



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



**GALAXY GAMING**

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## **RULES OF PLAY**

Triple Attack Blackjack is a variation of the standard game of Blackjack. The rule variations include the following:

1. Triple Attack Blackjack is played with 8 decks of standard playing cards except the 10's have been removed.
2. In Triple Attack, all cards have the same point value as in blackjack. Aces are worth 1 or 11 points, face cards are worth 10 points, and cards 2-9 are scored at face value.
3. The object of the game is beat the dealer by having a point total closest to 21 without going over.
4. To begin, each player makes an initial wager (the "**First Attack**").
5. The dealer then deals one card face up to each player. Upon viewing that card, each player may make an additional wager up to the value of their First Attack wager (the "**Second Attack**").
6. Next, the dealer's first card is dealt face-up. Each player may then optionally add another wager up to the value of their first (the "**Third Attack**"), even if they did not make the Second Attack wager.
7. The dealer then deals a second card face up to each player and a second card face down to themselves.
8. If the dealer's face-up card is an ace, players are offered the opportunity to take insurance for up to half of their aggregate attack wagers. Insurance pays 5 to 1 if the dealer has a suited blackjack and 2 to 1 if the dealer has an off-suit blackjack.
9. If the dealer has a blackjack *and*:
  - (a) a player also has a blackjack, the player wins and is paid three to one odds on all attack wagers;
  - (b) a player does not have a blackjack, the player loses all attack wagers.
10. If the dealer does not have a blackjack and a player does have a blackjack, the player wins even money on all attack wagers.
11. If neither player nor dealer has a blackjack, the player will play out their hand, using any of the following options:
  - (a) **Stand** with their current cards.
  - (b) **Hit** and draw additional card(s).
  - (c) **Double down**. Players may make up to three additional wagers, matching each of their attack wagers, and receive one card only. Players may double down on any number of cards, including after splitting. (This includes split aces.) Players may double down for less.

- (d) **Split** any two cards of the same value (i.e. two face cards or a pair). To split, a player makes up to three new wagers, matching each of their attack wagers. The player's original two cards are then divided into two one-card hands. One new card will be dealt to each hand, making two hands of two cards. Each hand is now played as a separate hand. Players may split up to three times for a total of four hands. (This includes split aces.)
12. If a player busts (their hand total is over 21), they lose all attack wagers.
13. If a player receives 6 or more cards and their point total does not exceed 21, they automatically win all attack wagers (a "**Six Card Charlie**").
14. If a player obtains a point total of 21, they automatically win all attack wagers.
15. After all players have acted, the dealer reveals their face-down card and receives additional cards until their hand total is 17 or higher. The dealer hits soft 17's (a soft 17 is a hand consisting of a point total of 17 whereby one of the cards is an ace that is valued at 11).
16. The dealer compares their hand to each player's hand. If a player has 20 or less with fewer than 6 cards and the dealer's total is:
- (a) less than the player's total or the dealer busts with 23-26, the player wins and is paid even money on all attack wagers.
  - (b) equal to the player's total or the dealer busts with 22, the player's attack wager(s) push.
- Otherwise, the player loses all attack wagers.
17. Triple Attack Blackjack also contains several optional proposition wagers. Casino operators choose which of the proposition wagers they will offer on their blackjack tables<sup>1</sup>. All proposition wagers are banked by the casino operator.<sup>2</sup> Each proposition wager may be made at the player's option and there is no affect on the primary game of Triple Attack Blackjack. These proposition wagers, if made, must be made before any cards are dealt. The proposition wagers are:
- (a) **Suited Royals**. The player is wagering that their first two cards will consist of one of the winning triggering events displayed on a posted payable (see Appendix "A").
  - (b) **Double Match - Up and Double Match - Down**. The player wins their "Double Match-Up" or Double Match-Down" wager, if either or both of their first two cards in combination with the dealer's corresponding face-up or face-down card have achieved a pre-determined triggering event displayed on the corresponding payable (see Appendix "B").
  - (c) **Triple Match**. The player is wagering that three cards, consisting of their first two cards and the dealer's first card (face-up), will consist of one of the winning triggering events displayed on a posted payable. (see Appendix "C")
  - (d) **Bonus Jackpot or Progressive Jackpot**. The player wins their "Bonus Jackpot" or "Progressive Jackpot" (collectively "Jackpot") wager, if their first two cards have achieved a pre-

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<sup>1</sup> Subject to the limitations in WAC 230-15-040 and any restrictions contained within these Rules of Play.

<sup>2</sup> If the casino operator chooses to incorporate a progressive jackpot, a portion of the funds collected accrue to the jackpot fund and are therefore not banked by the casino operator.

determined triggering event displayed on the corresponding payable (see Appendix “D”). Additional prizes are paid if the player’s first two cards are each a Queen of Hearts and the dealer’s hand consists of a blackjack. This proposition wager, if made, is limited to one or two dollars.

#### *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 (e.g. Queen’s Treasure Bonus), 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 players playing at the same table may participate in the Envy Bonus and Share the Wealth bonus features.

[Appendices on following pages.]

**Appendix “A”**

**Suited Royals Paytable**

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

<b>Paytable:</b>	<b>TA/SR 1</b>	<b>TA/SR 2</b>	<b>TA/SR 3</b>
<b>Triggering Event</b>			
King-Queen Suited	40	30	40
Two Suited Face Cards	10	12	12
Two-Card Flush	2	2	2

**Notes:**

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.

## Appendix “B”

### “Double Match – Up” and “Double Match – Down” Paytables

In “Double Match – Up” the player is wagering that the dealer’s face-up card will be of the same ranking as one or both of the player’s first two cards. In “Double Match – Down” the player is wagering that the dealer’s face-down card will be of the same ranking as one or both of the player’s first two cards. Players are paid for each matching card. If both of the player’s original two cards match the dealer’s up or down card, the player is awarded for both matches. All prizes are odds based and are paid according to one of the paytables displayed below:

<b>Paytable:</b>	<b>TA/DM 1</b>	<b>TA/DM 2</b>
<b>Triggering Event</b>		
Suited Match	9	12
Unsuited Match	4	3

#### **Notes:**

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Each card in the player’s hand qualifies for the payout odds independently. (Example using TA/DM-1: If the dealer has 7♣ and the player’s two cards are 7♥; 7♣, then the player receives a 4 to 1 payout for the 7♥-7♣ match and a 9 to 1 payout for the 7♣-7♣ match for a total of a 13 to 1 payout.)

## Appendix "C"

### Triple Match Paytable

The player is wagering that three cards consisting of their first two cards and the dealer's face-up card will match one of the winning triggering events displayed on one of the paytables below:

<b>Paytable:</b>	<b>TA/TM 1</b>	<b>TA/TM 2</b>
<b>Triggering Event</b>		
Three of a Kind, Suited	150	50
Three of a Kind	20	8
One Pair, Suited	4	6
One Pair	2	2

#### **Notes:**

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.

**Appendix “D”**

**Jackpot Paytables**

**Bonus Jackpot**

Paytable:	TA/BJ 1	TA/BJ 2
<b>Triggering Event</b>		
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts	Bonus	Bonus
Queen of Hearts Pair w/ Dealer Suited Blackjack	Bonus	Bonus
Queen of Hearts Pair w/ Dealer Blackjack	Bonus	Bonus
Queen of Hearts Pair	125	Bonus
Matched 20	19	Bonus
Suited 20	9	Bonus
Any 20	4	Bonus

**Progressive Jackpot**

Paytable:	TA/PJ 1	TA/PJ 2	TA/PJ 3	TA/PJ 4
<b>Triggering Event</b>				
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts	100%	100%	100%	100%
Queen of Hearts Pair w/ Dealer Suited Blackjack	25%	50%	50%	100%
Queen of Hearts Pair w/ Dealer Blackjack	10%	25%	10%	100%
Queen of Hearts Pair	\$125	\$125	\$125	\$125
Matched 20	\$19	\$19	\$19	\$19
Suited 20	\$9	\$9	\$9	\$9
Any 20	\$4	\$4	\$4	\$4

**Bonus Features**

<b>Envy or Share the Wealth</b>	<b>Paytable</b>
<b>Triggering Event</b>	<b>TA/ES 1</b>
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts	Bonus
Queen of Hearts Pair w/ Dealer Suited Blackjack	Bonus
Queen of Hearts Pair w/ Dealer Blackjack	Bonus

Queen's Treasure Bonus	Paytables		
	TA/QT 1	TA/QT 2	TA/QT 3
Triggering Event			
Queen of Hearts Pair w/ Dealer Blackjack	Bonus	Bonus	Bonus
Queen of Hearts Pair	\$250	Bonus	Bonus
Suited Queens	\$100	\$100	Bonus
Pair of Queens	\$50	\$50	Bonus
Matched 20	\$19	\$19	Bonus
Suited 20	\$9	\$9	Bonus
Any 20	\$4	\$4	Bonus

**Notes:**

1. All odds shown above are "for 1."
2. Only the highest qualifying hand is paid.
3. Prizes shown as a percentage means the player receives that percentage of the corresponding displayed Jackpot(s), except for an Envy or Share the Wealth Jackpot, which is divided equally among all qualifying players.
4. 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.
5. Prizes offered on the Queen's Treasure Bonus represent the total amount paid to the qualifying player.
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.

## **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>3</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 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.

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<sup>3</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.

### ***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>4</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.

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<sup>4</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.