



RULES OF PLAY AND DEALING PROCEDURES
(WASHINGTON ONLY – TRIBAL & COMMERCIAL)



GALAXY GAMING

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SUMMARY

1. Deuces Wild is a house-banked variation of five card stud poker. Depending upon the configuration there can be up to four separate games contained within Deuces Wild and a player may place a wager on one or more of the four games.
 - (a) Deuces Wild is played with one deck of 52 standard playing cards plus one Joker for a total of 53 cards.
 - (b) All cards with a 2 value (a "Deuce") and the Joker are wild cards and may be substituted for any other card in the deck.
 - (c) The object is to obtain a hand ranking that matches one of the hands posted on a payable. The dealer does not receive a hand. Also, players do not compete against other players.
2. The four games within Deuces Wild are as follows:
 - (a) **Ante / Play / Raise.** Each player places an "Ante" wager and receives three cards. After examining their first three cards, players choose to either fold their hand and forfeit their Ante wager or, place a "Play" wager equal to their Ante wager and receive a fourth card. Next, players choose to either fold their hand and forfeit their Ante and Play wagers or, place a "Raise" wager equal to the aggregate of their combined Ante and Play wagers and receive a fifth card. Each player's five card hand is compared to a corresponding payable to determine if and how much they won (Appendix "A").
 - (b) **Three Card Treasure.** The player is wagering that their first three cards will consist of one of the winning triggering events displayed on a posted payable (Appendix "B").
 - (c) **Five Card Fortune.** The player selects one or more of their original cards dealt to re-use as part of their Five Card Fortune hand. The player may select two or more cards only if all selections are wild cards. Otherwise, the player may select one card only. The player uses their selected card(s) combined with the four community cards, to make the best 5-card poker hand possible and compares the result to the posted payable (Appendix "C").
 - (d) **Bonus Jackpot.** The player is wagering that their five cards will consist of one of the winning triggering events displayed on a posted payable. (Appendix "D").
3. A gambling promotion may be added to any of the four games at the discretion of the casino operator.

RULES OF PLAY

1. Deuces Wild is played with one deck of 52 standard playing cards plus one Joker for a total of 53 cards.
2. All cards with a 2 value (a "Deuce") and the Joker are wild cards and may be substituted for any other card in the deck.
3. The object is to obtain one or more hand combinations that are posted on corresponding paytables.
- 4.
5. To begin, each player makes one or more initial wagers. All wagers are placed by each player in advance, prior to the dealer dealing any cards.
6. The dealer deals three cards to each player. Upon viewing those cards, in the event any player placed an Ante wager, they may either fold, turn in their cards and forfeit their Ante wager or may make an additional wager equal to their Ante wager called the "Play" wager and receive another card.
7. In the event any player placed a Three Card Treasure wager, they compare their first three cards to the corresponding payable.
8. In the event a player either placed the Play wager or they placed the Bonus Jackpot wager, the dealer deals a fourth card to such player. Upon viewing their four cards, any player who placed the Play wager, first chooses to either fold, turn in their cards and forfeit their Ante and Play wagers or may make an additional wager equal to the aggregate of their Ante and Play wagers called the "Raise" wager and receive another card. Players without the Play wager but who have a Five Card Fortune wager or a Bonus Jackpot wager, will receive the appropriate number of cards¹ for the purpose of comparing to the corresponding payable, regardless of whether or not they placed the Ante, Play or Raise wagers.
9. Each player's five card hand is compared to the corresponding paytables to determine if and how much they won (Appendix "A," & "D"). The Five Card Fortune hand uses one or more cards from the player's hand² combined with the five community cards and compared to the corresponding payable (Appendix "C").
10. Players may not show or communicate the value of their cards to anyone.
11. All players must communicate in English during the play of the Game.

¹ The Five Card Fortune wager entitles the player to the first three cards only, whereas the Bonus Jackpot wager entitles the player to five cards.

² A player may only select one card from their hand unless two or more cards are wild cards.

12. A malfunction of the automatic shuffling machine voids all play and wagers are returned as a push.

DEALING PROCEDURES

CARD PREPARATION

13. One standard deck of 52 cards plus the Joker for a total of 53 cards are used.

14. Except for tribal casinos, the cards must be dealt from an automatic shuffler or a shoe.

15. Before the cards are placed into the shuffler for the first time, they are inspected and randomized using a standard “card wash” procedure.

INITIAL WAGERING

16. To play, a player places one or more wagers on any one of four possible initial wagers for each of the four games prior to the start of each round of play. (A sample of the designated wagering area is depicted at right. The full table layout is attached. Appendix ‘G’. Actual paytables may vary from image.) Each wager must be within the table limits posted. None of these wagers have any effect on each other. A player can win or lose separately on any of these first four wagers.



17. The minimum and maximum wagering limits are determined by the casino operator and/or in accordance with their limits established by their gaming regulatory body.³ The Bonus Jackpot wager is typically limited to a pre-set fixed amount (e.g. one dollar). The wagering limits and any aggregate payout limitations shall be posted on the table, in plain view of the players in accordance with their internal controls and gaming regulations.

18. In the event the gaming table incorporates Galaxy Gaming’s Bet Tabulator System, the dealer presses the tabulate button after all initial wagers have been set. The Bet Tabulator System counts the number of Bonus Jackpot wagers by player position. (The position numbers of 1 through 6 are from the dealer’s left to right.) The dealer confirms that the corresponding LED’s on the dealer control module⁴ are on for each Bonus Jackpot wager. Once confirmed the dealer collects each player’s Bonus

³ WAC 230-15-040 restricts a fourth wager from exceeding five dollars.

⁴ The LED’s may also appear on the wager sensor.

Jackpot wager and deposits them into the chip tray. (If the Bet Tabulator System is not used or is not functioning, the Bonus Jackpot wagers shall remain on the Bonus Jackpot wager spot.)

INITIAL CARDS

19. The Dealer begins by dealing the first community card face-down and then one card to each player face-down beginning on the dealer's immediate left and continuing in a clockwise rotation. This continues for three rounds. Therefore at this stage, each player and the community hand should have three face-down cards. As the dealer deals each player's third card, they use the third card to scoop up the first two cards and deliver all three to the player between the player and their corresponding wager.
20. If a player has placed either the Ante wager or the Three Card Treasure wager, they may examine their three card hand. Players may not reveal nor communicate the contents of their three card hand to any other player.

THREE CARD TREASURE TAKE OR PAY PROCEDURE

21. Beginning with the player on the dealer's immediate left and continuing one at a time with each player in a clockwise rotation, the dealer determines if each player who made the Three Card Treasure wager, won or lost that wager. As the dealer acts on each player's hand, the player declares whether or not they have a three card hand that qualifies for payment. If the player's three card hand is a:
 - (a) **loser**, the player pushes their losing wager to the dealer using the three cards they hold, while not revealing their cards.
 - (b) **winner**, they flip over their three cards face-up for the dealer and surveillance to observe. The dealer pays each winning three card hand and delivers all chips associated with the Three Card Treasure wager (including the original wager) to the player (away from the wagering area) before play continues. This is the only instance when a player may expose their cards.

SECOND ROUND; SUPPLEMENTAL WAGERING

22. After the dealer has completed the take or pay procedure for the Three Card Treasure hand, the dealer determines if each player has placed an Ante wager or not. If no Ante wager was placed and a Five Card Fortune wager was placed, then the player selects one card which is placed face down and tucked underneath their Five Card Fortune wager and discards the two remaining cards. If the player did place an Ante wager, the dealer determines if the player intends to fold or elects to continue to play. If the player:
 - (a) **folds**, the dealer:
 - (i) collects the player's Ante wager and deposits it into the chip tray, and

- (ii) collects the player's three cards and places them into the discard rack. The dealer shall assure that none of the player's three cards are exposed, or
- (iii) in the event the player placed a Five Card Fortune wager, they may select one of their cards to use with the community cards later. A player may select and play any number of wild cards.

(b) **plays**, the dealer:

- (i) confirms the player has placed a Play wager of an identical amount as the player's Ante wager, and
- (ii) delivers the fourth and final card to the community hand and deals each player another card face-down.

The dealer will complete the above procedure involving the first four cards for each player in rotation before moving on to the next round of player decisions.

Exception: In the event all players have folded after receiving their first three cards and any of the players previously made a Five Card Fortune wager, the dealer will:

- (a) remove all losing Deuces Wild wagers,
- (b) confirm each player with the Five Card Fortune wager has selected one card to play and discards the remaining two,
- (c) deal the fourth community card only, and
- (d) take or pay each player's Five Card Fortune wager accordingly.

THIRD ROUND; SUPPLEMENTAL WAGERING

23. Players who placed the Ante and Play wagers examine their fourth card and the dealer determines if they intend to fold or elect to continue to play. If the player:

(a) **folds**, the dealer:

- (i) collects the player's Ante and Play wagers and deposits them into the chip tray, and
- (ii) collects the player's four cards and places them into the discard rack. The dealer shall assure that none of the player's five cards are exposed.
- (iii) in the event the player placed a Five Card Fortune wager, they may select one of their cards to use with the community cards later. A player may select and play any number of wild cards.

- (b) **plays**, the dealer confirms the player has placed a Raise wager of an identical amount as the aggregate of the player's Ante and Play wager. The last remaining card is not delivered to the player at this time. The player examines the fourth card then tucks all four cards in their possession underneath their Raise wager.

This is the final action by the player. From this point forward, only the dealer shall touch the cards or the chips.

FINAL TAKE OR PAY PROCEDURES

24. After each player has acted upon their hand, the dealer returns to the first player in rotation who placed a Raise wager. One player at a time, the dealer collects each player's four cards and flips them over face up in the layout area directly in front of the dealer and then flips over the player's single remaining card in order to be able to read the player's five card hand.
25. At this point, the dealer examines each player's hand and compares it to the corresponding payable (if wager was made), to determine if and how much the player has won on each corresponding wager.
- (a) If a loss on the Deuces Wild wager, the dealer collects that player's wager and deposits it into the chip tray. In the event the Bonus Jackpot wager is still on the table layout, (only in the event of a non-operating Bet Tabulator System), it too is collected if that Player's hand does not match one of the triggering events on the associated payable. The dealer collects the five player cards and deposits them into the discard rack.
- (b) If a win, the dealer pays the player's Deuces Wild and Bonus Jackpot wagers in accordance to the odds on their associated payable. The dealer collects the five player cards and deposits them into the discard rack.

RESUMPTION OF GAME

26. Upon completion of all of the above procedures, the cards are shuffled and the next round is dealt.

Appendix "A"

Ante / Play / Raise Paytable

For the player to win their primary Ante / Play / Raise wager, their final five card hand must match one of the winning triggering events displayed on payable below:

Winning Hand	Pays					
	Paytable:	A	B	C	D	E
Natural Royal Flush	250	100	250	250	250	250
Wild Royal Flush	30	30	40	35	30	30
Five of a Kind	20	20	15	20	20	20
Straight Flush	10	10	8	8	9	10
Four of a Kind	4	4	4	5	5	5
Full House	4	4	4	4	4	4
Flush	3	3	3	3	3	3
Straight	3	3	3	2	2	2
Three of a Kind	1	1	1	1	1	1
Two Pair	1	1	1	1	1	1

Any of the triggering events listed for the above winning hands may include one or more wild cards.

Note: All odds shown above are "to 1" and only the highest qualifying hand is paid. For example, if five cards are four Jacks and a wild card, the hand is paid as a "Five of a Kind" only. They do not also receive payment for "Four of a Kind" and "Three of a Kind."

Appendix “B”

Three Card Treasure Paytable

The player is wagering that their first three cards will match one of the winning triggering events displayed on the paytable below:

Winning Hand Paytable:	Pays		
	A	B	C
Mini Royal (QKA suited)	20	25	25
Straight Flush	6	5	5
Three of a Kind	5	4	4
Straight	2	3	2
Flush	2	1	2

Any of the triggering events listed for the above winning hands may include one or more wild cards.

Note: All odds shown above are “to 1” and only the highest qualifying hand is paid. For example, if a player’s initial three cards are a King, Queen and Jack of Spades, the hand is paid as a “Straight Flush” only. They do not also receive payment for a “Straight or Flush.”

Appendix “C”

Five Card Fortune Paytable

The player selects one or more of their cards in their hand to re-use as part of their Five Card Fortune hand. The player may select two or more cards only if all selections are wild cards. Otherwise, the player may select one card only. The player uses their selected card(s) combined with the four community cards, to make the best 5-card poker hand possible and compares the result to the following paytable:

Winning Hand Paytable:	Pays		
	A	B	C
Natural Royal Flush	400	500	400
Five Wild Cards	75	100	200
Wild Royal Flush	20	20	25
Five of a Kind	7	12	10
Straight Flush	5	8	5
Four of a Kind	4	3	3
Full House	3	3	3
Flush	2	2	2
Straight	1	1	1
Three of a Kind	Push	Push	Push
Two Pair	Push	Push	Push

Any of the triggering events listed for the above winning hands may include one or more wild cards, except for the “Natural Royal Flush.”

Note: All odds shown above are “to 1” and only the highest qualifying hand is paid. For example, if five cards are four Jacks and a wild card, the hand is paid as a “Five of a Kind” only. They do not also receive payment for “Four of a Kind” and “Three of a Kind.”

Appendix “D”

Bonus Jackpot Paytable

The player is wagering that the five cards in their hand will match one of the winning triggering events displayed on the paytable below:

Winning Hand Paytable:	Pays			
	A	B	C	D
5 Wild Cards	Bonus	Bonus	Bonus	Bonus
4 Wild Cards	250	400	500	Bonus
3 Wild Cards	15	40	35	Bonus
2 Wild Cards	7	5	5	Bonus

Note: All odds shown above are “for 1” and only the highest qualifying hand is paid. For example, if five cards are three deuces and a Joker, the hand is paid as a “4 Wild Cards” only. They do not also receive payment for “3 Wild Cards” or “2 Wild Cards.”

For the Bonus amount, the casino operator has the option of using one of two jackpot schemes.

1. The first is a Bonus Jackpot whereby the amount of the Bonus is set by the casino operator and displayed at each 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.”

2. The second option available to the casino operator is to establish and maintain one or more Progressive Jackpot Prizes. Washington’s rules pertaining to 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.

Appendix “E”

Bet Tabulator System

The Galaxy Gaming Bet Tabulator System provides an extremely simple and automated method for collecting the number of wagers placed at a table. Although the actual dollar amount of the wagers are unknown, having historical data on the number of wagers is useful to management, such as compiling hands per hour, or whether a feature of a game is popular with players.

Currently, operators need to use various manual and labor-intensive methods to collect this information, such as hand counters, reviewing surveillance tapes, or managing wagers in special containers.

The Galaxy Gaming Bet Tabulator System reduces labor and increases accuracy of the count over these traditional methods by using sensors to detect a wager. The number of chips or their total value is undetected, but rather only that a wager exists or not. One sensor is required for each wager counted.

From a player’s perspective, nothing has changed; they would still place a chip within a bet spot at the start of each round of play. For each bet tracked (counted), a sensor installed in the table will detect whether a wager is present or not. The count of the wagers for each hand is recorded on the electronic non-resettable meter.

After players have placed their wagers, the dealer will push a button on the dealer control panel (*shown on right*) to register all wagers on the table. If a wager is present, the counter is incremented. If a wager is not present, then nothing happens. Small LED lights indicate each player position wager counted, and remains lit during the current round, whether the wager is present or not.



At time intervals determined by casino management, the historical wagers count is collected from the meter (*shown right*) for comparison with the previous wager count, providing a total wager count for the reporting period. The meter is an electronic LCD display with 10-year battery backup, so even with a power outage the historical count remains.



Appendix “F”

TableVision System

Galaxy Gaming’s TableVision System is designed to replace standard non-electronic pay-tables, white boards and chalk boards used to depict payout odds or other prizes used in a gambling promotion. TableVision typically uses one or more electronic displays such as Edge-lit, LCD or LED type displays to enhance the image of the prizes to be awarded. The accompanying photo depicts these three types of TableVision displays combined in conjunction with Galaxy Gaming’s Emperor’s Challenge game.

In this photo, the sign at the top is an edge-lit sign used to depict the underlying game that is played, in this case, Emperor’s Challenge Pai Gow Poker. Although it is illuminated, the graphics are static and the sign’s face must be replaced if a different game is used.

The display directly below the edge-lit sign is an LED display, in this case to show the amount of the gambling promotion that is being offered. Typically, this amount is changed daily by the casino operator. The method used to change this display is either by a remote control supplied by the sign’s manufacturer, or a computer that is temporarily plugged into the sign and the display is changed using special software.

The display at the bottom is an LCD display, in this case being used to display the Bonus Jackpot payable. Other types of information can be displayed on this screen such as special promotions or table minimums and maximums. The LCD display in this picture happens to be an electronic photo frame commonly found on shelves in most retail stores. Like the photographs they were intended to be used for, the images to be displayed are copied onto a removable SD storage chip and when inserted into the device, the images emerge on the LCD screen.



In the event any of TableVision’s displays should fail, the casino operator will likely display the information required using paper, white board or chalk board.

Appendix "G"

Table Layout



DEUCES WILD (6 Spot - GREEN) WA-VL-05-07-10 Cloth 51"x 79" Background : Four Color Process