



**STATE OF WASHINGTON
GAMBLING COMMISSION**

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

May 24, 2022

Sent via email to tcox@galaxygaming.com

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

RE: Ride Free - Submission #3080

Dear Tiffini Cox:

We have reviewed the changes made to Ride Free. 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 Ride Free game rules you submitted on April 29, 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

5/05/2022

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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:


8F8993B8572D46E
Gary Drumheffer

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

Ride Free is a house-banked, blackjack variant using 1 – 8 standard 52-card decks. The game gives players the option to split and/or double specific hands for free. The object of the game, as in standard Blackjack, is to have a higher point total than the dealer without busting the hand. All rules pertaining to standard Blackjack, as posted on the WSGC website, remain the same and are not altered in this game, with the exceptions noted in these rules of play. *Ride Free* 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 player must make a standard base game wager. Each player may also place a wager on any of the following available optional bonus wagers:
 - a. Hedge 22
 - b. Silver Stack
 - c. 21+3
 - i. Felt: Classic, Xtreme, Top 3
 - ii. House and/or Progressive Jackpot
 - d. Lucky Ladies
 - i. Felt, and House and/or Progressive Jackpot
2. Once all wagers are placed, each player receives two cards, and the dealer receives one card face up and one card face down.
3. Standard blackjack rules/procedures are followed until the game is completed, except for the Ride Free Split, Ride Free Double, Push 22, and procedures detailed below:
 - a. If a player with an active *Hedge 22* wager busts their original hand or has a Blackjack, their cards should be left on the table until the *Hedge 22* wager is reconciled.
 - b. If ALL players with active *Hedge 22* wagers bust their original hand or have a Blackjack, the dealer must play out their hand (draw) in order to reconcile the *Hedge 22* wager.

Ride Free Split

- a. Players may split any pair for free, except 10-valued cards, using a *Ride Free* lammer in place of the additional wager. Players may re-split hands, receiving a lammer for each additional split (up to four hands).
 - i. If a player wins any of their *Ride Free* split hands, they are paid by replacing each lammer with an amount equal to original wager, and the lammers are collected.
 - ii. If a player loses or ties any of their *Ride Free* split hands, only the lammers are collected.

- b. If a player has made a *Silver Stack* wager, the lammers are moved in front of the *Silver Stack* wager, regardless of the hand's outcome.
- c. Hands not eligible for a *Ride Free Split* can still be split following standard procedures with an additional wager.
 - iii. Up to four split hands
 - iv. Aces may be re-split, one card to split Aces.

*Note that if a player busts their original hand, their cards should be placed face down with the original bet on top. This bet is a reference for the value of any of the player's winning *Ride Free* lammers from split hands. The busted hand and its bet should be collected after all of their *Ride Free* split hands are reconciled.

Ride Free Double

- a. Players may double on any 2-card hard total of 9, 10, or 11 for free using a *Ride Free* lammer in place of the additional wager, including after splitting (standard and *Ride Free* splits). Players receive a lammer for each *Ride Free Double* hand.
 - i. If a player wins any of their *Ride Free Double* hands, they are paid by replacing each lammer with amount equal to original wager, and the lammers are collected.
 - ii. If a player loses or ties any of their *Ride Free Double* hands, only the lammers are collected.
- b. If a player has made a *Silver Stack* wager, the lammers are moved to a spot in front of the *Silver Stack* wager, regardless of the hand's outcome.
- c. Any two-card hands not eligible for a *Ride Free Double* can still be doubled following standard procedures with an additional wager, including after splitting.

Push 22

- a. A dealer total of 22 pushes all active hands, except a blackjack.

Additional Rules

- Dealer hits on soft 17
- Blackjacks pays 3 to 2

Optional Rules

- Operators can choose to configure *Ride Free* with or without late surrender.

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

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

Hedge 22

Players win if the dealer busts with a total of 22 and are paid based on the corresponding payable in Appendix A.

Silver Stack

Players win based on the total number of *Ride Free* lammers accumulated on the specific wagering Blackjack hand and are paid based on the corresponding payable in Appendix B. If a player wagers on more than one Blackjack hand, each hand's respective *Silver Stack* wager is evaluated separately.

21+3 (Felt) (Classic, Xtreme, Top 3)

Players win if their three-card hand (formed from the player's initial two cards and the dealer's up-card) achieves a triggering event as displayed on the corresponding payable in Appendix C.

Lucky Ladies (Felt)

Players win if their initial two cards equal a total of 20 and achieve a triggering event as displayed on the corresponding payable 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.

21+3 House or Progressive Jackpot

Players win if their three-card hand (formed from the player's initial two cards and the dealer's up card) achieves a triggering event as displayed on the corresponding payable in Appendix E.

Lucky Ladies House or Progressive

Players win if their initial two cards equal a total of 20 and achieve a triggering event as displayed on the corresponding payable in Appendix F.

House or Progressive Jackpot Definition

If operated as a **House Jackpot** (also called 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

Hedge 22

Triggering Event	PT-FLT-SB1-01	PT-FLT-SB1-02	PT-FLT-SB1-03
Dealer 22 (Suited)	50	50	11
Dealer 22 (Same Color)	20	20	11
Dealer 22 (Other)	8	7	11
Other	Lose	Lose	Lose

Notes:

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

Appendix B

Silver Stack

Number of Ride Free Lammers Collected	PT-FLT-SB2-01	PT-FLT-SB2-01
7	1000	100
6	300	100
5	100	100
4	60	50
3	30	30
2	10	12
1	3	3

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Number of Ride Free lammers collected is evaluated on a per wagering hand basis.

Appendix C

21+3 Classic



Hand	PT-FLT-213-03
Straight Flush	9
Three-of-a-Kind	9
Straight	9
Flush	9

21+3 Xtreme



Hand	PT-FLT-213XT-01	PT-FLT-213XT-02	PT-FLT-213XT-03	PT-FLT-213XT-02
Suited Three-of-a-Kind	-	-	100	100
Straight Flush	30	40	40	30
Three-of-a-Kind	20	30	25	20
Straight	10	10	10	10
Flush	5	5	5	5

Top 3



Hand	PT-FLT-TOP3-01	PT-FLT-TOP3-02
Three-of-a-Kind (Suited)	270	1000
Straight Flush	180	100
Three-of-a-Kind	90	70

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. *21+3 Classic* may be configured using 2-8 decks.
4. *21+3 Xtreme* may be configured using 1-8 deck. Paytables with a *Suited Three-of-a-Kind* award cannot be configured with 1 or 2 decks.
5. *Top 3* may be configured using 4-8 decks and only in conjunction with *21+3 Classic* or *Xtreme*.
6. Players can only make a *Top 3* wager if they have made a *21+3 Classic* or *Xtreme* wager.

Appendix D
Lucky Ladies (Felt)

Triggering Event	PT-FLT-LL-01	PT-FLT-LL-02	PT-FLT-LL-03	PT-FLT-LL-04
	2-8 Decks	4-8 Decks	6-8 Decks	2-8 Decks
Queen of Hearts Pair with Dealer Blackjack	1000	1000	1000	100
Queen of Hearts Pair	200	150	125	100
Matched 20	25	20	19	25
Suited 20	10	9	9	10
Any 20	4	4	4	3
Queen of Hearts	Lose	Lose	Lose	2
Any Queen	Lose	Lose	Lose	1

Notes:

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Triggering events can be summarized and referred to as "First 2 Cards Equal 20" on the layout betspot.

Appendix E

21+3 House or Progressive

Hand	PT-BJS-213-01	PT-BJS-213-04	PT-BJS-213-07	PT-BJS-213-10
Three Aces or Kings (Specific Suit)	100%	100%	100%	100%
Three Aces or Kings (Suited)	100%	100%	\$2000	\$3000
Three-of-a-Kind (Suited)	\$125	\$150	\$150	\$200
Straight Flush	\$25	\$40	\$40	\$30
Three-of-a-Kind (Offsuit)	\$20	\$20	\$20	\$20
Straight	\$7	\$7	\$5	\$10
Flush	\$3	\$3	\$3	-

Hand	PT-BJS-213-02	PT-BJS-213-05	PT-BJS-213-08
Three Aces, Kings, or Queens (Specific Suit)	100%	100%	100%
Three Aces, Kings, or Queens (Suited)	100%	100%	\$2000
Three-of-a-Kind (Suited)	\$125	\$150	\$125
Straight Flush	\$25	\$40	\$40
Three-of-a-Kind (Offsuit)	\$20	\$20	\$20
Straight	\$6	\$7	\$6
Flush	\$2	\$2	\$2

Hand	PT-BJS-213-03	PT-BJS-213-06	PT-BJS-213-09	PT-BJS-213-11
Three Aces (Specific Suit)	100%	100%	100%	100%
Three Aces (Suited)	100%	100%	\$2000	\$3000
Three-of-a-Kind (Suited)	\$125	\$150	\$150	\$200
Straight Flush	\$25	\$40	\$40	\$30
Three-of-a-Kind (Offsuit)	\$20	\$20	\$20	\$20
Straight	\$7	\$7	\$5	\$10
Flush	\$3	\$3	\$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(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 off a fixed \$1 wager. The operator may select a different fixed wager. 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

Lucky Ladies House or Progressive

Triggering Events	Decks				
	2,4,5,6,8	2			
	PT-BJS-LL-26	PT-BJS-LL-27	PT-BJS-LL-28	PT-BJS-LL-36	PT-BJS-LL-29
Queen of Hearts Pair with Dealer Blackjack (Suit Specific)	100%	100%	100%	100%	100%
Queen of Hearts Pair with Dealer Blackjack (Suited)	100%	100%	100%	100%	100%
Queen of Hearts Pair with Dealer Blackjack	100%	100%	25%	10%	\$1000
Queen of Hearts Pair	\$200	\$200	\$250	\$250	\$200
Matched 20	\$25	\$20	\$50	\$50	\$50
Suited 20	\$10	\$10	\$10	\$10	\$10
Any 20	\$2	\$3	\$2	\$2	\$2

Triggering Events	Decks					
	4,5,6,8					
	PT-BJS-LL-30	PT-BJS-LL-31	PT-BJS-LL-32	PT-BJS-LL-33	PT-BJS-LL-34	PT-BJS-LL-35
Queen of Hearts Pair with Dealer Blackjack (Suit Specific)	100%	100%	100%	100%	100%	100%
Queen of Hearts Pair with Dealer Blackjack (Suited)	100%	100%	100%	100%	25%	\$3000
Queen of Hearts Pair with Dealer Blackjack	100%	100%	25%	750	10%	\$1000
Queen of Hearts Pair	\$250	\$150	\$200	\$150	\$250	\$150
Matched 20	\$30	\$20	\$25	\$25	\$25	\$25
Suited 20	\$10	\$10	\$10	\$10	\$10	\$10
Any 20	\$2	\$3	\$2	\$2	\$2	\$2

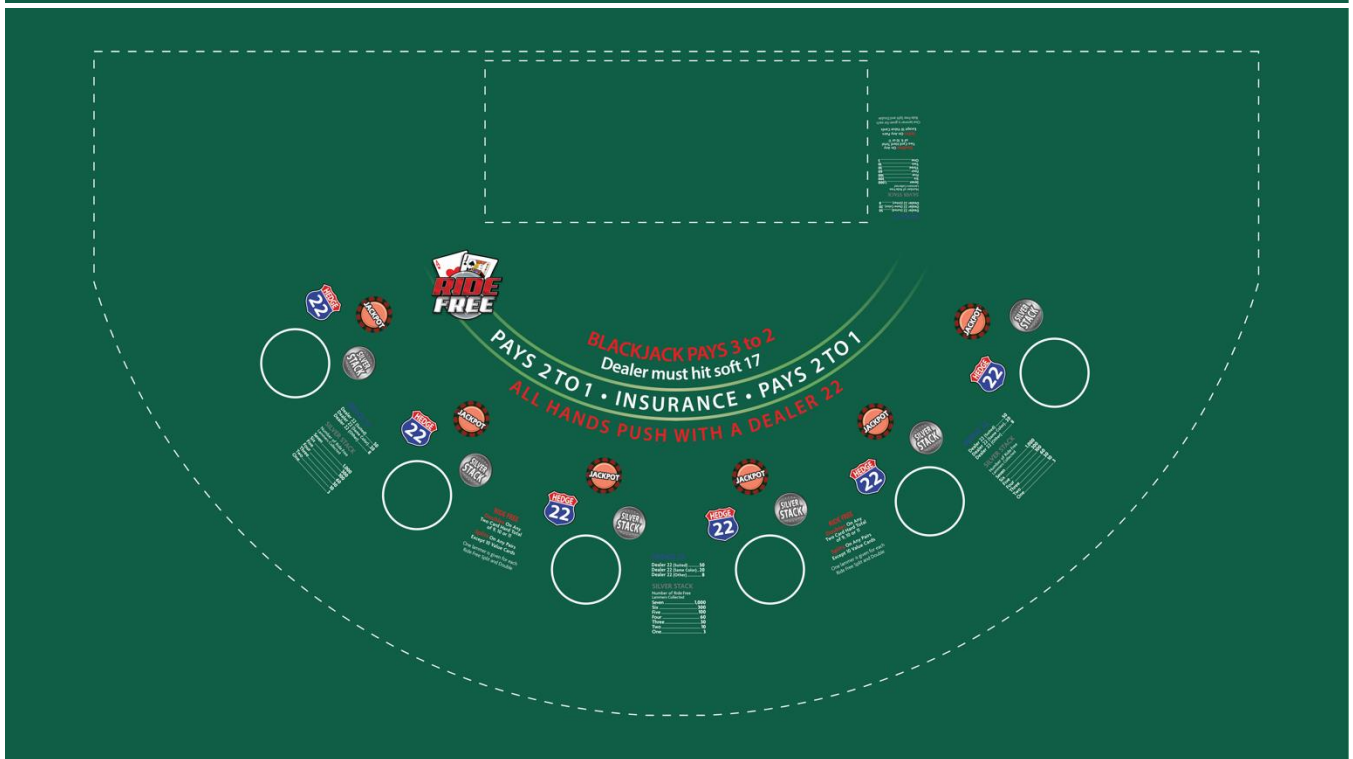
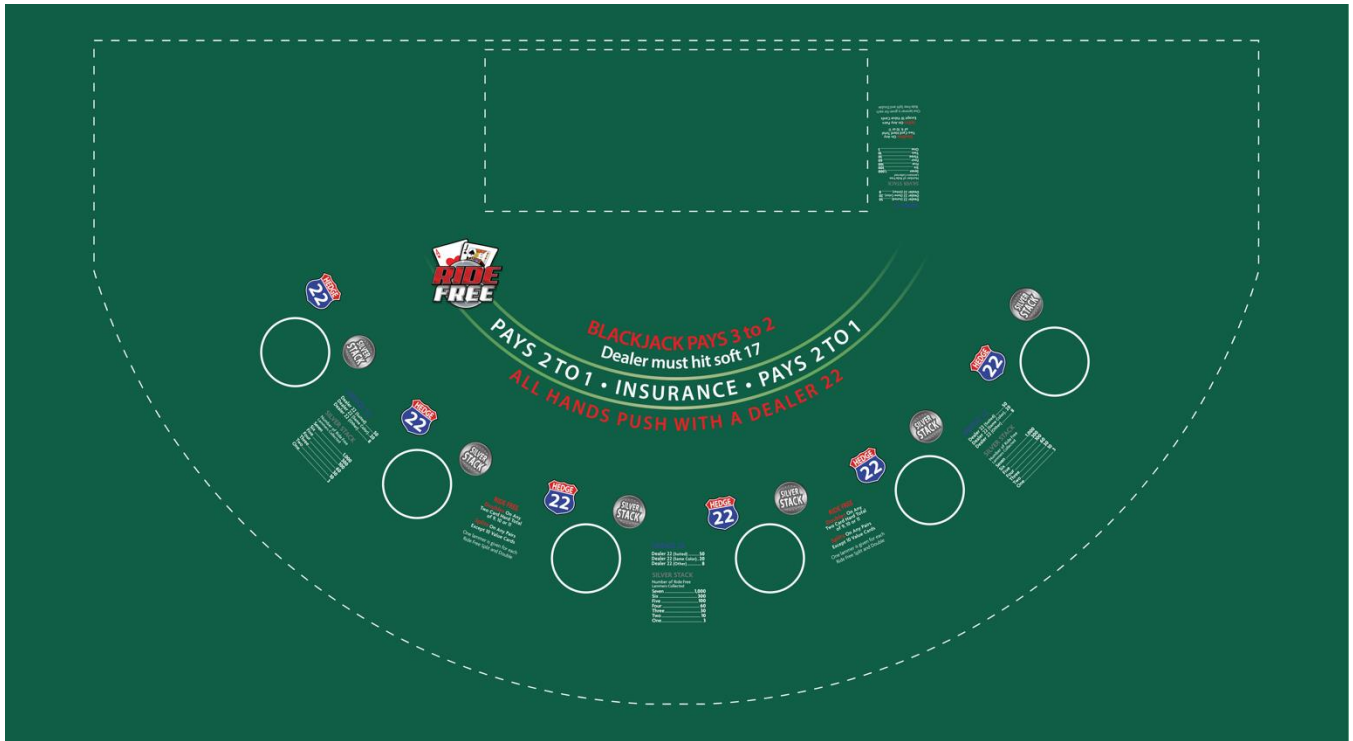
Paytable:	LL/JP 1	LL/JP 3	LL/JP 4	LL/JP 5	LL/JP 7	LL/JP 8	LL/JP 9	LL/JP 11	LL/JP 12	LL/JP 13
Decks:	1	2	2	2	4-5	4-5	4-5	5-8	5-8	5-8
Triggering Event										
Queen of Hearts pair with Dealer Blackjack in Hearts		100%	100%	100%	100%	100%	100%	100%	100%	100%
Queen of Hearts Pair with Dealer Blackjack - Suited		25%	100%	100%	25%	100%	100%	25%	100%	100%
Queen of Hearts Pair with Dealer Blackjack		10%	10%	100%	10%	10%	100%	10%	10%	100%
Queen of Hearts Pair		200	200	200	150	150	150			200
Pair of Queens w/ Dealer BJ	100%							125	125	125
Pair of Queens	25							25	25	25
Paired 20 (2 10's, 2 Jacks or 2 Kings)	9									
Matched 20		25	25	25	20	20	20	19	19	19
Suited 20		10	10	10	9	9	9	9	9	9

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 off a fixed \$1 wager. The operator may select a different fixed wager. 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

Example Layouts



TOP 3

First 2 Player Cards and Dealer Up Card make a 3 Card hand.

Suited Trips	270
Straight Flush	180
Trips	90

21+3

Straight Flush	9
Trips	9
Straight	9
Flush	9

All layout paytables are "to 1"

RIDE FREE

Double: On Any Two Card Hard Total of 9, 10 or 11

Split: On Any Pairs Except 10 Value Cards

One lammer is given for each Ride Free Split and Double

JACKPOT

FIRST 2 CARDS EQUAL 20

RIDE FREE

Double: On Any Two Card Hard Total of 9, 10 or 11

Split: On Any Pairs Except 10 Value Cards

One lammer is given for each Ride Free Split and Double

LUCKY LADIES

FIRST TWO CARDS:

Queen of Hearts Pair (With Dealer Blackjack)	1,000
Queen of Hearts Pair	125
Matched 20	19
Suited 20	9
Any 20	4

(Matched 20 is two identical cards)

21+3 XTREME

YOUR FIRST TWO CARDS AND DEALER UP CARD.

Straight Flush	30
Three of a Kind	20
Straight	10
Flush	5

All layout paytables are "to 1"

When used with two jackpot sensors.

RIDE FREE

BLACKJACK PAYS 3 TO 2
Dealer must hit soft 17

PAYS 2 TO 1 • INSURANCE • PAYS 2 TO 1

ALL HANDS PUSH WITH A DEALER 22

JACKPOT

HEDGE 22

SILVER STACK

RIDE FREE

Double: On Any Two Card Hard Total of 9, 10 or 11

Split: On Any Pairs Except 10 Value Cards

One lammer is given for each Ride Free Split and Double

INSURANCE

Dealer 22 (Insured)	50
Dealer 22 (Same Color)	20
Dealer 22 (Insured)	8

SILVER STACK

Number of Ride Free Lammers Collected

Seven	1,000
Six	500
Five	300
Four	150
Three	75
Two	30
One	15