



**STATE OF WASHINGTON
GAMBLING COMMISSION**

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

August 17, 2022

Sent via email to tcox@galaxygaming.com

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

RE: Four Card Prime - Submission #3092

Dear Tiffini Cox:

We have reviewed the changes made to Four Card Prime. 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 Four Card Prime game rules you submitted on August 8, 2022 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.

Tiffini Cox

8/17/2022

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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) 886-6231. 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,

DocuSigned by:

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Gary Drumheller
Interim Assistant Director
Licensing, Regulation, and Enforcement Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, 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

Four Card Prime is a house-banked, four-card poker card game played with one standard 52-card deck of playing cards. The object of the game is for the player to form a four-card hand from five cards dealt that is higher than the dealer's four-card hand, which is formed from six cards dealt. Additionally, *Four Card Prime* offers several optional bonus wagers.

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

1. The player **must** make an *Ante* wager and may place any optional bonus wagers.
2. The dealer deals each player five cards, and deals six cards to the dealer's position, showing one of the dealer's cards face up.
3. The player decides to play or fold upon determining the best four-card hand that can be made from their five-card hand. The fifth card is not discarded, but is set aside, as it may be used for bonus wagers.
4. If the player chooses to play the hand, the player must make a *Raise* wager equal to one time, two times, or three times the *Ante* wager. If the player folds, any optional bonus wagers remain active, therefore the hand may be tucked under a bonus wager to be reconciled later. Raise wagers may not exceed maximum wagering limits.
5. The dealer's hand is revealed. The dealer plays the highest four card hand by slanting the two unused cards that are not in play.
6. After the dealer's hand is formed, the player's best four-card hand is compared to the dealer's four-card hand, with the higher hand winning. In cases of any four-card hand copies, the player wins the result. Note that hands are ranked in the following order from highest to lowest:
 - Four-of-a-Kind (a.k.a. Quads)
 - Straight flush
 - Three-of-a-Kind (a.k.a. Trips)
 - Flush
 - Straight
 - Two pair
 - One pair
 - Four singleton cards
7. If the dealer's hand is higher and the player's hand is:
 - A flush or lower, the player will lose the *Ante* and *Raise* wagers.
 - Trips or higher, the player will lose the *Raise* wager, and the *Ante* wager wins and is paid a *Bad Beat Bonus* according to appendix "A."
8. If the player's hand is higher or equal to the dealer's hand and the player's hand is:
 - A flush or lower, then the *Ante* and *Raise* will pay even money.
 - Trips or higher, then the *Raise* wager will pay even money, and the *Ante* wager will pay even money plus an additional "*Win Bonus*" according to appendix "A."

Rules of Play – Version 2

1. Players have the option to play against the dealer and/or against a payable in the following manner:
 - a. **Against the Dealer** – Players must make an *Ante* wager AND may place any optional bonus wagers.
 - b. **Against a Paytable** – Players not placing an *Ante* wager must make an *Aces Baby* wager AND may place any additional optional bonus wagers.
2. Once all wagers are placed, each player receives five cards face-down, and the dealer receives six cards, five face-down and one face-up.
3. **Against the Dealer (Ante Wager)** – After examining their hand, players choose to either **fold**, and lose their *Ante* wager, or **play**, by placing a *Raise* wager equal to 1x to 3x their *Ante* wager. Raise wagers may not exceed maximum wagering limits.
 - a. If a player folds, their optional bonus wagers remain active and will be reconciled.
4. The dealer reveals their cards, sets their best four-card hand, and compares it to each player's hand (who has made an *Ante* and *Raise* wager). Refer to the hand rankings in Version 1, above.
 - a. If the player's hand beats or ties the dealer's hand, the *Ante* and *Raise* wagers win 1 to 1.
 - b. If the player's hand loses to the dealer's hand, the *Ante* and *Raise* wagers are lost.
 - c. Regardless of the dealer's hand/outcome, each player that has made a *Raise* wager, is eligible to receive an *Auto Ante Pay* based on the corresponding payable in Appendix B.
5. **Against a Paytable (Aces Baby Wager)** – For any players that have made an *Aces Baby* wager and any additional bonus wagers, (whether they made an *Ante* wager or not), the dealer evaluates each player's hand against the corresponding paytables. The dealer's hand has no effect on the outcome of the *Aces Baby* wager.

Operator's Internal Controls must identify the Rules of Play version being used.

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

Aces Baby

Players win if their hand consists of a pair of Aces or better and are paid based on the corresponding payable in Appendix C.

Prime

Players win if their hand contains four or five cards of one color and are paid based on the corresponding payable in Appendix D.

*Bad Beat Wager**

Players win if their hand is involved either of the following outcomes:

- If the player's hand is a two pair or better and loses to the dealer.
- If the dealer's hand is a two pair or better and loses to the player.

Pays are based on the rank of the losing hand (either player or dealer) according to the corresponding payable in Appendix E.

*This *Bad Beat Wager* is an optional bonus wager and not to be confused with the *Bad Beat Bonus* that is paid based on the *Ante* wager should a specific scenario occur, as detailed in Step 7 of the Rules of Play above.

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

The player is wagering that their original five-card hand consists of one of the winning triggering events shown in the posted payable (Appendix F) and is paid accordingly.

Four Card House or Progressive Jackpot

The player is wagering that their best four-card hand consists of one of the winning triggering events shown in the posted payable (Appendix G) and is paid accordingly. The Four Card Jackpot contains an Envy component where a player wins if any other player on the same game had a triggering event during the same round of play.

House or Progressive Jackpot Definition

If operated as a House Jackpot (also call a **Bonus 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

Ante Wager

Configured Only With Version 1

Win Bonus

| Player Hand (Win) | PT-FLT-FCP-WC-01 |
|-------------------|------------------|
| Quads | 25 |
| Straight Flush | 20 |
| Trips | 2 |

Bad Beat Bonus

| Player Hand (Loss) | PT-FLT-FCP-BB-01 | PT-FLT-FCP-BB-02 | PT-FLT-FCP-BB-03 | PT-FLT-FCP-BB-04 |
|--------------------|------------------|------------------|------------------|------------------|
| Quads | 25 | 50 | 100 | 100 |
| Straight Flush | 20 | 40 | 50 | 50 |
| Trips | 2 | 5 | 5 | 10 |

Notes

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. The *Bad Beat Bonus* is not a separate wager. All players that have made a *Raise* wager (not folded) are eligible to win a *Bad Beat Bonus*, based on their *Ante* wager, if their hand is Trips or better AND loses to the dealer.

Appendix B

Auto Ante Pay

Configured Only With Version 2

| Hand | PT-FLT-FCP- AAP-01 | PT-FLT-FCP- AAP-02 |
|-----------------|-----------------------|-----------------------|
| Four-of-a-Kind | 25 | 10 |
| Straight Flush | 20 | 5 |
| Three-of-a-Kind | 2 | 1.5 |
| Flush | - | 1 |

Notes

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Only available with Version 2.
4. The *Auto Ante Pay* is not a separate wager. All players that have made a *Raise* wager (not folded) are eligible to win an *Auto Ante Pay* based on their hand, relative to their *Ante* wager.

Appendix C

Aces Baby

| Hand | PT-FLT-FCP-AB-01 | PT-FLT-FCP-AB-02 | PT-FLT-FCP-AB-03 | PT-FLT-FCP-AB-04 | PT-FLT-FCP-AB-05 | PT-FLT-FCP-AB-06 | PT-FLT-FCP-AB-07 | PT-FLT-FCP-AB-08 |
|----------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|
| Four Aces | 500 | 500 | 500 | 500 | 500 | 50 | 50 | 50 |
| Quads | 100 | 100 | 100 | 100 | 100 | 50 | 50 | 50 |
| Royal | 50 | 40 | 50 | 50 | 50 | 30 | 30 | 40 |
| Straight flush | 30 | 30 | 40 | 30 | 20 | 30 | 30 | 40 |
| Three Aces | 20 | 15 | 25 | 20 | 15 | 7 | 9 | 8 |
| Trips | 10 | 10 | 10 | 10 | 10 | 7 | 9 | 8 |
| Flush | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 5 |
| Straight | 4 | 4 | 3 | 3 | 3 | 5 | 4 | 4 |
| Two Pair | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 |
| Pair of Aces | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Kings or less | Loss |

| Hand | PT-FLT-FCP-AB-09 | PT-FLT-FCP-AB-10 | PT-FLT-FCP-AB-11 | PT-FLT-FCP-AB-12 | PT-FLT-FCP-AB-13 | PT-FLT-FCP-AB-14 |
|-----------------|------------------|------------------|------------------|------------------|------------------|------------------|
| Four-of-a-Kind | 50 | 50 | 50 | 50 | 50 | 50 |
| Straight flush | 40 | 40 | 40 | 40 | 30 | 30 |
| Three-of-a-Kind | 9 | 7 | 8 | 7 | 8 | 8 |
| Flush | 6 | 6 | 6 | 5 | 6 | 6 |
| Straight | 4 | 5 | 4 | 4 | 4 | 4 |
| Two Pair | 2 | 2 | 2 | 3 | 3 | 2 |
| Pair of Aces | 1 | 1 | 1 | 1 | 1 | 1 |

Notes:

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

Appendix D

Prime

| Hand | PT-FLT-FCP-PR-01 | PT-FLT-FCP-PR-02 |
|----------------------|------------------|------------------|
| 5 Cards (Same Color) | 6 | 5 |
| 4 Cards (Same Color) | 1 | 1 |

Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. The Prime wager considers the player's five card hand.

Appendix E

Bad Beat Wager

| Losing Hand (Player or Dealer) | PT-FLT- FCP- BBW-01 | PT-FLT- FCP- BBW-02 | PT-FLT- FCP- BBW-03 |
|---|------------------------------------|------------------------------------|------------------------------------|
| Four-of-a-Kind | 25000 | 10000 | 10000 |
| Straight Flush | 10000 | 5000 | 5000 |
| Three-of-a-Kind | 100 | 100 | 100 |
| Flush | 25 | 25 | 25 |
| Straight | 15 | 15 | 20 |
| Two Pair | 4 | 4 | 5 |

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. The *Bad Beat Wager* is an optional bonus wager and not to be confused with the *Bad Beat Bonus* that is paid based on the *Ante* wager should a specific scenario occur, as detailed in Step 7 of the Rules of Play.

Appendix F

Five Card House or Progressive Jackpot

| Triggering Event | PT-BJS-FCP-5CP-01 | PT-BJS-FCP-5CP-02 | PT-BJS-FCP-5CP-03 | PT-BJS-FCP-5CP-04 |
|--------------------------|-------------------|-------------------|-------------------|-------------------|
| Five-card Royal Flush | 100% | 100% | 100% | 100% |
| Five-card Straight Flush | 10% | 10% | \$1,000 | \$1,000 |
| Four of a kind | \$200 | \$500 | \$200 | \$500 |
| Full House | \$100 | \$100 | \$100 | \$100 |
| Five-card Flush | \$25 | \$25 | \$25 | \$25 |
| Five-card Straight | \$15 | \$15 | \$15 | \$15 |
| Three of a kind | \$10 | \$7 | \$10 | \$7 |
| two pairs & less | \$0 | \$0 | \$0 | \$0 |

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

Four Card House or Progressive Jackpot

| Best four-card hand | PT-BJS-FCP-4CP-E01 | | PT-BJS-FCP-4CP-E02 | |
|---------------------|--------------------|-------|--------------------|--------|
| | Pays | Envy | Pays 2 | Envy 2 |
| Four Aces | 100% | \$100 | 100% | \$100 |
| Quads | \$300 | \$10 | \$300 | \$25 |
| Straight Flush | \$100 | \$5 | \$100 | - |
| Trips | \$9 | - | \$15 | - |

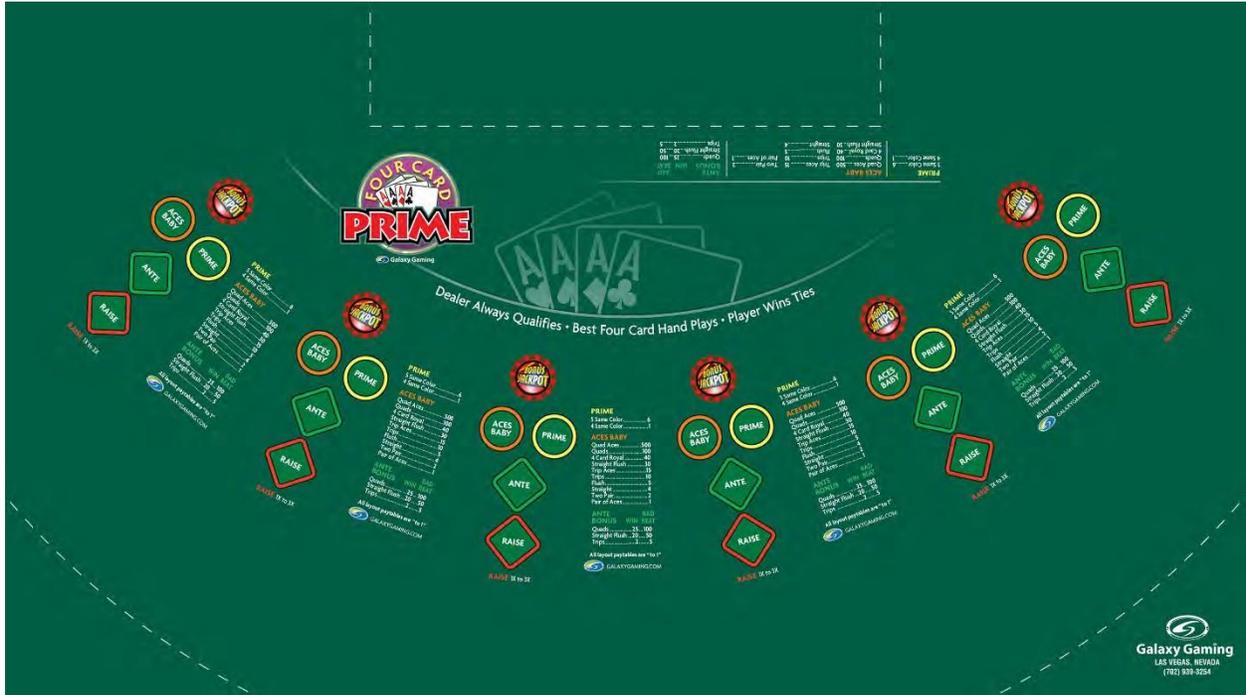
Notes

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. 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 H

Example Layouts

Version 1



When two jackpot sensors are used.

BONUS JACKPOT

ACES BABY **PRIME**

ANTE

RAISE

PRIME

| | |
|--------------|---|
| 5 Same Color | 6 |
| 4 Same Color | 1 |

ACES BABY

| | |
|----------------|-----|
| Quad Aces | 500 |
| Quads | 100 |
| 4 Card Royal | 40 |
| Straight Flush | 30 |
| Trip Aces | 15 |
| Trips | 10 |
| Flush | 5 |
| Straight | 4 |
| Two Pair | 2 |
| Pair of Aces | 1 |

ANTE **BAD WIN BEAT**

| | | |
|----------------|----|-----|
| Quads | 25 | 100 |
| Straight Flush | 20 | 50 |
| Trips | 2 | 5 |

All layout paytables are "to 1"

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RAISE 1X to 3X

JACKPOT **JACKPOT**

ACES BABY **PRIME**

ANTE

RAISE

PRIME

| | |
|--------------|---|
| 5 Same Color | 6 |
| 4 Same Color | 1 |

ACES BABY

| | |
|----------------|-----|
| Quad Aces | 500 |
| Quads | 100 |
| 4 Card Royal | 40 |
| Straight Flush | 30 |
| Trip Aces | 15 |
| Trips | 10 |
| Flush | 5 |
| Straight | 4 |
| Two Pair | 2 |
| Pair of Aces | 1 |

ANTE **BAD WIN BEAT**

| | | |
|----------------|----|-----|
| Quads | 25 | 100 |
| Straight Flush | 20 | 50 |
| Trips | 2 | 5 |

All layout paytables are "to 1"

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RAISE 1X to 3X

\$1 JACKPOT **\$5 JACKPOT**

ACES BABY **BAD BEAT** **PRIME**

ANTE

RAISE

RAISE 1X to 3X

PRIME

| | |
|--------------|---|
| 5 Same Color | 6 |
| 4 Same Color | 1 |

ACES BABY

| | |
|------------------------|-----|
| Four-of-a-Kind (Aces) | 500 |
| Four-of-a-Kind | 100 |
| Four Card Royal | 40 |
| Straight Flush | 30 |
| Three-of-a-Kind (Aces) | 15 |
| Three-of-a-Kind | 10 |
| Flush | 5 |
| Straight | 4 |
| Two Pair | 2 |
| Pair of Aces | 1 |

BAD BEAT

| | |
|-----------------|--------|
| Four-of-a-Kind | 25,000 |
| Straight Flush | 10,000 |
| Three-of-a-Kind | 100 |
| Flush | 10 |
| Straight | 15 |
| Two Pair | 2 |

ANTE BONUS BAD WIN BEAT

| | | |
|-----------------|----|-----|
| Four-of-a-Kind | 25 | 100 |
| Straight Flush | 20 | 50 |
| Three-of-a-Kind | 2 | 5 |

All layout paytables are "to 1"

Version 2

FOUR CARD PRIME

Dealer Always Qualifies - Best Four Card Hand Plays - Player Wins Ties

PRIME

| | |
|--------------|---|
| 5 Same Color | 6 |
| 4 Same Color | 1 |

ACES BABY

| | |
|------------------------|-----|
| Four-of-a-Kind (Aces) | 500 |
| Four-of-a-Kind | 100 |
| Four Card Royal | 40 |
| Straight Flush | 30 |
| Three-of-a-Kind (Aces) | 15 |
| Three-of-a-Kind | 10 |
| Flush | 5 |
| Straight | 4 |
| Two Pair | 2 |
| Pair of Aces | 1 |

BAD BEAT

| | |
|-----------------|--------|
| Four-of-a-Kind | 25,000 |
| Straight Flush | 10,000 |
| Three-of-a-Kind | 100 |
| Flush | 10 |
| Straight | 15 |
| Two Pair | 2 |

ANTE BONUS BAD WIN BEAT

| | | |
|-----------------|----|-----|
| Four-of-a-Kind | 25 | 100 |
| Straight Flush | 20 | 50 |
| Three-of-a-Kind | 2 | 5 |

All layout paytables are "to 1"



PRIME

| | |
|--------------------|---|
| 5 Same Color | 6 |
| 4 Same Color | 1 |

ACES BABY

| | |
|-----------------------------|-----|
| Four-of-a-Kind (Aces)..... | 500 |
| Four-of-a-Kind | 100 |
| Four Card Royal | 40 |
| Straight Flush | 30 |
| Three-of-a-Kind (Aces)..... | 15 |
| Three-of-a-Kind | 10 |
| Flush | 5 |
| Straight | 4 |
| Two Pair | 2 |
| Pair of Aces | 1 |

BAD BEAT

| | |
|-----------------------|--------|
| Four-of-a-Kind | 25,000 |
| Straight Flush | 10,000 |
| Three-of-a-Kind | 100 |
| Flush | 10 |
| Straight | 15 |
| Two Pair | 2 |

AUTO ANTE PAY

| | |
|-----------------------|----|
| Four-of-a-Kind | 25 |
| Straight Flush | 20 |
| Three-of-a-Kind | 2 |

All layout paytables are "to 1"



RAISE 1X to 3X