



**STATE OF WASHINGTON
GAMBLING COMMISSION**

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

January 28, 2021

Sent via email to ahuysmans@galaxygaming.com

Ann Huysmans
Galaxy Gaming
6480 Cameron Street, Suite 305
Las Vegas, NV 89118

RE: Jackpot Amendment 2nd Sensor – 17 Games, Submission #3016

Dear Ann Huysmans:

We have reviewed the changes made to 16 card games. While the original submission was to change 17 card games, you withdrew your request for changes to one game. The game rules and layouts were updated for the below listed card games.

Based on our review of the documentation received from Galaxy Gaming, the Washington State Gambling Commission will approve the game rule changes under the conditions listed below:

3 Card Double Play Poker	Emperor's Challenge	Heads Up Hold'Em
21+3 Bonus or Progressive JP	Emperor's Challenge Exposed	High Card Flush
Cajun Stud	Four Card Frenzy	Player's Edge 21
Double Action Blackjack	Four Card Prime	Super 3 Card
Dueling For Dollars	Four Card Stud	Texas Shootout
		Triple Attack Blackjack

- The games shall be played and operated under the terms and conditions set forth under each set of game rules you provided and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate these games 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 games must be licensed by the state prior to the sale of the equipment.

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Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your games 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 games must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to game rules 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,



Tina Griffin
Assistant Director
Licensing, Regulation, and Enforcement Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Cathy Harvey, 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

“Texas Shootout™” is a house-banked table game variation of “Texas Hold’em” poker. Texas Shootout is played using six standard decks of 52 cards each, dealt from a shoe by a house dealer. Texas Shootout also contains 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

1. Players must place a primary wager, and may place any optional bonus wagers, to receive four cards. The dealer also receives a four-card hand.
2. Each player determines which two of their four cards they wish to play and discards the two unused cards. Alternatively, the player may “split” their four-card hand into two, two-card hands, match their original wager, and play both hands.
3. Once all player decisions are complete, the dealer exposes their hand and determines which two of the four cards they will play according to a predetermined “house-way” strategy which follows:
 1. Highest Pair, 8’s or Better
 2. Ace – Jack or Better
 3. Any Pair Suited
 4. Any Pair Unsuited
 5. Ace High Suited
 6. Ten – Jack or Better Suited
 7. Ten – Jack or Better Unsuited
 8. Ace High Unsuited
 9. Face Card High Suited
 10. Face Card High Unsuited
 11. Connected Cards Suited
 12. Connected Cards Unsuited
 13. Two Highest Cards Suited
 14. Two Highest Cards Unsuited
4. The dealer deals five community cards, face up, in the center of the table which, are used by each player and the dealer in combination with their two-card hand to make the best possible five-card poker hand.
5. The object of the game is for the player to have a higher-ranking poker hand than the dealer. Since six decks are used, the five-card poker hand rankings are modified from the standard poker rankings. The ranking of hands from best to worst is as follows:

1. Five-of-a-Kind, Suited
2. Straight Flush (A-K-Q-J-10 is the highest and A-2-3-4-5 is the lowest straight flush.)
3. Five-of-a-Kind
4. Four-of-a-Kind
5. Full House
6. Flush
7. Straight (A-K-Q-J-10 is the highest and A-2-3-4-5 is the lowest straight.)
8. Three-of-a-Kind
9. Two Pair
10. One Pair
11. High Card

Note that a flush can be composed of pairs or triplets, which are ignored. For example, the following are valid flushes:

- K♥-9♥-7♥-7♥-5♥
- Q♣-Q♣-6♣-6♣-3♣
- J♠-8♠-8♠-8♠-2♠

- Q♣-Q♣-6♣-6♣-3♣ beats J♠-8♠-8♠-8♠-2♠.
- K♥-9♥-7♥-7♥-5♥ beats both Q♣-Q♣-6♣-6♣-3♣ and J♠-8♠-8♠-8♠-2♠.

6. If a player has a higher-ranking hand than the dealer, their hand is declared a winner and is paid even money. If a player has a lower hand, it is declared a loser. If the player's hand and the dealer's hand are of identical ranking, the result is a push if the player placed a Quick Draw wager (described below) equal to or greater than their Texas Shootout wager. If the player did not place the qualifying Quick Draw wager, the player loses their Texas Shootout wager.

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

Texas Shootout also contains several optional bonus wagers. Casino operators choose which of the bonus wagers they will offer, subject to the limitations stated above.

Quick Draw

A player wins and is paid at odds on their Quick Draw wager if the player's first four cards have achieved a pre-determined triggering event according to the corresponding payable (see Appendix "A"). If the player's Quick Draw wager is equal to or greater than their Texas Shootout wager, a tying Texas Shootout hand with the dealer results in a push instead of a loss.

Shootout Bonus

A player wins their Shootout Bonus wager if their hand (consisting of their two cards and five community cards) has achieved a pre-determined winning triggering event according to the corresponding payable (see Appendix “B”). If a player splits their hand and previously placed a Shootout Bonus wager they may either select which hand is used to determine qualification of the Shootout Bonus or match their wager and play both hands. Shootout Bonus has three alternative bonus features – Color Bonus, Envy Bonus or Share the Wealth Bonus. In the event the Player’s Shootout Bonus wager equals or exceeds a certain pre-determined minimum, (e.g. five dollars), in addition to the prize awarded according to the Shootout Bonus payable, the player may qualify for one of the three bonus features.

Only one of the three bonus features may be incorporated with Shootout Bonus and in the event either the Envy Bonus or Share the Wealth Bonus feature is used, they may not also be used with any other bonus wager. The three bonus features are:

Color Bonus

A Color Bonus prize is awarded when all of the cards in the player’s seven-card hand, (consisting of their two cards and the five community cards) are of the same color (e.g. all red or all black).

Envy Bonus

An Envy Bonus prize is awarded when any hand other than the player’s hand associated with the Envy Bonus wager at the same table achieves a pre-determined winning triggering event posted on the corresponding payable. A player may not win an Envy Bonus prize on their own hand of cards which was associated with the wager qualifying for the Envy Bonus or on the dealer’s hand. If a player is playing more than one hand of cards, one of their hands may be used as the winning triggering event for the other.

Share the Wealth Bonus

A Share the Wealth Bonus prize is awarded when any hand at the same table other than the dealer’s hand achieves a pre-determined winning triggering event posted on the corresponding payable. A player may also win a Share the Wealth Bonus prize if their hand with the qualifying Share the Wealth wager achieves the winning triggering event.

Bonus 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 Bonus Jackpots
- All jackpots on a table must be of a single jackpot type (Bonus or Progressive)
- Operators can only offer one jackpot game option per sensor

Bonus Jackpot or Progressive Jackpot

A player wins the “Bonus Jackpot” or “Progressive Jackpot” (collectively “Jackpot”) wager, if their hand (consisting of their two cards and the five community cards) has achieved a pre-determined winning triggering event according to the corresponding payable (see Appendix “C”). If the player placed a wager for the Jackpot and splits their initial four-card hand into two hands, each two-card hand qualifies to win the Jackpot, without the requirement for an additional wager.

Bonus or Progressive Jackpot Definition

If operated as a **Bonus Jackpot**, the table display does not increment after each wager is placed. All Bonus Jackpot displays must include the following language: "Bonus 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 Bonus 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 bonus or a progressive game.

Appendix "A"

Quick Draw Paytables

The player's first four cards are compared to one of the paytables below:

Paytable Triggering Event	PT-FLT- TS-QD-01	PT-FLT- TS-QD-02	TPT-FLT- TS-QD-03	PT-FLT- TS-QD-04	PT-FLT- TS-QD-05	PT-FLT- TS-QD-06	PT-FLT- TS-QD-07	PT-FLT- TS-QD-08
Four of a Kind, Suited	500	200	250	200	100	200	100	100
Royal Flush	250	100	125	100	50	100	50	50
Straight Flush	75	50	75	60	30	50	30	25
Four of a Kind	40	20	30	25	12	20	12	12
Straight	10	10	9	9	5	5	5	6
Flush	8	9	7	7	4	4	5	5
Three of a Kind	7	7	5	5	3	3	3	3
Two Pair	5	5	3	3	2	2	2	2
Suited Pair	3	3			1	1	1	1
Pair of Jack's or Better	1	1	2	2	1	1	1	1
Pair of 8's or Better			2	2	1	1	1	1
Any Pair					1	1	1	1

Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. A Royal Flush is Ace, King, Queen and Jack in suit.

Appendix “B”

Shootout Bonus Paytables

Shootout Bonus

Triggering Event	PT-FLT-TS-SB-01	PT-FLT-TS-SB-02	PT-FLT-TS-SB-03	PT-FLT-TS-SB-04	PT-FLT-TS-SB-05	PT-FLT-TS-SB-06
5 of a Kind, Suited	5,000	1,000	1,000	1,000	500	1,000
Royal Flush	500	200	200	200	150	200
Straight Flush	100	75	75	75	75	75
5 of a Kind	50	40	40	40	40	40
4 of a Kind	5	7	7	7	7	7
Full House	3	3	3	3	2	2
Flush	2	2	2	2	2	2
Straight	1	1	2	1	2	2
3 of a Kind				Push	Push	Push

Bonus Features

Envy or Share the Wealth Bonus

If any player has a 5 of a Kind or better, then players who made at least a \$5 Shootout Bonus wager will receive an Envy or Share the Wealth Bonus below:

Paytable Triggering Event	PT-FLT-TS-SB-E01	PT-FLT-TS-SB-E02
5 of a Kind, Suited	\$1,000	\$500
Royal Flush	\$250	\$200
Straight Flush	\$50	\$50
5 of a Kind	\$10	\$10

Color Bonus

Triggering Event	Paytable	TS/CB 1	TS/CB 2	TS/CB 3
7 Cards, Same Color		\$30	\$25	\$20

Notes:

1. All odds shown above are “to 1,” except Envy Bonus, Share the Wealth Bonus and Color Bonus.
2. Only the highest qualifying hand is paid.
3. Either the Envy Bonus or Share the Wealth Bonus may be offered on a table, but not both.
4. If a player splits the hand, they have the option to place another bet on the split hand equal to their original Shootout Bonus wager. If they do not choose to increase their wager, they must select which hand their Shootout Bonus is connected to. The Color Bonus only applies when there is a qualifying wager associated with the corresponding split hand(s).
5. Should a player split their hand, then both hands not only can qualify for the Envy Bonus or Share the Wealth Bonus but also are used for qualifying purposes for other players.

Appendix "C"

Jackpot Paytables

The player is wagering that the best five cards, selected from the two cards in their hand combined with the five community cards, will match one of the winning triggering events displayed on the payable below. If a player splits their initial four card hand into two hands, each of their two card hands individually qualify to win. In the unlikely event that two players simultaneously obtain the highest triggering event, they split the jackpot equally.

Triggering Event	PT-BJS-TS- JP-01	PT-BJS-TS- JP-02	PT-BJS-TS- JP-03	PT-BJS-TS- JP-04	PT-BJS-TS- JP-05	PT-BJS-TS- JP-06
5 of a Kind, Suited	100%	100%	100%	100%	100%	100%
Royal Flush	\$500	10%	25%	50%	100%	100%
Straight Flush	\$100	\$100	\$100	\$100	\$175	\$200
5 of a Kind	\$50	\$50	\$50	\$50	\$50	\$40
4 of a Kind	\$5	\$5	\$5	\$5	\$20	\$20
Full House	\$3	\$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. 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 "D"

Example Layouts



When two jackpot sensors are used.

Player's first four cards	Payout
Four of a Kind (Suited)	200
Royal Flush	100
Straight Flush	50
Four of a Kind	20
Straight	5
Flush	4
Three of a Kind	3
Two Pair	2
Any Pair	1

Player's Hand	Payout	Envy Bonus*
Five of a Kind (Suited)	1,000	\$1,000
Royal Flush	200	\$250
Straight Flush	75	\$50
Four of a Kind	40	\$10
Full House	7	
Flush	3	
Straight	2	
Three of a Kind	1	PUSH

*\$5 or larger bet qualifies for Envy Bonus payout. Dealer hand never qualifies for any bonuses.

All layout paytables are "to 1".
Only the highest qualifying hand is paid.