January 26, 2023

Sent via email to tcox@galaxygaming.com
productcompliance@galaxygaming.com

Ms, Tiffini Cox
Product Compliance Manager
Galaxy Gaming
6480 Cameron Street, Suite 305
Las Vegas. NV 89118

RE: 3 Dice Baccarat

Dear Ms. Cox:

Thank you for requesting approval to market the game variation "3 Dice Baccarat" to Washington State Tribal casinos.

3 Dice Baccarat is a house-banked dice game played with two dice shakers/cups (representing the Player hand and the Banker hand), with each cup containing three 6-sided dice. The game is scored like Baccarat, where the hand's final value is the last digit of the sum of its 3 dice. The hand with the higher value wins.

Based on our review of the documentation we received from Galaxy Gaming, the Washington State Gambling Commission will approve the game under the conditions listed below:

Tribal Casinos

- The game shall be played and operated under the terms and conditions set forth under the "3 Dice Baccarat – Rules of Play" you provided.
- 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.

- No modifications may be made to allow the game to be played online or via the internet in Washington State.

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.

- • 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.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. 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,

Dan Wegenast
Agent in Charge
Tribal Gaming Unit

cc: Tina Griffin, Director
        Julie Lies, Tribal Liaison
        Kelly Main, Special Agent Supervisor Tribal Gaming
        File

RULES OF PLAY

Washington

GALAXY GAMING

DISTINCTIVELY DIFFERENT

Game Description

3 Dice Baccarat is a commission-free, house-banked dice game played with two dice shakers/cups (representing the *Player* hand and the *Banker* hand), with each cup containing three 6-sided dice. The game is scored like *Baccarat*, where the hand's final value is the last digit of the sum of its 3 dice (e.g., 10 = 0, 11 = 1, 12 = 2, 13 = 3, etc.). The hand with the higher value wins. *3 Dice Baccarat* also contains optional bonus wagers that are not dependent on the base game's outcome.

Casino operators choose which bonus wagers they will offer, subject to any restrictions contained within these Rules of Play. Each bonus wager may be made at the player's option and there is no effect on the primary game and no changes in player strategy. 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.

Rules of Play

1. To begin each round, players must place a main game wager (*Player*, *Banker*, *Tie*) or any combination of the three, and may also place any optional bonus wagers.

    a. Alternatively, the operator may choose to allow optional wagers without requiring that a main game wager is placed.

2. Once all wagers are placed, the dealer will shake each dice cup.

    Note that at the operator's discretion, the dealer may allow players to shake the dice cup(s) based on wager amounts, number of players, or other criteria. In such cases, the dealer must shake the dice cup(s) before handing them over to player(s), and neither the player nor the dealer can expose the dice prior to the player shaking the cups.

    After the dealer reveals the dice, the values of each hand are compared and evaluated as follows:

    a. If the *Player* hand wins,

        i.   The *Player* wager wins and pays 1 to 1.

            1. If the winning outcome was **3 over 0**, the *Player* wager pushes.

        ii. The *Banker* and *Tie* wagers lose.

    b. If the *Banker* hand wins,

        i.   The *Banker* wager wins and pays 1 to 1.

            1. If the winning outcome was **3 over 0**, the *Banker* wager pushes.

        ii. The *Player* and *Tie* wagers lose.

    c. If the hands are tied,

        i.   The *Tie* wager wins and pays 8 to 1.

        ii. The *Player* and *Banker* wagers push.

3. All optional bonus wagers are reconciled based on their evaluation criteria.

Equipment

This game will use the Galaxy Gaming owned Andromeda Bonus Jackpot System Series 3d or higher. Jackpot meter displays will not contain additional intelligence or functionality, including but not limited to network capability, wired or wireless.

Gambling Promotions

A gambling promotion may be added to any of the bonus wagers at the discretion of the casino operator and with the written consent of Galaxy Gaming.

Optional Bonus Wagers

Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

Single-Event Bonus Wagers

Players win if the specific outcome is achieved and are paid based on the corresponding paytable in Appendix A.

Golden Talons

A *Golden Talons* wager may be placed on the *Player* hand, *Banker* hand, or both. Players win if their selected hand wins by a specific value. Wins are paid according to the corresponding paytable in Appendix B.

House and Progressive Jackpots
- Operators may choose to offer up to two jackpot game options on a layout using two independent wagering sensors and displaying two independent jackpot amounts
- Each jackpot sensor is considered a separate game
- Progressive Jackpots cannot be linked with House Jackpots
- All jackpots on a table must be of a single jackpot type (House or Progressive)
- Operators can only offer one jackpot game option per sensor

Triple House or Progressive Jackpot

Players win if the *Player* and/or *Banker* hand has a triple with 3 dice and are paid according to the corresponding paytable in Appendix C. Pays are increased with specific triples and when both hands have a triple.

House or Progressive Jackpot Definition

If operated as a **House Jackpot** (also called a **Bonus Jackpot**), the table display does not increment after each wager is placed. All House Jackpot displays must include the following language: "House 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 House Jackpot prize may be modified or discontinued at any time without prior notice."

If operated as a **Progressive Jackpot**, the table display should increment after each wager is placed. Casino operators must follow the rules contained in 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.

The operator's internal controls must define how the Jackpots are configured and how they are won and if operated as a house or a progressive game.

Appendix A

Single-Event Bonus Wagers

Paytable ID	Event/Description	Pays
PT-FLT-3DB-SE-01	Golden 3 (3 over 0)	35
PT-FLT-3DB-SE-02	Golden 3 Player (*Player* wins 3 over 0)	70
PT-FLT-3DB-SE-03	Golden 3 Banker (*Banker* wins 3 over 0)	70
PT-FLT-3DB-SE-04	Sun 7 (*Banker* winning 7)	14
PT-FLT-3DB-SE-05	Moon 8 (*Player* winning 8)	10
PT-FLT-3DB-SE-06	Triple 3 (*Three 3s*)	100
PT-FLT-3DB-SE-07	Triple 1 or 6 (*Three 1s or Three 6s*)	50
PT-FLT-3DB-SE-08	Any Triple	15
PT-FLT-3DB-SE-09	9 over 6	50
PT-FLT-3DB-SE-10	Double Straight (*Player* and *Banker*)	70
PT-FLT-3DB-SE-11	0 or 9 Tie	30
PT-FLT-3DB-SE-12	5 Tie	150
PT-FLT-3DB-SE-13	1 over 0	25

Notes

1. All pays are "to 1."
2. Each paytable represents a single-event optional bonus wager.
3. A *Triple* is when all three of the *Player* or *Banker* dice are the same value, e.g., 111, 222, 333, 444, 555, and 666.
4. A *Double Straight* is when all 3 of the *Player* or *Banker* dice are of sequential values. The four possible *Straights* are: 123, 234, 345, and 456.

Appendix B

Golden Talons

Selected Hand	PT-FLT-3DB-GT-01	PT-FLT-3DB-GT-02	PT-FLT-3DB-GT-03
Wins by 9	10	10	15
Wins by 8	5	5	5
Wins by 7	4	4	4
Wins by 6	3	3	3
Wins by 5	2	1	2
Wins by 4	1	Loss	Loss
Tie	Loss	Push	Loss

Notes

1. All pays are "to 1."
2. Outcomes are based on the selected hand(s): *Player*, *Banker*, or both.

Appendix C

Triple House or Progressive Jackpot

Outcome	PT-PRG-TRI-01	PT-PRG-TRI-02	PT-PRG-TRI-03
Triple 3 Tie (Player & Banker 333)	100%	100%	-
Triple 3 over Triple 6	$1000	$1000	100%
Double Triple (Player & Banker)	$100	$100	$100
Triple 3	$20	$20	$20
Triple 1 or 2	$10	$6	$10
Any Triple	$3	$4	$5

Notes

1. All pays are "for 1."
2. Only the highest qualifying outcome is paid.
3. A *Triple* is when all three of the *Player* or *Banker* dice are the same value, e.g., 111, 222, 333, 444, 555, and 666.
4. Fixed pays are awarded to each winning player. 100% awards are split among all winning players.
5. Prizes shown as a percentage mean the player receives that percentage of the corresponding displayed Jackpot. Percentage pays are the only payouts deducted from the jackpot meter.
6. Prizes shown as a dollar amount mean the player receives a fixed dollar amount.
7. All settings and pays, listed in the above paytables, are based off a fixed $1 wager. The operator may select a different fixed wager amount. If the Jackpot is configured with a different fixed wager amount, pays are multiplied accordingly and displayed on the TableVision image. It is also recommended that seed/reseed values are multiplied accordingly when operating a progressive jackpot.

Appendix D

Example Layouts
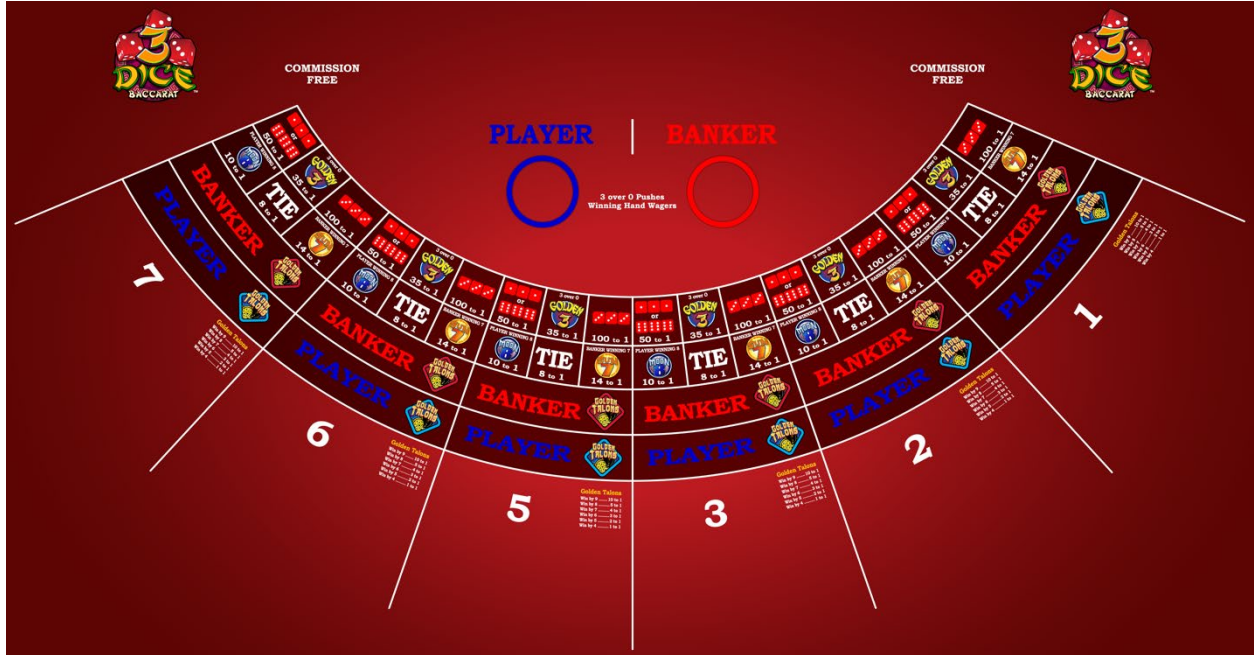
When configured with two sensors: