



STATE OF WASHINGTON
GAMBLING COMMISSION

P.O. Box 42400 • Olympia, Washington 98504-2400 • (360) 486-3440 • TDD (360) 486-3637 • FAX (360) 486-3627

November 18, 2016

Nina Rieger
Galaxy Gaming, Inc.
6767 Spencer St.
Las Vegas, NV 89119

RE: Bonus Craps

Dear Ms. Rieger,

We have reviewed the changes made to Bonus Craps. Based on our review of the documentation we received from Galaxy Gaming Inc., the Washington State Gambling Commission will approve the game for Washington State Tribal casinos under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the “Bonus Craps Rules of Play and Dealing Procedures” you provided on October 28, 2016, which are enclosed.

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.
- 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 Tribal implementation, please contact Kelly Main at (206) 423-4260.



Nina Rieger
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Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin
Assistant Director
Licensing, Regulation, and Enforcement Division

cc: Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit
Kelly Main, Special Agent Supervisor Tribal Gaming Unit
File



Rules of Play / Dealing Procedures



Galaxy Gaming

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BONUS CRAPS is regular craps, played on an existing craps table, but with three additional proposition wagers. None of the existing features of the craps table are eliminated.

There are 3 different wagers available:

1. ALL SMALL
2. ALL TALL
3. MAKE' EM ALL (All or Nothing at All)

THE PLAY

Players may place an optional wager on one or more of the three Bonus Craps proposition wagers; i.e. "All Small", "All Tall" or "Make'em All". Each Bonus Craps wager is independent and has no effect on the primary game of Craps or other wagers. All Bonus Craps wagers can be made on the come-out-roll and after a 7 has rolled and/or after one of the three proposition bets have been achieved. The casino has the option to allow players to make an All Small, All Tall or Make'em All wager after a player has rolled all the required numbers even though a 7 has not been rolled. For example, a player that rolled 2,3,4,5, and 6 without rolling a 7 has completed the All Small event and the wagers on All Small will be paid. Players may now wager on the All Small proposition bet again even though a 7 has not rolled. At that time players cannot wager on the All Tall or Make'em All if any of the All Tall numbers have been marked as rolled. All winning Bonus Craps wagers are paid, taken down and can only be re-bet after a 7 has occurred or may at the discretion of the Casino be re-bet with no numbers on that Bonus Craps wager marked as completed.

As the shooter rolls numbers; any number other than a seven (7), the boxman or dealer will place a Bonus Craps lammer on the circle indicating that that number was rolled. For example; if the shooter rolls a six (6), a lammer is placed on the circle with the number (6) inside of it. If a number is repeated by the shooter, it has no effect on the wager. When the shooter rolls a seven (7) all bets lose and the lammers are collected by the dealer.





ALL SMALL

This feature consists of a bonus bet in which all of the “Small” numbers (2, 3, 4, 5 and 6) must be rolled before a seven. The bet loses whenever a seven (7) is rolled; including a seven (7) on the come out roll. Bonus Craps wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7. If all of the Small numbers are rolled, the bonus bet will pay according to the payable and be taken down. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Small” numbers are lammered up, the dealer will pay the bettors and take their “Small” bets down. Players may now at the discretion of the casino re-bet the All Small proposition wager or wait for a 7 to be rolled.



ALL TALL

This feature consists of a bonus bet in which all the “Tall” numbers (8, 9, 10, 11 and 12) must be rolled before a seven. The bet loses whenever a seven (7) is rolled, including a seven (7) on the come out roll. Bonus Craps wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7. If all of the tall numbers are rolled, the bonus bet will pay according to the payable and be taken down. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Tall” numbers are lammered up, the dealer will pay the bettors and take their “Tall” bets down. Players may now at the discretion of the casino re-bet the All Small proposition wager or wait for a 7 to be rolled.



MAKE'EM ALL (All or Nothing at All)

This bet must be made prior to the come-out roll. This feature consists of all of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 being rolled before any seven (7). This bet loses whenever a seven (7) rolls. After all of the numbers are lammered up, the dealer will pay the bet according to the payable and take the bets down. Bonus Craps wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7.



Side Bet	Pay Table	Pay Table
	1	2
All Small	34	30
All Tall	34	30
Make 'Em All	175	150