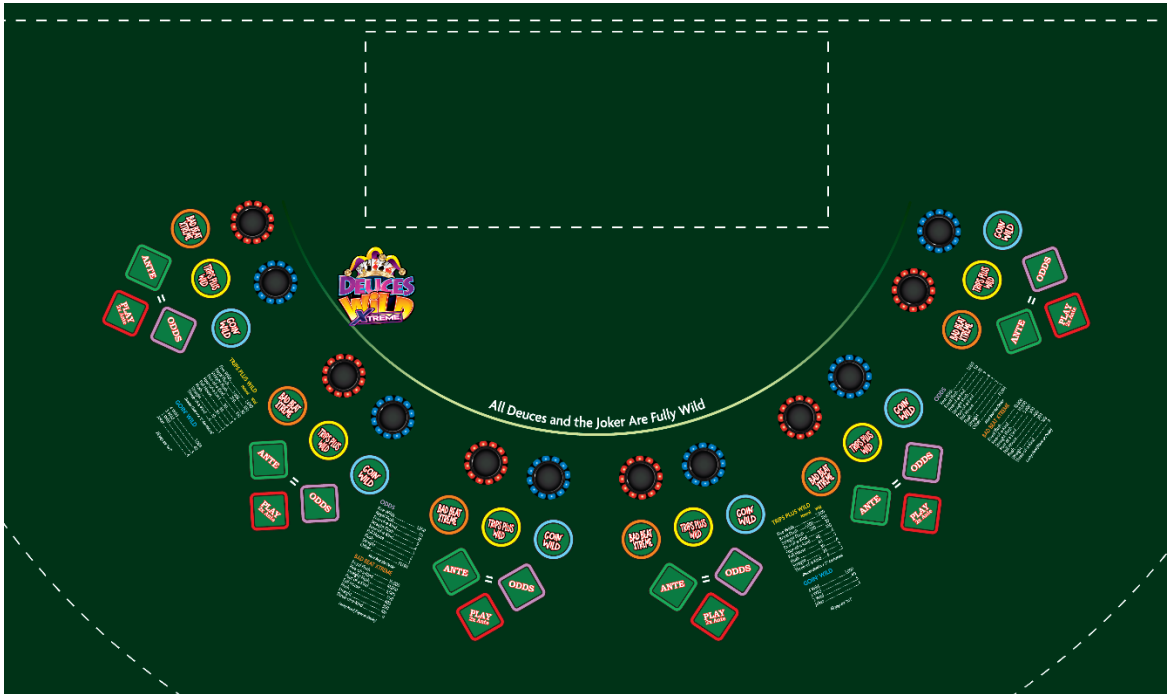
Hand	PT-BJS-5CL-E01		PT-BJS-5CL-E02		PT-BJS-5CL-E03	
	Pays	Envy	Pays	Envy	Pays	Envy
Royal Flush	100%	\$1,000	100%	\$5,000	100%	\$1,000
Straight Flush	10%	\$300	10%	\$1,500	10%	\$250
Four-of-a-Kind	\$300	-	\$300	-	\$250	-
Full House	\$50	-	\$50	-	\$75	-
Flush	\$40	-	\$40	-	\$50	-
Straight	\$30	-	\$30	-	\$25	-
Three-of-a-Kind	\$9	-	\$9	-	\$10	-

Notes

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. Deuces (2) are considered natural and the Joker is not used.
 - An additional “Joker Replacement Card” is drawn every round as a replacement for a potential Joker in the player’s hand.
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 H

Example Layouts



TRIPS PLUS WILD		ODDS	
Natural	Wild		
Five Wilds	2,000	Five Wilds	1,000
Royal Flush	100	Royal Flush	50
Straight Flush	30	Five-of-a-Kind	10
Five-of-a-Kind	100	Straight Flush	9
Four-of-a-Kind	6	Four-of-a-Kind	4
Full House	5	Full House	3
Flush	4	Flush	2
Straight	3	Straight	1
Three-of-a-Kind	1	Other	PUSH

Must Beat the Dealer

GOIN' WILD		BAD BEAT XTREME	
4 Wild	1,000	Royal Flush	10,000
3 Wild	40	Five-of-a-Kind	10,000
2 Wild	5	Straight Flush	5,000
Joker	4	Four of a Kind	500
		Full House	400
		Flush	300
		Straight	100
		Three-of-a-Kind	9

Losing Hand (Player or Dealer)

=