



STATE OF WASHINGTON
GAMBLING COMMISSION

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

April 23, 2015

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

RE: 3 Card Double Play Poker

Dear Ms. Rieger,

Thank you for requesting approval to market the card game "3 Card Double Play Poker" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Galaxy Gaming Inc., the Washington State Gambling Commission will approve the game under the conditions listed below:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "3 Card Double Play Poker – Rules of Play" you provided and are enclosed.
- 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

- The game shall be played and operated under the terms and conditions set forth under the "3 Card Double Play Poker – Rules of Play" you provided and are enclosed.
- 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.



Ms. Rieger
April 23, 2015
Page 2 of 2

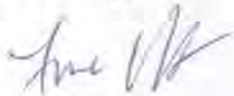
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. 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 Operations Division

Enclosure

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File



Washington State



Galaxy Gaming

6767 SPENCER STREET ♦ LAS VEGAS, NEVADA 89119 ♦ (702) 939-3254 ♦ FAX: (702) 939-3255
WWW.GALAXYGAMING.COM

April 17, 2015

Three Card Double Play Rules

Three Card Double Play (the “**Game**”) is a house-banked poker card game played with one standard 52-card deck of playing cards. The object of the Game is for the player to have two Three-card hands produced from six cards where both player hands are higher than one Three-card hand that the dealer’s makes from five cards. Additionally, the Game offers several optional bonus wagers.

Casino operators choose which wagers they will offer and the minimum and maximum wagering limits, subject to the limitations and definitions in WAC 230-15-040¹, WAC 230-15-140 and any other rules or restrictions mandated by the appropriate gaming regulatory agency or as contained within these Rules of Play. On games where there are more than four wagering options for players, the players are limited to wagering on a maximum of four of the options. Card room operators are required to post this four wagering spot restriction on the layout of the game.

Main Game Wagers

1. The player makes two equal wagers, denoted as “High Hand” and “Low Hand” in the player’s wagering area.
2. After the players have made their wagers (and any optional bonus wagers), each player will get six cards. The Dealer will get five cards, showing none of the cards until players have all set their hands.
3. The player then separates the six cards into two Three-card hands, with the player’s higher hand being placed face-down into the High Hand box, and the lower hand is placed face-down into the Low Hand box.
4. The player may double down by placing two wagers, equal in size to each hand’s original wager, over each face-down hand. If the player doubles, then two equal double down wagers must be made, one for each hand side (High Hand and Low Hand).
5. The hands are ranked in the following order from highest to lowest:
 - Mini-Royal
 - Straight flush
 - Trips
 - Straight
 - Flush
 - One pair
 - High cards
6. The dealer’s hand is revealed. The dealer selects his best three-card hand from the five card hand, and discards the two cards that are not used.
7. After the dealer’s hand is formed, the player’s two hands are compared to the dealer’s single hand, with the higher hand winning. In cases of any three-card card hand copies, the player wins the comparison result.
8. If the dealer’s hand is higher than the player’s two hands, the High Hand wager and Low Hand wager are lost, in addition to any double down bets, if they were made.

¹ - All references to rules contained within the Washington Administrative Code are not applicable to tribal gaming operations.

9. If the player's High Hand is higher or equal to the dealer's hand, and the player's Low Hand is lower than the dealer's hand:
 - a) The High Hand wager and the High Hand double down wager, if made, will be paid one-to-one.
 - b) The Low Hand wager, and the Low Hand double down wager, if made, will lose.

10. If BOTH of the player's hands are higher or equal to the dealer's hand, then:
 - a) The High Hand wager, (along with its double down wager if made), are paid even money.
 - b) The Low Hand wager, (along with its double down wager if made), are paid according to the payable in Appendix "A."

Optional Bonus Wagers

The game also contains several optional bonus bets. Casino operators choose which of the bonus wagers they will offer. The bonus wagers are:

Pick-3 Wager

A Pick-3 bonus wager is made before the start of a round of play. A player wins if one or both of their three-card hands consists of a triggering event. See Appendix “B.”

Pick-5 Wager

A Pick-5 wager is made before the start of a round of play. A player wins if they have a winning five-card poker element in their six-card hand. See Appendix “C.”

Bonus Jackpots

The Jackpot wagers are made prior to the start of a round of play. The Jackpot systems are optional, and an operator may elect to offer Three Card Double Play without the Jackpot systems. There are two Jackpot wagers offered:

Super-3's Jackpot

The player is wagering that their original Six-card hand consists of one or more strong three-card hands to trigger one of the winning triggering events shown in the posted payable (Appendix “D”).

Super-Six Jackpot

The player is wagering that their best six-card hand consists of one of the winning five or six-card poker hands shown in the posted payable (Appendix “E”).

Appendix "A"

Low Hand Bonuses

Low Hand win bonus	LWB1	LWB2	LWB3	LWB4	LWB5	LWB6	LWB7
Mini-Royal in Low side	50	2	50	2	50	2	Bonus
Straight Flush	10	2	10	2	10	2	Bonus
Trips	5	2	5	2	5	2	Bonus
Straight	4	2	3	2	3	2	Bonus
Flush	3	2	3	2	2	2	Bonus
Pair	1.5	2	1.5	2	2	2	Bonus
High Cards	1.5	2	1.5	1.5	1	1	Bonus

Notes:

1. All odds shown above are "to 1."
2. Bonus amounts are at the discretion of the operator.

Appendix “B”

Pick-3 Wager

Triggering Event	P3-1	P3-2	P3-3	P3-4	P3-5	P3-6	P3-7	P3-8	P3-9
Double Mini-Royal	500	500	500	200	200	200	500	200	Bonus
Mini-Royal + Trips/SF	100	200	200	100	100	100	200	100	Bonus
Double Trips/SF	50	100	100	50	50	50	100	50	Bonus
One Mini-Royal	20	50	30	30	25	40	40	15	Bonus
Single Trips or SF	5	5	6	6	5	6	6	5	Bonus
Double pairs	2	1	1	1	2	1	1	2	Bonus
Other	Loss	Loss	Loss	Loss	Loss	Loss	Loss	Loss	Loss

Triggering Event	P3-10	P3-11	P3-12	P3-13	P3-14	P3-15	P3-16	P3-17
Double Mini-Royal	500	500	500	500	500	500	30	Bonus
Mini-Royal + Trips/SF	100	100	200	100	200	200	30	Bonus
Double Trips/SF	50	50	100	50	100	40	5	Bonus
One Mini-Royal	20	25	25	30	30	15	30	Bonus
Single Trips or SF	5	5	5	5	5	6	5	Bonus
Double Flush or Straight	5	5	5	5	5	5	5	Bonus
Other	Loss	Loss	Loss	Loss	Loss	Loss	Loss	Loss

Notes:

1. All odds shown above are “to 1.”
2. Double Flush or Straight poker components must not have any overlapping cards that are used in both components of a “double type” win. A♠-K♠-Q♠-Q♦-Q♥-2♣ is mini-Royal with a pair of Queens, not a mini-Royal plus a three-of-a-kind. A♠-K♠-Q♠-J♠-9♦-6♥ is NOT both a Mini-Royal and King-high straight flush, it is a mini-Royal plus the jack of spades.
3. The Pick-3 wager is independent of the main game’s results.
4. Bonus amounts are at the discretion of the operator.

Appendix “C”

Pick-5 Wager

Pick-5 wager	P5-1	P5-2	P5-3	P5-4	P5-5	P5-6
Royal	500	500	500	500	500	Bonus
Straight Flush	100	100	100	100	100	Bonus
Quads	40	40	50	75	50	Bonus
Full House	15	15	15	15	20	Bonus
Flush	10	10	10	10	10	Bonus
Straight	5	6	6	6	6	Bonus
Trips	3	3	3	3	3	Bonus
Two Pairs	2	2	2	2	2	Bonus
Other	Loss	Loss	Loss	Loss	Loss	Loss

Notes:

1. All odds shown above are “to 1.”
2. The Pick-5 wager considers the player’s full six-card hand to form the best 5-card poker hand.
3. The Pick-5 wager is independent of the main game’s results.
4. Bonus amounts are at the discretion of the operator.

Appendix “D”

Super-3’s Jackpot

Triggering Event	S3J-1	S3J-2	S3J-3	S3J-4	S3J-5
Double Mini-Royal	100%	100%	100%	100%	Jackpot
Mini-Royal with SF	10%	10%	100%	\$1,000	Bonus or Jackpot
Mini-Royal with Trips	\$1,000	10%	\$1,000	\$1,000	Bonus
Double Trips/SF	\$400	\$500	\$400	\$400	Bonus
One Mini-Royal	\$50	\$50	\$50	\$50	Bonus
One Trips or SF	\$3	\$3	\$3	\$3	Bonus
Other	\$0	\$0	\$0	\$0	Bonus

Notes:

1. All odds shown above are “for 1.”
2. Only the highest qualifying hand is paid.
3. The Super-3’s Jackpot is independent of the main game’s results.
4. Prizes shown as a percentage means the player receives that percentage of the corresponding displayed Jackpot(s), which is divided equally among all qualifying players.
5. Prizes shown as a dollar amount means the player receives a fixed dollar amount regardless of the amount wagered, provided that, a minimum amount may be required to qualify for certain bonus features.
6. “Bonus” and “Jackpot” amounts are components of a posted, variable jackpot amount. “Jackpot” represents prizes that are a percentage of the amount shown on the meter. “Bonus” amounts represent fixed payouts.
7. When operated as a Daily Bonus Jackpot, the Jackpot Amount is at the discretion of the casino operator. Prizes are set by the casino operator and are required to be displayed at each gaming table. Prizes displayed are considered property of the casino until won by one or more players. Each Bonus Jackpot display 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.”
8. When operated as a progressive, rules for jackpot prizes for commercial casino operators are contained within 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.
9. A player’s Jackpot wager must be one dollar only.

Appendix “E”

Super-Six Jackpot

Triggering Event	S6J-1	S6J-2	S6J-3	S6J-4	S6J-5
Six-card Straight Flush	100%	100%	100%	100%	Jackpot
Five-card Royal Flush	10%	10%	10%	10%	Jackpot
Five-card straight flush	\$400	\$400	\$400	\$400	Bonus
Four of a kind	\$75	\$75	\$75	\$75	Bonus
Full House	\$15	\$20	\$20	\$20	Bonus
Flush	\$12	\$10	\$15	\$15	Bonus
Straight	\$10	\$10	\$8	\$6	Bonus
Three of a kind of less	\$0	\$0	\$0	\$0	Bonus

Notes:

1. All odds shown above are “for 1.”
2. Only the highest qualifying hand is paid.
3. The Super-Six Jackpot is independent of the main game’s results
4. Prizes shown as a percentage means the player receives that percentage of the corresponding displayed Jackpot(s), which is divided equally among all qualifying players.
5. Prizes shown as a dollar amount means the player receives a fixed dollar amount regardless of the amount wagered, provided that, a minimum amount may be required to qualify for certain bonus features.
6. “Bonus” and “Jackpot” amounts are components of a posted, variable jackpot amount. “Jackpot” represents prizes that are a percentage of the amount shown on the meter. “Bonus” amounts represent fixed payouts.
7. When operated as a Daily Bonus Jackpot, the Jackpot Amount is at the discretion of the casino operator. Prizes are set by the casino operator and are required to be displayed at each gaming table. Prizes displayed are considered property of the casino until won by one or more players. Each Bonus Jackpot display 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.”
8. When operated as a progressive, rules for jackpot prizes for commercial casino operators are contained within 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.
9. A player’s Jackpot wager must be one dollar only.

Appendix “X” Equipment

Game play is conducted on a table layout and may also include electronic gambling equipment such as bet detection equipment and visual payable and jackpot displays. The rules of play of the game are identical regardless of whether or not electronic gambling equipment is incorporated or which version is used. If the use of equipment changes the dealing procedures for the game, they are reflected in the casino operator’s dealing procedures and/or internal controls. Galaxy Gaming’s Bonus Jackpot System is approved for this game.

The Bonus Jackpot System is an electronic system comprising of two sub-systems known as the Bet Tabulator System and TableVision. The Bet Tabulator System collects and tabulates the number of wagers placed at a table. Only the total number of wagers are tabulated – the dollar amount of each wager is not determined. One sensor is required for each wager counted. After players have placed their wagers, the dealer pushes a button on the dealer control panel to register all wagers on the table. If a wager is present, it is recorded. If the wager is to be removed prior to game play,² the sensor detecting the wager triggers one or more LED light(s) indicating each wager counted. These LED light(s), which are either on the dealer control pad or directly on the sensor, remain lit during the current round until the dealer presses the button for the next round. The TableVision System is an electronic display system that is used to display jackpot amounts, paytables and other information at the gaming table. Information displayed on this media is controlled by the casino operator. The functionality of collecting wager information and displaying available prizes permits operators to use these products to provide promotions, bonus jackpots or progressive jackpots. In the event the Bonus Jackpot System is not functioning, the casino operator’s dealing procedures and/or internal controls determine the methodology used to operate the game during equipment malfunction.

There are various models of the Bonus Jackpot System currently approved in Washington. They are referred to as the Milky Way Series and the Andromeda Series – Stage 3c and Stage 3d (aka “Andromeda-3”). Information regarding each of the approved systems follows.

Milky Way

Milky Way’s Bet Tabulator System and the TableVision System are used in concert with one another. Milky Way is limited to detecting one wager per player position and up to a total of seven player positions. Small LED lights on the dealer control panel indicate each player position wager counted, and the LED remains lit during the current round. The count of the wagers for each hand is recorded on an electronic non-resettable LCD counter.

Milky Way’s TableVision System uses an LED display and an LCD photo frame display which are adjustable by casino control. The LED display is changed either by a remote control supplied by the sign’s manufacturer or by a computer that is temporarily plugged into the sign to modify the display. The LCD display is an electronic photo frame commonly found on

² - An example of a wager removal is when the wager amount is predetermined such as a \$1 progressive wager. The dealer records the wager (which is a fixed amount) then collects the wager and deposits it into the chip tray. In this instance, an indicator light is necessary to confirm that the wager was placed.

shelves in most retail stores. Images displayed on the LCD electronic photo frame are copied first onto a removable SD storage chip and then inserted into the device.

Andromeda-3

Andromeda-3's Bet Tabulator System is capable of detecting up to six sensors per player position and up to sixteen player positions. The dealer control panel does not have the LED indicator lights as in Milky Way, rather each sensor position use LED indicator lights, if visible wager detection is required.³

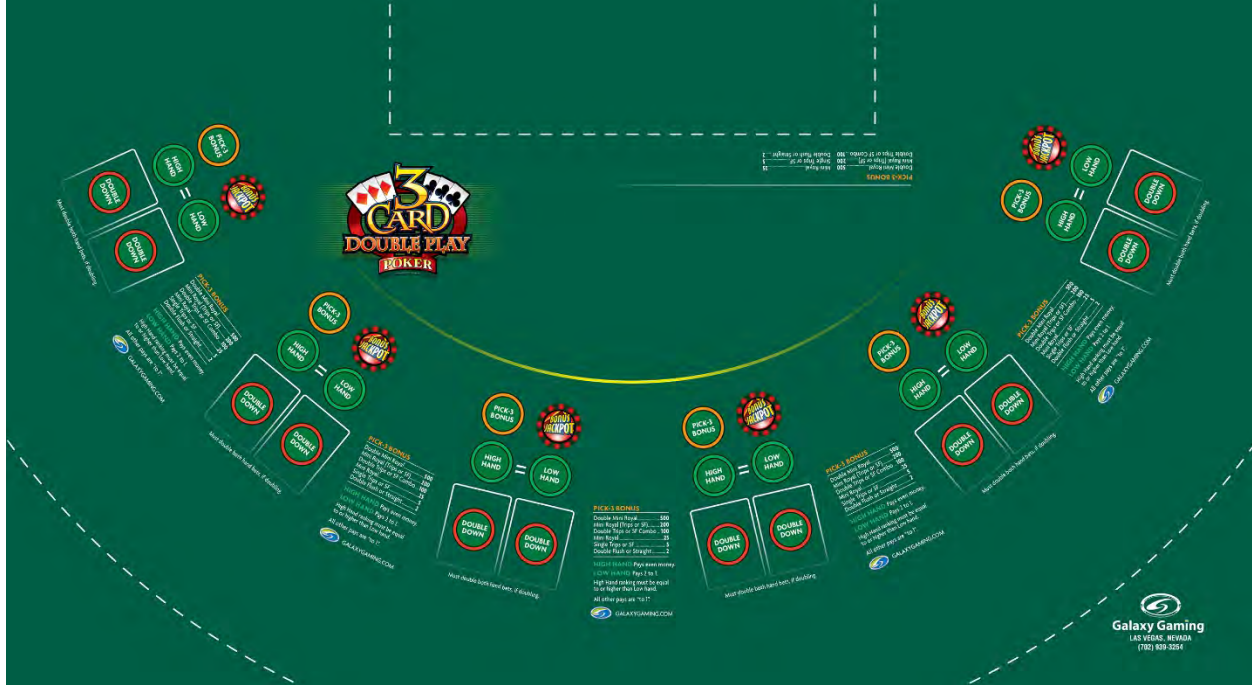
Andromeda-3's TableVision System uses a computer monitor powered by a computer/server located on the casino property. Images for the display are controlled by the casino operator via the computer/server.

Approved versions for use in Washington State are Andromeda-3c and Andromeda-3d.

³ - Visible wager detection is required whenever a wager is removed. For example, if a player places a fixed wager that pays a prize that is "for 1," typically the wager is first recorded then removed by the dealer prior to the start of play. Conversely, if the wager is a variable amount and the prize paid is "to 1," then the wager must remain on the table layout (to determine the prize amount to be paid) and there is no need for a visible indicator.

Appendix "F"


Layout



PICK-3 BONUS

Double Mini Royal	500
Mini Royal (Trips or SF)	200
Double Trips or SF Combo	100
Mini Royal	25
Single Trips or SF	5
Double Flush or Straight	2

HIGH HAND Pays even money.
LOW HAND Pays 2 to 1.
 High Hand ranking must be equal to or higher than Low hand.
 All other pays are "to 1".

 GALAXYGAMING.COM