



STATE OF WASHINGTON
GAMBLING COMMISSION

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November 17, 2017

Jerzy Lizak
Omega Gaming USA
8430 State Avenue
Marysville, WA 98270

RE: 4 Card Buyout

Dear Mr. Lizak,

Thank you for requesting approval to market the card game "4 Card Buyout" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Omega Gaming USA, the Washington State Gambling Commission will approve the game under the conditions listed below:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "4 Card Buyout – Rules and Procedures" you provided and are enclosed.
- 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

- The game shall be played and operated under the terms and conditions set forth under the "4 Card Buyout – Rules and Procedures" you provided and are enclosed.
- 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.

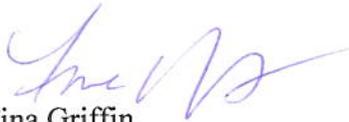
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Please be advised that the Licensing Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Brian Lane at (509) 886-6231. 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, Regulation and Enforcement Division

Enclosure

cc: Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



4 CARD BUYOUT™
Operations Manual
Rules and Procedures
for Casino Gaming

Omega Gaming USA
Marysville, WA 98270
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contactus@omegagaming-usa.com

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Notice to Washington Operators: Operators cannot allow wagering limits to exceed authorized wagering limits set out in WAC 230-15-040 and WAC 230-15-140. Side bets between players are prohibited

4 Card Buyout™

GAME OBJECTIVE

The Object of '4 Card Buyout' is to get the highest number of points in a hand of four cards. In this game, 4 Aces = 44 Points and is the highest score possible. Once you understand the difference between 'Points in Suit' and 'Points created from 2, 3, or 4 of a Kind', the rest of the game is easy to understand.

CARDS

'4 Card Buyout' is dealt with **six (6) standard decks** of fifty-two cards. There are no jokers or wild cards.

POINT SYSTEM

4 Card Buyout utilizes its own new, unique point system that is not used by any other game offered in the industry. It is a simple system that can be easily learned by both players and casino personnel.

How to Count Points from Two, Three, or Four of a Kind

- Any pair, except the Aces, equals twenty points.
- Any three of a kind, except the Aces, equals thirty points.
- Any four of a kind, except the Aces, equals forty points.
- Aces are 11 points each: a pair equals 22 points, 3 of a kind equals 33 points, 4 of a kind equals 44 points.

Notes:

1. Two pairs cannot be counted together. A two pair hand has a twenty point value (twenty two for Aces).
2. If the player and the dealer both have an equal number of points in a pair, three, or four of a kind, they will push.

How to Count Suited Points

Card Value:

Ace = 11 points.

Jacks - Kings = 10 points each card.

Twos - Tens = numerical value on each card.

A minimum of **two** cards in the same suit is required when accumulating Points in Suit.

Examples:

Ace of Spades + Four of Spades = 15 points.

Jack of Diamonds + Ten of Diamonds + Eight of Diamonds = 28 points.

King of Hearts + Jack of Hearts + Ten of Hearts + Nine of Hearts = 39 points.

Notes:

- Suited points cannot be combined with points from a pair – points are either from suited cards **OR** from 2, 3, or 4 of a kind, not from both.
- If the player and the dealer have an equal amount of suited points, they will push.

Pushes:

Pushes will be allowed in the following situations:

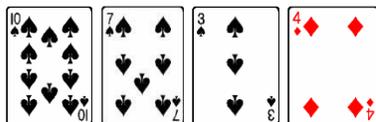
- The player and the dealer have the same number of points regardless of how those points are accumulated.

Dealer's Hand



Pair of Kings = 20 Points

Player's Hand



Suited hand: 10 + 7 + 3 of Spades = 20 Points

Example 1

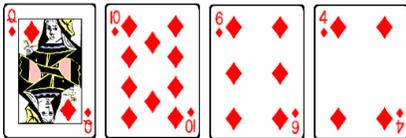
Pushes (cont.).

Dealer's Hand



Three Jacks = 30 Points

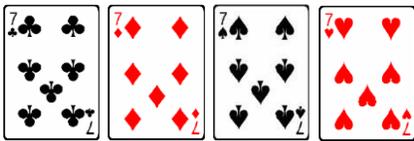
Player's Hand



Suited hand: Q + 10 + 6 + 4 of Diamonds = 30 Points

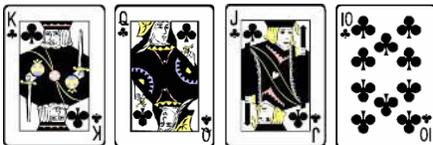
Example 2

Dealer's Hand



Four Sevens = 40 Points

Player's Hand



Suited hand: K + Q + J + 10 of Clubs = 40 Points

Example 3

QUALIFYING

There is **no** qualifying for either the dealer or the player in '**4 Card Buyout**'. However, the Dealer does have the following advantage: If the Dealer's point total with his first four cards is less than **13 points**, he gets to draw an additional (5th) card and must play whatever number of points are dealt to him.

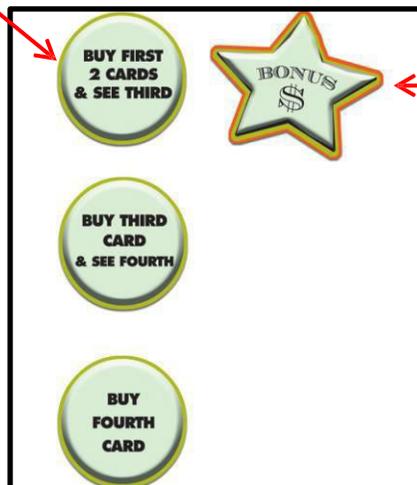
'4 Card Buyout' TABLE LAYOUT



HOW TO PLAY

- Players first place a bet in the **'BUY FIRST 2 CARDS, & SEE THIRD'** Spot and an *Optional Bonus Bet*.

THE PLAYER'S BETTING SPOT



Bonus

Dealing Procedures

- Starting at the dealer's left, the cards are delivered one at a time until all players and the dealer have two cards. The dealer's cards are dealt in rotation with the player's cards. The player's cards are delivered face up, the dealer's cards are one up and one down, delivered just as in Blackjack.



- After all players have received the first two cards, the dealer will deal to each player individually, starting with the first player on the dealer's left. The third card is immediately delivered face up. The player now has three options.
 - The player may purchase the third card by placing a wager **equal to the first wager** in the **'BUY THIRD CARD & SEE FOURTH'** Spot (second bet spot).
 - The player may refuse the third card and still remain in to challenge the dealer if he/she has a **Playable Hand** (at least two suited cards or a pair). No additional wager is required and no additional cards will be offered. If the card is refused, the dealer will place it in the discard rack. Please see **Playable Hand** samples at the end of this manual.
 - The player may choose to fold and forfeit all wagers. To fold, the player simply waves off the hand and loses all the wagers, including bonus bet, before the dealer will serve to the next player.

If the player elects to purchase the third card, a fourth card will be delivered face up. The player, again, has three options:

1. The player may purchase the fourth card by placing a wager **equal to the first wager** in the '**BUY FOURTH CARD**' Spot (third bet spot). Note: The player can only make this wager if he already has a playable hand or if this buy will make his hand playable.
2. If the player has a playable hand in the first three cards, he may refuse the fourth card and still remain in to challenge the dealer. No additional wager is required. If the card is refused, the dealer will place it in the discard rack.
3. The player may choose to fold and forfeit all wagers. Note: If the player has zero points in his four card hand, he must fold.

The Bonus Bet

The Bonus bet is optional and can be from \$1 - \$\$ depending on the Pay Table chosen. Sample Pay Tables may be found at the end of this manual. The Bonus bet is completely independent from the other three bets. At the casino's option, the Bonus Bet may be played alone.

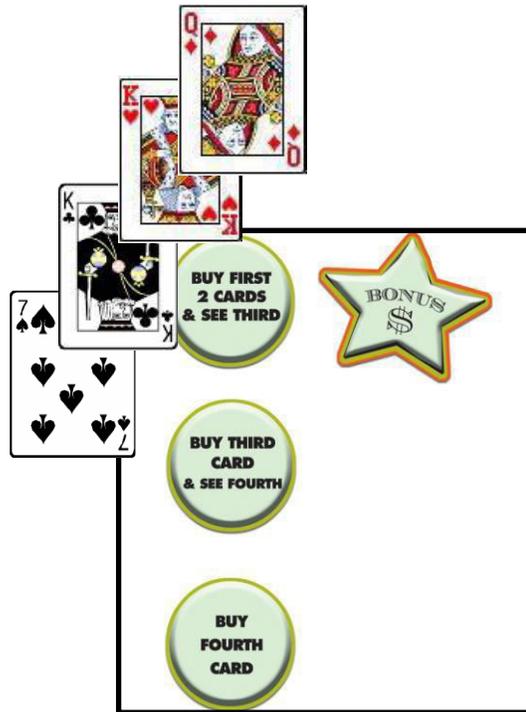
- **Paying the Bonus bet.** The dealer will pay bonuses to players immediately before serving cards to the next player. The bet is proven and pushed back.
- **Playing the Bonus bet Alone** – A player may elect to play the Bonus bet without placing a First bet (and subsequent bets). Under these circumstances, the dealer will simply give the player two additional cards, face up, when it is this player's turn to receive additional cards. If the player has at least 21 points in his four card hand, the Bonus is paid, pushed back, and the player's cards are put in the discard rack.

NOTE: All Bonus options will be paid and played according to house rules and procedures.

Non-Scoring Purchased Cards:

All non-scoring purchased cards from each player's hand will remain on the table face up. If the point total in the player's hand is less than required to qualify for a bonus, the dealer will pick up the bonus bet and place it in the chip tray before continuing to the next player.

In this Example, the Seven and the Queen are non-scoring cards – this player purchased these cards to increase his bet. The Seven and the Queen remain face up on the table. If the player had made a Bonus bet, the dealer would have taken it because the point total in the hand is 20, not enough to qualify for a Bonus.



Non-Playable Hand:

Non-Playable hands (those with no points) will result in a loss of all wagers. The dealer will pick up the wagers first, placing them in the chip tray and then place all of the player's cards in the discard rack immediately. Playable, non-folded hands will challenge the dealer.

The Dealer's Hand

After each player has been given the opportunity to hit out his hand, the dealer will turn over and expose his first two cards and deal himself two more cards, face up, for a total of four. If the number of points in the dealer's four cards is **less than 13**, the dealer draws another card for a total of five cards and must play with whatever point total he has. The dealer's points are totaled and compared to the player's hands and paid or taken accordingly.

Pay and Take

Starting from the right going left, the dealer will determine the winners and losers. The dealer will pay or take wagers as he comes to them.

- All winning wagers (First, Second, and Third bets) are paid 1 to 1.
- If the player and the dealer both have an equal number of points, they will push.
- The dealer will verify and select the best possible hand for the players
- The dealer will leave all cards exposed on the table until finished paying and taking wagers. After this procedure is finished, the dealer will pick up all cards and place them in the discard rack.

Game Security

Because each player may have a different number of cards and wagers in play during each hand, game security is very important.

The following is a simple guideline to ensure all wagers are correct:

- If the player has two cards in play, he/she may only have one wager (FIRST Bet).
- If the player has three cards in play, he/she may only have two wagers (FIRST and SECOND).
- If the player has four cards in play, he/she must have all three wagers (FIRST, SECOND, and THIRD).

The Importance of Card Accumulation

The most important objective in '4 Card Buyout' is the **accumulation of points**, *not* the accumulation of cards. For example, a pair has a value of 20 points (Aces, 22 points); four suited cards could have a point value of less than 20.

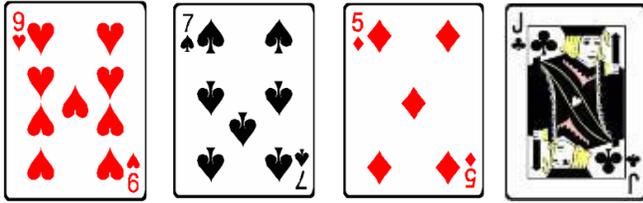
Comparing Suited Points to Pairs, Three or Four of a Kind.

- The hand with the highest number of points will win. If they are the same, they will push.

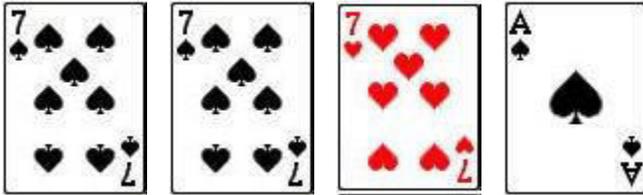
Zero Point Hand - A zero point hand is possible when:

- There are no cards in the same suit.
- There are no two, three or four of a kind combinations.

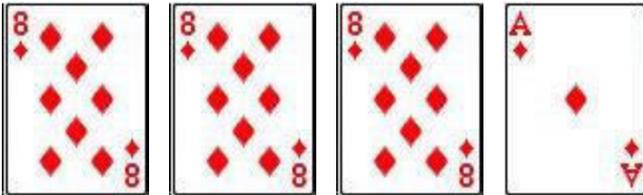
Example of a Zero Point Hand:



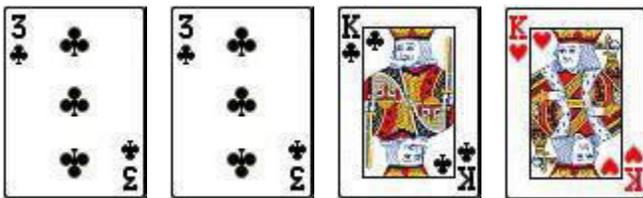
Sample 'PLAYABLE HANDS'



In this hand, the suited points total = 25, but the points from the three of a kind (7's) = 30. The three of a kind points total would be used.



In this hand, the suited points total = 35; the points from the three of a kind (8's) = 30. The suited points total would be used.



Remember that two pairs cannot be counted together, so this is not a 40 point hand – only suited points can be counted together. In this hand, the suited points total = 16, but the points from either pair = 20. Either (one of) the pairs would be selected by the dealer for the player. Player's hand = 20 points.

4 CARD BUYOUT BONUS PAYOUT – TABLE #1

44	250 to 1
43	100 to 1
42	75 to 1
41	50 to 1
40	40 to 1
39	35 to 1
38	30 to 1
35 - 37	25 to 1
32 - 34	20 to 1
30 - 31	5 to 1
27 - 29	3 to 1
21 - 26	2 to 1

4 CARD BUYOUT BONUS PAYOUT – TABLE #2

44	250 to 1
43	100 to 1
42	75 to 1
41	50 to 1
40	40 to 1
39	35 to 1
38	30 to 1
35 - 37	25 to 1
32 - 34	20 to 1
30 - 31	7 to 1
27 - 29	4 to 1
21 - 26	3 to 1

4 CARD BUYOUT BONUS PAYOUT – TABLE #3

44	250 to 1
43	100 to 1
42	75 to 1
41	50 to 1
40	40 to 1
39	35 to 1
38	30 to 1
35 - 37	25 to 1
32 - 34	20 to 1
30 - 31	5 to 1
27 - 29	4 to 1
21 - 26	3 to 1

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