

DOUBLE ACTION **BLACKJACK**

RULES OF PLAY



GALAXY GAMING

6980 O'Bannon Drive ❖ Las Vegas, Nevada 89117 ❖ (702) 939-3254 ❖ FAX: (702) 939-3255

www.galaxygaming.com

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Double Action Blackjack

“Double Action Blackjack” is standard house-banked blackjack but with optional house-banked bonus wagers. All rules pertaining to standard blackjack as posted on the WSGC’s website under “Authorized Games” remain the same and are not altered in this game. Casino operators choose which of the bonus wagers they will offer, subject to the limitations and definitions in WAC 230-15-040, WAC 230-15-140 and any restrictions 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. One of the four wagers must be limited to \$5.00. Card room operators are required to post this four wagering spot restriction on the layout of the game. Each bonus wager may be made at the player’s option and there is no effect on the primary game of blackjack and no changes in player strategy. 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. 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. The bonus wagers are summarized as follows:

Note: Licensees may establish an aggregate limit as permitted by WAC 230-40-810.

“Double Action Blackjack” can be played with 2, 4, 5, 6 or eight decks of cards. The cards used are standard 52 card decks.

The bonus wagers for “Double Action Blackjack” are summarized as follows:

Double Action

The player wins their Double Action wager if the combination of the player’s first two cards and the dealer’s face up card match one of a group of predetermined events according to the corresponding payable (see Appendix “A”). A player must make their Double Action wager before any cards are dealt.

2nd Action

The player wins their 2nd Action wager if the combination of the player’s first two cards and the dealer’s face down (hole) card match one of a group of predetermined events according to the corresponding payable (see Appendix “A”). A player must make their 2nd Action wager before any cards are dealt. If the 2nd Action bonus wager is included, the Match Madness may not be used.

Match Madness

The player wins their Match Madness wager if one or more of the three face up cards (player’s first two cards and dealer’s up card) match the rank of the dealer’s hole card. Awards are are paid according to the corresponding payable (see Appendix “B”). A player must make their Match Madness wager before any cards are dealt. If the Match Madness bonus wager is included, the 2nd Action may not be used. NOTE: Match Madness cannot be played with 2 decks.

Rules of Play

- 1) Players are required to place a wager on the Blackjack wager in order to play the game.
- 2) Players have the option to place a wager on either, both or neither of the Bonus Wagers.
- 3) Once all wagers are placed, the dealer shall deal the game according to the rules of a standard Blackjack game.
- 4) After dealing the first two cards to all players and the dealer, The dealer shall pay or collect the Double Action bonus wager accordingly from right to left.
- 5) Dealer shall start the Blackjack game. Players will have the option to hit, stay, double down or split on their first two cards, according to the house rules.
- 6) Dealer shall collect the wagers from the busted hands, and pay the wagers for the Natural hands (first two cards 21) for the Blackjack game.
- 7) Dealer should leave at least the first two cards on the table from busted hands and Natural hands if the player has a wager on the 2nd Action or Match Madness bonus wager.
- 8) Dealer shall turn over their hole card.
- 9) Dealer shall pay or collect the 2nd Action or Match Madness bonus wager accordingly from right to left.
- 10) Dealer shall finish the Blackjack game.

APPENDIX “A”

The Pay Tables in this section are applicable for both the Double Action and the 2nd Action bonus wagers. The Statistics in this section are calculated using mathematical probability methods.

Two Decks (all pays are “to 1”)

Paytable Name	DA2/1	DA2/2	DA2/3
Triggering Event			
Straight Flush	55	50	20
3 of a Kind	25	25	10
Straight	6	6	5
Flush	4	3	4
Match	1	1	2
House Advantage	3.48%	10.00%	7.69%

Four Decks (all pays are “to 1”)

Paytable Name	DA4/1	DA4/2	DA4/3	DA4/4	DA4/5	DA4/6
Triggering Event						
Suited 3 of a Kind	200	150	100	100	200	200
Straight Flush	50	50	50	45	45	40
3 of a Kind	21	20	20	20	20	20
Straight	6	6	6	6	6	6
Flush	3	3	3	3	3	3
Match	1	1	1	1	1	1
House Advantage	5.53%	6.71%	7.42%	8.46%	7.05%	8.09%

Five Decks (all pays are “to 1”)

Paytable Name	DA 5/1	DA5/2	DA5/3	DA5/4	DA5/5	DA5/6
Triggering Event						
Suited 3 of a Kind	200	150	100	100	100	100
Straight Flush	50	50	50	45	50	50
3 of a Kind	21	20	20	20	20	10
Straight	6	6	6	6	6	6
Flush	3	3	3	3	2	3
Match	1	1	1	1	1	1
House Advantage	4.11%	5.50%	6.40%	4.39%	12.20%	11.33%

Six Decks (all pays are “to 1”)

Paytable Name	DA6/1	DA6/2	DA6/3	DA6/4	DA6/5
Triggering Event					
Suited 3 of a Kind	200	150	100	100	100
Straight Flush	50	50	50	45	50
3 of a Kind	21	20	20	20	20
Straight	6	6	6	6	6
Flush	3	3	3	3	2
Match	1	1	1	1	1
House Advantage	3.12%	4.66%	5.70%	4.42%	11.54%

Eight Decks (all pays are “to 1”)

Paytable Name	DA8/1	DA8/2	DA8/3	DA8/4	DA8/5
Triggering Event					
Suited 3 of a Kind	150	150	100	100	100
Straight Flush	50	50	50	45	50
3 of a Kind	21	20	20	20	20
Straight	6	6	6	6	6
Flush	3	3	3	3	2
Match	1	1	1	1	1
House Advantage	3.07%	3.58%	4.81%	4.39%	10.69%

APPENDIX “B”

The Pay Tables in this section are applicable Match Madness bonus wager. The Statistics in this section are calculated using mathematical probability methods.

Four Decks (all pays are “to 1”)

Paytable Name	MM4/1	MM4/2
Triggering Event		
Triple Suited (3 cards match hole card exactly)	1000	100
Triple Match (3 cards match hole card rank)	100	50
Double Match (2 cards match hole card rank)	20	10
Suited Match (1 card matches hole card exactly)	6	7
Unsuited Match (1 card matches hole card exactly)	1	2
House Advantage	11.10%	7.67%

Five Decks (all pays are “to 1”)

Paytable Name	MM5/1	MM5/2
Triggering Event		
Triple Suited (3 cards match hole card exactly)	1000	100
Triple Match (3 cards match hole card rank)	100	50
Double Match (2 cards match hole card rank)	20	10
Suited Match (1 card matches hole card exactly)	6	7
Unsuited Match (1 card matches hole card exactly)	1	2
House Advantage	8.20%	5.34%

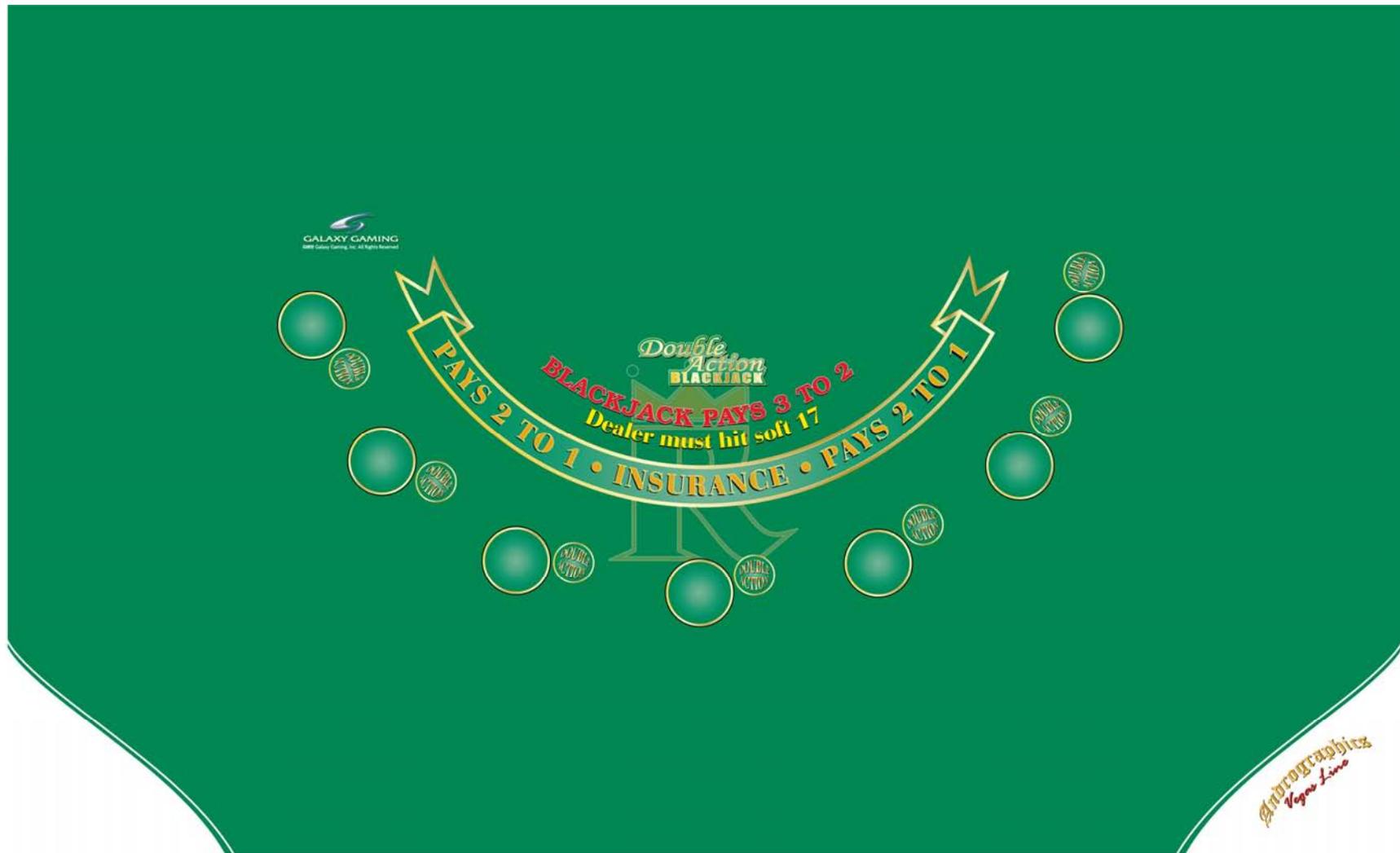
Six Decks (all pays are “to 1”)

Paytable Name	MM6/1	MM6/2
Triggering Event		
Triple Suited (3 cards match hole card exactly)	1000	100
Triple Match (3 cards match hole card rank)	100	50
Double Match (2 cards match hole card rank)	20	10
Suited Match (1 card matches hole card exactly)	5	6
Unsuited Match (1 card matches hole card exactly)	1	2
House Advantage	10.50%	7.95%

Eight Decks (all pays are “to 1”)

Paytable Name	MM8/1	MM8/2
Triggering Event		
Triple Suited (3 cards match hole card exactly)	1000	100
Triple Match (3 cards match hole card rank)	100	50
Double Match (2 cards match hole card rank)	20	10
Suited Match (1 card matches hole card exactly)	5	6
Unsuited Match (1 card matches hole card exactly)	1	2
House Advantage	8.20%	6.20%

Double Action Blackjack Layout w/Double Action Bonus Wager



Double Action Blackjack Layout w/Double Action and 2nd Action Bonus Wagers



Double Action Blackjack Layout w/Double Action and Match Madness Bonus Wagers

