



RULES OF PLAY
(WASHINGTON STATE)



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RULES OF PLAY

Texas Shootout

“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.

Players place a wager and receive four cards. The dealer also receives a four-card hand. 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.

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

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.

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:

- a. Five-of-a-Kind, Suited
- b. Straight Flush (A-K-Q-J-10 is the highest and A-2-3-4-5 is the lowest straight flush.)
- c. Five-of-a-Kind
- d. Four-of-a-Kind
- e. Full House
- f. Flush
- g. Straight (A-K-Q-J-10 is the highest and A-2-3-4-5 is the lowest straight.)
- h. Three-of-a-Kind
- i. Two Pair
- j. One Pair
- k. 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♠.

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.

Proposition Wagers

Texas Shootout also contains several optional proposition wagers. Casino operators choose which of the proposition wagers they will offer¹. Each proposition wager, which may be made at the player's option are:

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 proposition 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).

¹ - Subject to the limitations in WAC 230-15-040(1)(b) and any restrictions contained with these Rules of Play.

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 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"). A Jackpot may have three alternative bonus features – Five Ace Frenzy, Envy Bonus or Share the Wealth Bonus. A Jackpot wager is restricted to either a one or two dollar wager. In the event the player's Jackpot wager equals two dollars, the player may qualify for one of the three bonus features. 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. If the initial Jackpot wager qualified for the bonus feature, likewise each two-card hand qualifies to win the bonus feature.

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

Five Ace Frenzy

The Five Ace Frenzy prize is awarded when the player's five-card hand (consisting of the best of their two cards and the five community cards) consists of five aces.

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 triggering event which is 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 triggering event posted on the corresponding payable. A player may also win a Share the Wealth Bonus prize if their own hand with the qualifying Share the Wealth wager, achieves the winning triggering event.

Gambling Promotions

A gambling promotion may be added to any of the proposition wagers at the discretion of the casino operator.

Jackpot Accumulation

The operator's internal controls must define how the Jackpots accumulate and how they are won.

Bonus Features' Procedures and Restrictions

Whenever a player places a wager that qualifies for one of the bonus features, a bonus indicator known as a "lammer" must be placed on the table layout in the proximity of the gaming chip. The lammer becomes an integral part of the wager. If the table layout incorporates sensors for the purpose of detecting a lammer, the lammer is placed directly on the sensor. Only one Envy Bonus or Share the Wealth bonus feature may be used on one table. Only players playing at the same table may participate in the Envy Bonus and Share the Wealth bonus features.

Appendix "A"

Quick Draw Paytables

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

Paytable Triggering Event	TS/QD 1	TS/QD 2	TS/QD 3	TS/QD 4	TS/QD 5	TS/QD 6	TS/QD 7	TS/QD 8	TS/QD 9
Four of a Kind, Suited	500	200	250	200	100	200	100	100	Bonus
Royal Flush	250	100	125	100	50	100	50	50	Bonus
Straight Flush	75	50	75	60	30	50	30	25	Bonus
Four of a Kind	40	20	30	25	12	20	12	12	Bonus
Straight	10	10	9	9	5	5	5	6	Bonus
Flush	8	9	7	7	4	4	5	5	Bonus
Three of a Kind	7	7	5	5	3	3	3	3	Bonus
Two Pair	5	5	3	3	2	2	2	2	Bonus
Suited Pair	3	3			1	1	1	1	Bonus
Pair of Jack's or Better	1	1	2	2	1	1	1	1	Bonus
Pair of 8's or Better			2	2	1	1	1	1	Bonus
Any Pair					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 at the discretion of the casino operator.
4. A Royal Flush is Ace, King, Queen and Jack in suit.

Appendix "B"

Shootout Bonus Paytables

Shootout Bonus

Players have the option to place a Shootout Bonus wager before the hand is dealt. The winning triggering events and payoff odds are as follows:

Paytable Triggering Event	TS/SB 1	TS/SB 2	TS/SB 3	TS/SB 4	TS/SB 5	TS/SB 6	TS/SB 7	TS/SB 8
5 of a Kind, Suited	5,000	1,000	1,000	1,000	50	20	Bonus	8
Royal Flush	500	200	200	200	100	100	Bonus	8
Straight Flush	100	75	75	75	75	50	Bonus	8
5 of a Kind	50	40	40	40	50	20	Bonus	8
4 of a Kind	5	7	7	7	7	5	Bonus	8
Full House	3	3	3	3	2	3	Bonus	8
Flush	2	2	2	2	2	2	Bonus	
Straight	1	1	2	1	2	2	Bonus	
3 of a Kind				Push	1	1	Bonus	

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	TS/BF 1	TS/BF 2
5 of a Kind, Suited	\$1,000	Bonus
Royal Flush	\$250	Bonus
Straight Flush	\$50	Bonus
5 of a Kind	\$10	Bonus

Color Bonus

Paytable Triggering Event	TS/CB 1	TS/CB 2	TS/CB 3	TS/CB 4
7 Cards, Same Color	\$30	\$25	\$20	Bonus

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. "Bonus" amounts are at the discretion of the casino operator.
4. Either the Envy Bonus or Share the Wealth Bonus may be offered on a table, but not both.
5. 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).
6. 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. In 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 Paytable:	TS/JP 1	TS/JP 2	TS/JP 3	TS/JP 4	TS/JP 5	TS/JP 6
5 of a Kind, Suited	Bonus	Bonus	100%	100%	100%	100%
Royal Flush	500	Bonus	25%	50%	100%	100%
Straight Flush	100	Bonus	100	100	175	200
5 of a Kind	50	Bonus	50	50	50	40
4 of a Kind	5	Bonus	5	5	20	20
Full House	3	Bonus	3	3		

Bonus Features

Envy or Share the Wealth Bonus

Triggering Event	Paytable	TS/BF 3
5 of a Kind, Suited		Bonus
Royal Flush		Bonus

Five Ace Frenzy Bonus (See Note 8)

Triggering Event	Paytable	TS/FAF 1
5 Aces		Bonus

Notes:

1. All odds shown above are “for 1.”
2. Only the highest qualifying hand is paid.
3. “Bonus” amounts are at the discretion of the casino operator.

4. Prizes shown as a percentage means the player with the winning triggering event receives that percentage of the displayed jackpot.
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" 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."
7. 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.
8. In Five Ace Frenzy, if the prize is a "Bonus," the player wins a separately displayed prize offered by the casino operator specifically for that winning triggering event.

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,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, 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 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.

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.

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.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.

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.