



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

April 07, 2025

Sent via email to tc Cox@galaxygaming.com

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

Re: Three Card Prime- Submission #3201

Dear Tiffini Cox,

We have reviewed the changes made to your Three Card Prime card game rules. Based on our review of the documentation we received from Three Card Prime, 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 Three Card Prime game rules you provided on March 07, 2025, 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 SE
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

- 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 Jaelene Leeson at (509) 790-2809. 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,



Jim Nicks
Assistant Director
Enforcement Operations Division

Enclosures

cc: Tony Hughes, Special Agent in Charge, Regulation & Enforcement Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
Jess Lohse, Special Agent Supervisor, Regulation & Enforcement Unit
Jaelene Leeson, Special Agent, Regulation & Enforcement Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



RULES OF PLAY

Washington



GALAXY GAMING

6480 Cameron Street Suite 305 | Las Vegas, Nevada 89118 | (702) 939-3254 | FAX: (702) 939-3255
www.galaxygaming.com

Game Description

Three Card Prime is a house-banked, poker-based card 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. *Three Card Prime* also contains several 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

*** Version 1 – Three Card Prime ***

(Players are dealt three cards)

1. To begin each round, players may* make an *Ante* wager. Each player may also place optional *Prime*, *Pair Bonus*, *All Six*, and/or *Bonus or Progressive Jackpot* wagers.
 - a. *Note that operators may choose whether the *Ante* wager is mandatory or optional, in order to place any optional bonus wagers.
2. Once all wagers are placed, each player and the dealer receive three cards. Operators may choose to deal player cards face up or face down.
3. After examining their cards, each player must decide to place a *Play* wager equal to their *Ante* wager, or fold and lose their *Ante* wager. Note that all optional bonus wagers are still in play, even if the player folds.
4. The dealer then reveals their three-card hand. The dealer's hand must be a Queen-high or better to qualify. Player and dealer's hands are then compared.
5. If the dealer qualifies and:
 - a. The player's hand is higher than the dealer's hand, the *Ante* and *Play* wagers win and pay 1 to 1.
 - b. The player's hand ties the dealer's hand, the *Ante* and *Play* wagers push.
 - c. The player's hand is lower than the dealer's hand, the *Ante* and *Play* wagers lose.
6. If the dealer does not qualify, the *Ante* wager wins and pays 1 to 1 and the *Play* wager pushes, regardless of the player's hand.
7. Any player that has made a *Play* wager will receive an *Ante Bonus* if their hand achieves a winning event listed on the corresponding payable in Appendix A, regardless of the *Ante* and *Play* wagers' outcomes.
8. After the main wagers are reconciled, the dealer reconciles all optional bonus wagers.

***** Version 2 – Three Card Prime with the Loose Deuce *****

(Players are dealt a fourth card called the “Loose Deuce”)

1. To begin each round, players may* make an *Ante* wager. Each player may also place optional *Prime*, *Pair Bonus*, *All Six*, and/or *House or Progressive Jackpot* wagers.
 - a. *Note that operators may choose whether the *Ante* wager is mandatory or optional, in order to place any optional bonus wagers.
2. Once all wagers are placed, each player and the dealer receive four cards. Operators may choose to deal player cards face up or face down. The player's top card (*Loose Deuce*) is separated and revealed by the dealer when evaluating the following Version 2 optional bonus wagers: *Pair Bonus*, *Final Four Jackpot*, and the *All Seven Jackpot*. The bottom card of the dealer's four card packet is discarded.
3. After examining their three-card hand, each player must decide to place a *Play* wager equal to their *Ante* wager, or fold and lose their *Ante* wager. Note that all optional bonus wagers are still in play, even if the player folds.
4. The dealer then reveals their three-card hand. The dealer's hand must be a Queen-high or better to qualify. Player and dealer's hands are then compared.
5. If the dealer qualifies and:
 - a. The player's hand is equal to or higher than the dealer's hand, the *Ante* wager pays 1 to 1 and the *Play* wager pays based on the *Win/Copy* (PT-FLT-TCPR-WC-01) payable in Appendix B.
 - b. The player's hand is lower than the dealer's hand, the *Ante* wager loses, and the *Play* wager is paid according to the corresponding *Bad Beat* payable (PT-FLT-TCPR-BB-01 through 04) payable in Appendix B.
6. If the dealer does not qualify, the *Ante* wager pushes, and the *Play* wager pays based on the *Win/Copy* payable in Appendix B.
7. After the main wagers are reconciled, the dealer reconciles 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

The version label following the wager's name indicates the version(s) of *Three Card Prime* with which the respective wager can be configured/used.

Pair Bonus (Version 1)

A player wins if their three-card hand achieves a winning event displayed on the corresponding payable in Appendix C.

Pair Bonus (Version 2)

A player wins if their three-card hand achieves a winning event displayed on the corresponding payable in Appendix D (PT-FLT-TCPR-PB-01 through 02). If the *Loose Deuce* card(s) is a 2, the wager will instead pay according to the corresponding *Loose Deuce* payable in Appendix D (PT-FLT-TCPR-LD-01 through 04).

Prime (Versions 1 and 2)

A player wins if their three-card hand (along with the dealer's three-card hand for certain pays) achieves a winning event displayed on the corresponding payable in Appendix E.

All-Six (Versions 1 and 2)

A player wins if their best six-card hand (formed by combining the player's three cards with the dealer's three cards) achieves a winning event displayed on the corresponding payable in Appendix F.

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

Mini-Royal Jackpot (Versions 1 and 2)

A player wins if their three-card hand achieves a winning event displayed on the corresponding payable in Appendix G.

Final Four Jackpot (Version 2)

A player wins if their initial three-card hand is at least a straight. In that case, the loose deuce card is added to the player's hand to determine the final four-card hand. Winning events are displayed on the corresponding payable in Appendix H.

All Seven Jackpot (Version 2)

A player wins if their seven-card hand (formed by the player's three cards, the loose deuce card, and the dealer's three cards OR the player's four cards and the dealer's three cards) achieves a winning event displayed on the corresponding payable in Appendix I.

House or Progressive Jackpot Definition

If operated as a **House Jackpot**, the table display does not increment after each wager is placed. All Bonus 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

Ante Bonus
(Version 1)

Hand	PT-FLT-TCPR- AB-01
Straight Flush	5
Three-of-a-Kind	4
Straight	1

Notes

1. Only available with Version 1 and to players that have made a *Play* wager.
2. All pays are “to 1.”
3. Only the highest qualifying hand is paid.

Appendix B

Play Wager (Version 2)

Hand	PT-FLT-TCPR-WC-01	PT-FLT-TCPR-BB-01	PT-FLT-TCPR-BB-02	PT-FLT-TCPR-BB-03	PT-FLT-TCPR-BB-04
Mini-Royal	10	-	-	-	-
Straight Flush	6	12	12	6	6
Trips	5	10	10	5	5
Straight	2	4	4	2	2
Flush	1	Loss	1	Loss	1
All other	1	Loss	Loss	Loss	Loss

Notes

1. Only available with Version 2 and to players that have made a *Play* wager.
2. All pays are "to 1."
3. Only the highest qualifying hand is paid.
4. A Mini-Royal is a suited A-K-Q.
5. When the dealer does not qualify, the Play wager pays based on the Win/Copy payable (PT-FLT-TCPR-WC-01).
6. When the dealer qualifies, and the player's hand is equal to or higher than the dealer's hand, the Play wager pays based on the Win/Copy payable (PT-FLT-TCPR-WC-01).
7. When the dealer qualifies, and the player's hand is lower than the dealer's hand, the Play wager pays based on the *Bad Beat* paytables (PT-FLT-TCPR-BB-01 through 04).

Appendix C

Pair Bonus (Version 1)

Hand	PT-FLT- TCPR-PB-02	PT-FLT- TCPR-PB-03	PT-FLT- TCPR-PB-04	PT-FLT- TCPR-PB-05	PT-FLT- TCPR-PB-06
Mini-Royal	40	35	50	40	100
Straight Flush	40	35	50	40	50
Three-of-a-Kind	30	33	30	30	25
Straight	6	6	6	6	6
Flush	4	4	3	3	3
Pair	1	1	1	1	1

Notes

1. Only available with Version 1.
2. All pays are "to 1."
3. Only the highest qualifying hand is paid.
4. A Mini-Royal is a suited A-K-Q.

Appendix D

Pair Bonus (Version 2)

Hand	Base		Loose Deuce			
	PT-FLT-TCPR-PB-01	PT-FLT-TCPR-PB-05	PT-FLT-TCPR-LD-01	PT-FLT-TCPR-LD-02	PT-FLT-TCPR-LD-03	PT-FLT-TCPR-LD-04
Mini-Royal	50	40	100	75	75	75
Straight Flush	40	40	80	60	50	50
Three-of-a-Kind	30	30	60	45	40	40
Straight	6	6	12	10	8	8
Flush	3	3	6	5	4	4
Pair	1	1	1	2	2	1

Notes

1. Only available with Version 2.
2. All pays are "to 1."
3. Only the highest qualifying hand is paid.
4. Paytables PT-FLT-TCPR-PB-01 and 02 are used when the Loose Deuce card is not a 2 (deuce).
5. Paytables PT-FLT-TCPR-LD-01 through 04 are used when the Loose Deuce is a 2 (deuce).
6. A Mini-Royal is a suited A-K-Q.

Appendix E

*Prime Wager
(Versions 1 and 2)*

Hand(s)	PT-FLT- TCPR-PM-01
Same Color Player and Dealer Hands	4
Same Color Player Hand	3

Notes

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

Appendix F

All-Six Bonus Paytables (Versions 1 and 2)

Hand	PT-FLT- TCPR- A6-01	PT-FLT- TCPR- A6-02	PT-FLT- TCPR- A6-03	PT-FLT- TCPR- A6-04	PT-FLT- TCPR- A6-05
Six-Card Royal Flush (Diamonds)	1000	1000	1000	1000	200000
Six-Card Royal Flush (Other)	1000	1000	1000	1000	20000
Five-Card Royal Flush	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
Flush	20	15	15	15	15
Straight	10	10	9	10	10
Three of a Kind	5	5	8	7	5

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. A Six-Card Royal Flush is a suited A-K-Q-J-10-9, while a Five-Card Royal Flush is a suited A-K-Q-J-10.

Appendix G

Mini-Royal Jackpot (Versions 1 and 2)

Available as a House or Progressive Jackpot

Hand	PT-BJS-TCPR-MR-01	PT-BJS-TCPR-MR-E01		PT-BJS-TCPR-MR-E02	
	Pays	Pays	Envy	Pays	Envy
Mini-Royal (Suit Specific)	100%	100%	\$100	100%	\$100
Mini-Royal (Other)	\$500	\$500	\$25	\$500	\$25
Straight Flush	\$75	\$100	-	\$70	-
Three of a Kind	\$50	\$90	-	\$60	-
Straight	\$5	-	-	\$6	-

Notes

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. To qualify for an Envy pay, at least one player must win a qualifying progressive award. All other players who have placed a progressive wager that round, but have not received the progressive award, will receive the listed Envy pay.
4. A Mini-Royal is a suited A-K-Q.
5. Mini-Royal (Suit Specific) means the player’s Mini-Royal hand must be of a predetermined specific suit, chosen by the operator and displayed on the TableVision. Mini-Royal hands of other suits are awarded the Mini-Royal (Other) payout.
6. 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.
7. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
8. 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

Final Four Jackpot (Version 2 only)

Available as a House or Progressive Jackpot

Hand	PT-BJS-TCPR- FF-01	PT-BJS-TCPR- FF-02	PT-BJS-TCPR- FF-03
4-Card Royal Flush (Suit Specific)	100%	100%	100%
4-Card Royal Flush	10%	10%	10%
4-Card Straight Flush	\$1000	\$1000	\$1000
Four-of-a-Kind	\$1000	\$500	\$1000
Initial 3-Card Straight Flush	\$40	\$30	\$50
Three-of-a-Kind	\$25	\$20	\$30
4-Card Straight	\$15	\$15	\$15
Initial 3-Card Straight	\$6	\$10	\$5

Notes

1. All pays are “for 1.” The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. A player wins if their initial three-card hand is at least a straight. In that case, the loose deuce card is added to the player’s hand to determine the final four-card hand.
4. 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.
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 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 I

All Seven Jackpot (Version 2 only)

Available as a House or Progressive Jackpot

Hand	PT-BJS-TCPR-A7-01	PT-BJS-TCPR-A7-02	PT-BJS-TCPR-A7-03
7-Card Straight Flush	100%	100%	100%
Royal Flush	10%	10%	10%
Straight Flush	\$200	\$200	\$200
Four-of-a-Kind	\$50	\$50	\$50
Full House	\$10	\$10	\$10
Flush	\$5	\$4	\$3

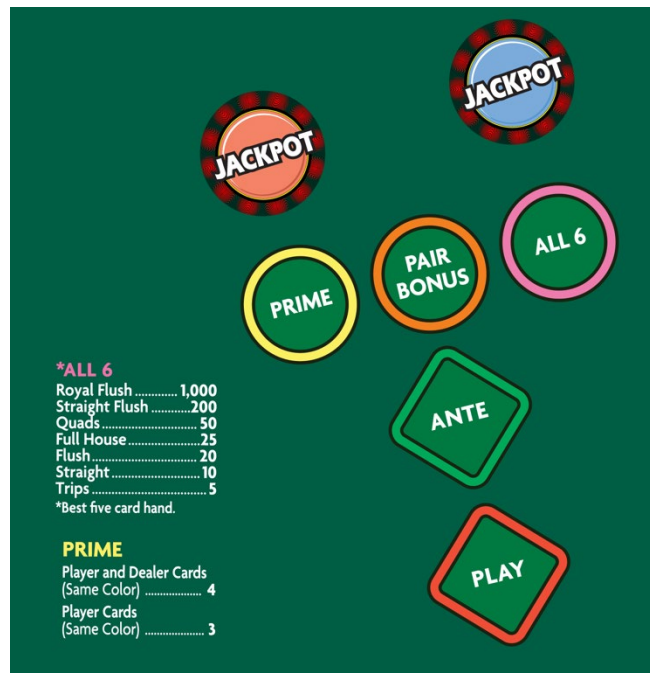
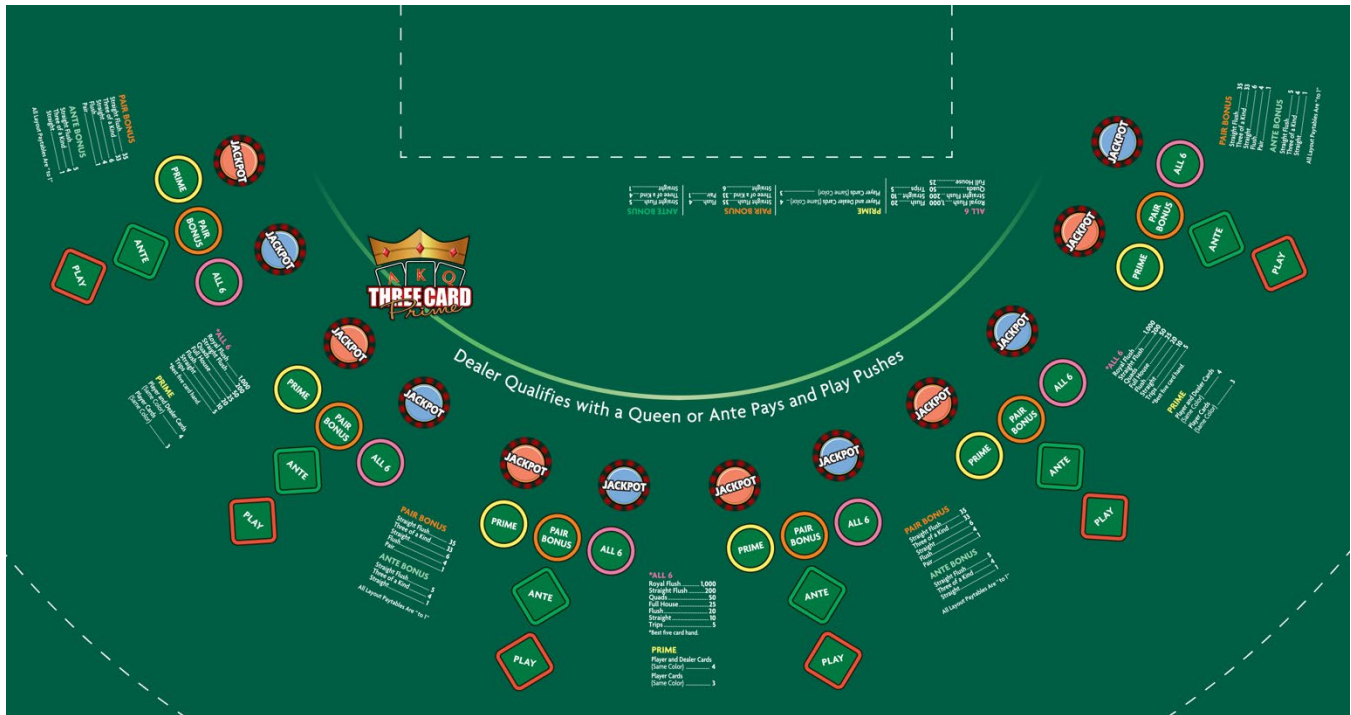
Notes

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
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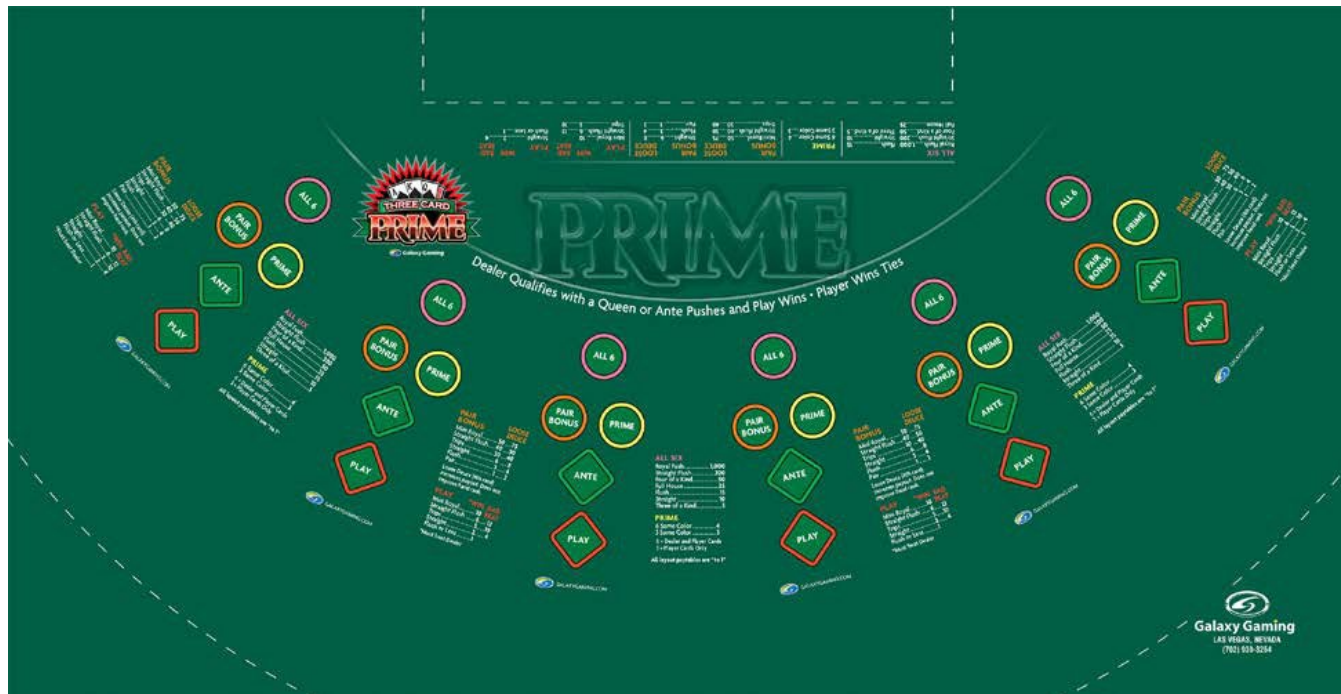
Appendix J

Example Table Layouts

Version 1 Example



Version 2 Example



When two jackpot sensors are used.

