



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

May 28, 2013

Kenneth Dickinson  
Galaxy Gaming Inc.  
6980 O'Bannon Drive  
Las Vegas, NV 89117

RE: High Card Flush

Dear Mr. Dickinson,

We have reviewed the changes made to High Card Flush. 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:

- The game shall be played and operated under the terms and conditions set forth under the "High Card Flush Rules of Play" you provided on May 9, 2013, which 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.



Mr. Dickinson  
May 28, 2013  
Page 2 of 2

- 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 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



**RULES OF PLAY**  
**(WASHINGTON STATE)**



**Galaxy Gaming**

6980 O'Bannon Drive ❖ Las Vegas, Nevada 89117 ❖ (702) 939-3254 ❖ FAX: (702) 939-3255  
[www.galaxygaming.com](http://www.galaxygaming.com)

*Galaxy Gaming, Inc. is a publicly owned and traded company. OTC Ticker Symbol : **GLXZ***

May 8, 2013

## HOW TO PLAY

High Card Flush is a house-banked card game played with a standard 52-card deck of playing cards. There are multiple wagers that may be made by a player. Ranking of hands are based upon the number of cards of the same suit (a flush) in the player's or dealer's hand. The Ante and Raise wagers (described below) correspond to the player's hand versus the dealer's hand. Other wagers are based upon comparing the player's hand to a predetermined payable. These wagers remain in action even if the player folds during play and forfeits their Ante and Raise wagers.

Casino operators choose which wagers they will offer and the minimum and maximum wagering limits, subject to the limitations and definitions in WAC 230-15-040<sup>1</sup>, 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

### ANTE / RAISE WAGER

1. Each player plays against the Dealer. Players place an Ante wager and receive seven cards face-down. The dealer also receives seven cards face-down. The object is to have more cards of the same suit (a "flush") than the dealer, regardless of suit. In the event both the Dealer and the Player have the same number of cards in their flush, the winning hand is determined by the highest ranking card (Ace – 2) of the flush in each hand. If the highest ranking card is the same in both hands, the second highest card is the determining factor. If the highest and second highest ranking cards are the same in both hands, the third highest card is the determining factor and so on. This same rule follows until a winner or a tie is determined. Successive cards of the same suit (a "straight flush") has no significance (as it does in standard poker or the Straight Flush wager).
2. After examining their cards, each player must either fold their hand and surrender their Ante wager or place a Raise wager. The Raise wager amount must be equal to the Ante wager amount unless the Player's hand consists of five or more cards of the same suit. In that instance, a player with five suited cards may increase their Raise wager up to double their Ante wager and a player with more than five suited cards may increase their Raise wager up to triple their Ante wager.
3. Once all the players have acted on their hand, the dealer's cards are exposed. If the dealer's hand does not meet or exceed a predetermined qualifying hand (e.g. 3 card flush, 9 high<sup>2</sup>), all remaining players will receive an even-money payment equal to their Ante wager and their Raise wager results in a push.

---

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

<sup>2</sup> Dealer qualifying hand is determined by the Casino Operator.

4. If the dealer's hand does meet or exceed a predetermined minimum qualifying hand, the Dealer's hand is compared to each player's hand, and:
  - a. If the Player's hand ranks higher than the Dealer's hand, the Ante and Raise wagers win and are paid even-money.
  - b. If the Player's hand ranks lower than the Dealer's hand, the Ante and Raise wagers lose and are collected.
  - c. If the Player's and Dealer's hands tie, the Ante and Raise wagers push.

#### *Optional Auto-Win Feature*

This alternative feature may be added to the Ante / Raise game. If a player receives a Four of a Kind<sup>3</sup>, their Ante and Raise wagers automatically win or, in the alternative, their Ante wager automatically wins and their Raise wager wins if the dealer's hand qualifies or pushes if the dealer hand does not qualify. The amount of the Raise wager may be limited to equal the amount of the Ante wager.

#### **FLUSH BONUS WAGER**

A player wins when their hand matches one of the hands on the corresponding pay table, (See Appendix "A") even if they folded their hand on the Ante / Raise wager.

#### **STRAIGHT FLUSH BONUS WAGER**

A player wins when their hand matches one of the hands on the corresponding pay table, (See Appendix "B") even if they folded their hand on the Ante / Raise wager.

#### **BONUS JACKPOT WAGER**

A player wins when their hand matches one of the hands on the corresponding pay table, (See Appendix "C") even if they folded their hand on the Ante / Raise wager.

---

<sup>3</sup> "Four of a Kind" is four cards of the same rank but different suits, (e.g. 3♦, 3♥, 3↔, 3♠ & J♦, J♥, J↔, J♠)

**Appendix "A"**  
**Flush Bonus Paytables**

The player's seven cards are compared to one of the triggering events in the corresponding payable:

| <b>Paytable</b><br><b># of Flush Cards</b> | <b>HCF/FB</b><br><b>1</b> | <b>HCF/FB</b><br><b>2</b> | <b>HCF/FB</b><br><b>3</b> | <b>HCF/FB</b><br><b>4</b> | <b>HCF/FB</b><br><b>5</b> |
|--|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| 7  | 300                       | 100                       | 200                       | 300                       | 200                       |
| 6  | 100                       | 20                        | 20                        | 75                        | 60                        |
| 5  | 10                        | 10                        | 10                        | 5                         | 12                        |
| 4  | 1                         | 2                         | 2                         | 2                         | 1                         |

| <b>Paytable</b><br><b># of Flush Cards</b> | <b>HCF/FB</b><br><b>6</b> | <b>HCF/FB</b><br><b>7</b> | <b>HCF/FB</b><br><b>8</b> | <b>HCF/FB</b><br><b>9</b> | <b>HCF/FB</b><br><b>10</b> |
|--|---------------------------|---------------------------|---------------------------|---------------------------|----------------------------|
| 7  | 500                       | 400                       | 1,000                     | 150                       | 150                        |
| 6  | 50                        | 60                        | 50                        | 20                        | 25                         |
| 5  | 12                        | 12                        | 10                        | 10                        | 10                         |
| 4  | 1                         | 1                         | 1                         | 2                         | 2                          |

| <b>Paytable</b><br><b># of Flush Cards</b> | <b>HCF/FB</b><br><b>11</b> | <b>HCF/FB</b><br><b>12</b> | <b>HCF/FB</b><br><b>13</b> | <b>HCF/FB</b><br><b>14</b> | <b>HCF/FB</b><br><b>15</b> |
|--|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| 7  | 400                        | 300                        | 500                        | 500                        | Bonus                      |
| 6  | 100                        | 80                         | 80                         | 100                        | Bonus                      |
| 5  | 10                         | 11                         | 11                         | 10                         | Bonus                      |
| 4  | 1                          | 1                          | 1                          | 1                          | Bonus                      |

**Notes:**

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. "Bonus" amounts are a component of a Bonus Jackpot and are 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."
4. Casino operators may post a maximum aggregate amount payable per round or per hand.

**Appendix “B”**  
**Straight Flush Bonus Paytables**

The player's seven cards are compared to one of the triggering events in the corresponding paytable:

| Paytable                         | HCF/SFB<br><b>1</b> | HCF/SFB<br><b>2</b> | HCF/SFB<br><b>3</b> | HCF/SFB<br><b>4</b> | HCF/SFB<br><b>5</b> |
|----------------------------------|---------------------|---------------------|---------------------|---------------------|---------------------|
| <b># of Straight Flush Cards</b> |                     |                     |                     |                     |                     |
| 7                                | 8,000               | 500                 | 500                 | 1000                | 8,000               |
| 6                                | 1,000               | 200                 | 200                 | 500                 | 1,000               |
| 5                                | 100                 | 100                 | 100                 | 100                 | 100                 |
| 4                                | 60                  | 50                  | 75                  | 75                  | 50                  |
| 3                                | 7                   | 9                   | 7                   | 7                   | 8                   |

| Paytable                         | HCF/SFB<br><b>6</b> | HCF/SFB<br><b>7</b> | HCF/SFB<br><b>8</b> | HCF/SFB<br><b>9</b> |
|----------------------------------|---------------------|---------------------|---------------------|---------------------|
| <b># of Straight Flush Cards</b> |                     |                     |                     |                     |
| 7                                | 500                 | 500                 | 1,000               | Bonus               |
| 6                                | 200                 | 200                 | 500                 | Bonus               |
| 5                                | 100                 | 100                 | 100                 | Bonus               |
| 4                                | 50                  | 60                  | 60                  | Bonus               |
| Four of a Kind                   | 25                  | -                   | -                   | Bonus               |
| 3                                | 8                   | 8                   | 8                   | Bonus               |

**Notes:**

1. All odds shown above are “to 1.”
2. An Ace may be used as either the lowest or highest rank of the suit.
3. Only the highest qualifying hand is paid. Should a player's seven-card hand consist of more than one Straight Flush, only the highest ranking Straight Flush will be paid.
4. Bonus amounts are a component of a Bonus Jackpot and are 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.
5. Casino operators may post a maximum aggregate amount payable per round or per hand.
6. “Four of a Kind” means four cards of the same rank but different suits, (e.g. 3♠, 3♥, 3↔, 3♣ & J♠, J♥, J↔, J♣)

**Appendix “C”**  
**Bonus Jackpot Paytables**

The player’s seven cards are compared to one of the triggering events in the corresponding payable:

| Paytable                         | HCF/BJ<br>1 | HCF/BJ<br>2 | HCF/BJ<br>3 |
|----------------------------------|-------------|-------------|-------------|
| <b># of Straight Flush Cards</b> |             |             |             |
| 7, Suit Specific                 | Bonus       | Bonus       | Bonus       |
| 7                                | Bonus       | Bonus       | Bonus       |
| 6                                | 1,000       | Bonus       | Bonus       |
| 5                                | 250         | 700         | 800         |
| 4                                | 40          | 50          | 50          |
| 3                                | 3           | -           | -           |

| Paytable                         | HCF/BJ<br>4 | HCF/BJ<br>5 | HCF/BJ<br>6 |
|----------------------------------|-------------|-------------|-------------|
| <b># of Straight Flush Cards</b> |             |             |             |
| 7, Suit Specific                 | Bonus       | Bonus       | Bonus       |
| 7, or 6 Ace High                 | Bonus       | Bonus       | Bonus       |
| 6                                | Bonus       | Bonus       | Bonus       |
| 5                                | 800         | 500         | Bonus       |
| 4                                | 50          | 40          | Bonus       |
| 3                                | -           | 3           | Bonus       |

**Notes:**

1. All odds shown above are “for 1.”
2. An Ace may be used as either the lowest or highest rank of the suit.
3. Only the highest qualifying hand is paid. Should a player’s seven-card hand consist of more than one straight flush, only the highest ranking straight flush will be paid.
4. Bonus amounts are a component of a Bonus Jackpot and are 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.”
5. Progressive 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.
6. Casino operators may post a maximum aggregate amount payable per round or per hand.
7. “7, Suit Specific” means the player’s 7 card straight flush must be of a predetermined specific suit, (e.g. all Diamonds).
8. “7, or 6 Ace High” means the player must achieve either a 7 card straight flush or a 6 card straight flush that includes an Ace when valued as a high card.

Appendix "D"

This page left intentionally blank

## **Appendix “E”**

### **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,<sup>4</sup> 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, the Andromeda Series – Stage 1 (aka “Andromeda-1”) and Andromeda Series – Stage 3 (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

---

<sup>4</sup> - 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.

temporarily plugged into the sign to modify the display. The LCD display is an electronic photo frame commonly found on 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-1***

Andromeda-1's Bet Tabulator System is identical to the Milky Way's except that the count of the wagers for each hand is also sent to an MCU data logger which can be forwarded to a server.

Andromeda-1's TableVision System uses the same LED display and LCD photo frame display used with Milky Way except, the LED display may also be changed by remote access from the data center.

### ***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 and Andromeda-1, rather each sensor position use LED indicator lights, if visible wager detection is required.<sup>5</sup>

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.

---

<sup>5</sup> - 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.

# High Card Flush

STRAIGHT FLUSH

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

Raise

|        |           |
|--------|-----------|
| 7 Card | 1000 to 1 |
| 6 Card | 100 to 1  |
| 5 Card | 10 to 1   |
| 4 Card | 1 to 1    |

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

STRAIGHT FLUSH

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

STRAIGHT FLUSH

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

STRAIGHT FLUSH

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

STRAIGHT FLUSH

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

STRAIGHT FLUSH

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

Raise

|        |           |
|--------|-----------|
| 7 Card | 1000 to 1 |
| 6 Card | 100 to 1  |
| 5 Card | 10 to 1   |
| 4 Card | 1 to 1    |

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise

Raise

|                      |            |            |
|----------------------|------------|------------|
| 1x                   | 2x         | 3x         |
| 2, 3 or 4 card flush | card flush | card flush |

|                |            |            |
|----------------|------------|------------|
| Flush          | 7 Card     | 300 to 1   |
| 6 Card         | 100 to 1   |            |
| 5 Card         | 10 to 1    |            |
| 4 Card         | 1 to 1     |            |
| Straight Flush | 7 Card     | 8,000 to 1 |
| 6 Card         | 1,000 to 1 |            |
| 5 Card         | 100 to 1   |            |
| 4 Card         | 50 to 1    |            |
| 3 Card         | 8 to 1     |            |

www.galaxygaming.com/IGG

Raise

|        |           |
|--------|-----------|
| 7 Card | 1000 to 1 |
| 6 Card | 100 to 1  |
| 5 Card | 10 to 1   |
| 4 Card | 1 to 1    |

1x  
Raise 3x

Ante

Flush

1x  
Raise 3x

Cards

Dealer Qualifier: 3 card flush 3 high or pays the ante and pushes the raise



