STATE OF WASHINGTON

GAMBLING COMMISSION

"Protecting the Public by Ensuring that Gambling is Legal and Honest"

March 17, 2008

Robert Saucier
Galaxy Gaming
6980 O'Bannon Drive
Las Vegas, NV 89117

RE: Three Card Split

Dear Mr. Saucier:

Thank you for requesting approval to market the card game "Three Card Split" to Washington State commercial card rooms and Tribal casinos. 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:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Three Card Split – Rules of Play" you provided.
- 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 "Three Card Split – 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.

P.O. Box 42400 Olympia, Washington 98504-2500 (360) 486-3440 TDD (360) 486-3637 FAX (360) 486-3629

- 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 Financial Investigations 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 Keith Wittmers at (253) 671-6289. 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,

David Trujillo
Assistant Director
Licensing Operations Division

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Keith Wittmers, Special Agent Field Operations
Kelly Main, Special Agent Tribal Gaming
File

STATE OF WASHINGTON
GAMBLING COMMISSION
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August 30, 2017

Ann Huysmans
Galaxy Gaming
6767 Spencer Street
Las Vegas, NV 89119

RE: Andromeda version 5a Game Rules Package

Dear Ms. Huysmans,

We have reviewed the changes made to the below listed games. Your updated game rules indicate you added the new Andromeda version 5a bonus jackpot system to each of the below game rules. Based on our review of the documentation we received from Galaxy Gaming, the Washington State Gambling Commission will approve the changes made to the following games under the conditions listed below:

3 Card Double Play Poker
Deuces Wild
Four Card Frenzy
Galaxy Blackjack
Lucky Ladies
Triple Attach Blackjack
3 Card Split Pai Gow Poker
Dueling for Dollars
Four Card Prime
Heads Up Hold'Em
Texas Shootout
Cajun Stud
Emperor's Challenge
High Card Flush
Four Card Stud
Three Card Prime

Commercial Card Rooms

- The game(s) shall be played and operated under the terms and conditions set forth under the "Rules of Play" you provided and are enclosed.

- Commercial card room operators seeking to operate these games 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

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).

- Before TGA allows your game(s) 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.

Any modifications to the above games may affect this approval. 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

cc: Danny Lisa, Acting Special Agent in Charge, Regulation Unit
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

PAI GOW POKER

(A Variation of Pai Gow Poker)

RULES OF PLAY & DEALING PROCEDURES

GALAXY GAMING

6980 O'Bannon Drive • Las Vegas, Nevada 89117 • (702) 939-3254 • FAX: (702) 939-3255

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Galaxy Gaming, Inc. is a publically owned and traded company. OTC Ticker Symbol : GLXZ

Version 5.00

May 31, 2017

THREE CARD SPLIT

OVERVIEW

"Three Card Split Pai Gow Poker," (the "Game"), is a variation of pai gow poker. The primary variation is the number of cards dealt to the players and dealer. In traditional pai gow poker, players and the dealer receive seven cards each then split their hand into two sub-hands, one containing five cards (known as the "high" sub-hand) and the other two cards (known as the "low" sub-hand). A requirement of the setting of the sub-hands is that the five card sub-hand must be of a higher ranking than the two card sub-hand. In the Game, each player and the dealer receives three cards and likewise splits their hand into two sub-hands, the high sub-hand containing two cards and the remaining card in the low sub-hand.

In the Game, (as in traditional pai gow poker), once all hands are set, the dealer compares their low and high sub-hands to the player's low and high sub-hands. To win, the player's low and high sub-hands must each be greater than the dealer's corresponding low and high sub-hands. To lose, the player's low and high sub-hands must each be less than or equal to the dealer's corresponding low and high sub-hands. The wager results in a tie if one of the player's sub-hands is lower than or equal to the dealer's corresponding sub-hand and the player's other sub-hand is higher.

There are two bonus wagers available to the player. One such bonus wager is determined by comparing all three of the player's cards to the dealer's three cards. If the player's hand is a greater ranking than the dealer's hand the player wins. The second bonus wager compares the ranking of a combination of the player's three cards and a single community card[1] to form a four card hand which is compared to a pay table. These bonus wagers may also be offered in conjunction with a Jackpot (Appendix D). Casino operators choose which of the bonus wagers they will offer, subject to the limitations and definitions in WAC 230-15-040, WAC 230-15-140 and any restrictions contained within these Rules of Play. On games where there are more than four wagering options for players; the players are limited to wagering on a maximum of four of the options. One of the four wagers must be limited to $5.00. Card room operators are required to post this four wagering spot restriction on the layout of the game. 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. Card room operators are required to post this four wagering spot restriction on the layout of the game. 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.

DEALING PROCEDURES

1. The dealer begins by shuffling a standard deck of cards. Alternatively, a shuffling machine may be used.

2. Players place the primary wager within the designated bet spot on the table layout.[2] In addition, players may place one or both of the bonus wagers in the corresponding bet spots, as depicted on the table layout.
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3. After all wagers are placed, the dealer deals three cards, face down, to each player's position and to themselves, in a clockwise rotation beginning with the player on the dealer's immediate left.[3] The dealer's hand is dealt last. After the dealer has dealt their hand, they deal one more card from the deck which will be used by the players as a community card. This community card is not used for any purpose except to accommodate the four card bonus wager. This card in placed face down on the corresponding indicia on the table layout.

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[1] The community card is used only for the second bonus wager.

[2] On some table layouts, the primary wager is depicted as two wagers, one for the high sub-hand and one for the low sub- hand. Since both wagers are required and must be of equal value, the outcome is identical to the single wager indicia.

[3] To speed game play, it is suggested that the cards be dealt in packets of three either from the shuffler or by hand, but in the alternative; by house rule they may be dealt one at a time sequentially to each player in rotation.

4. Each player determines which two cards they desire to play in their high sub-hand. The remaining card comprises the low sub-hand. The two card high sub-hand must be of a higher ranking than the one card low sub-hand. In the event the player's low sub-hand is of a higher value than their high sub-hand, their hand is declared "foul" and their wager is forfeited. The sub-hands selected for play are placed on the table layout[4].

5. After all players have set their hands, the dealer exposes their three cards face-up on the table layout directly in front of them. The dealer selects two cards to play in their high sub-hand with the remaining card in their low sub-hand according to a pre-determined "house-way" strategy. The dealer must play by the "house-ways" which are available for inspection by any player. In the event the dealer's hand is not set according to house-ways, either the dealer or a table game supervisor must reset the house hand to conform to the house-way strategy.

6. Once the dealer has completed setting their hand, they reveal the community card by flipping it over.

7. The dealer compares each player's low sub-hand to the dealer's low sub-hand and each player's high sub-hand to the dealer's high sub-hand. The low sub-hand ranking is simply the highest value card. The high sub-hand ranking is as follows:

   A. Suited Connectors[5]
   B. Pair
   C. Connected Cards[6]
   D. Suited Cards
   E. High Card

   If the dealer's sub-hand is lower than the player's corresponding sub-hand, the player's sub-hand wins. If the dealer's sub-hand is higher than the player's corresponding sub-hand, the player's sub-hand loses. In the event the player's and the dealer's corresponding sub-hands are of the same ranking, (a "copy"), the color of each sub-hand is compared. If the color of the corresponding sub-hands are identical, the player's sub-hand wins. If the color of the corresponding sub-hands do not match, the dealer's sub-hand wins. For example:

   Example 1:
   Comparing the dealer and player's *low* sub-hand…

   Dealer has: 7♥
   Player has: 7♦
   Player's sub-hand wins.

   Example 2:
   Comparing the dealer and player's *low* sub-hand…

   Dealer has: 7♥
   Player has: 7♣
   Player's sub-hand loses.

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[4] The table layout contains indicia signifying the placement of the sub-hands. Cards are to be placed face-up or face-down according to house rule.

[5] A suited connector (aka straight flush) is two cards of the same suit and are adjacent in value to one another, (e.g. 4♣-5♣; J♦-Q♦). A-2 is the lowest suited connector.

[6] Connected cards (aka straight) are two cards of different suits but are adjacent in value to one another, (e.g. 4♣-5♦; A♦-2♠). A-2 are the lowest connected cards.

Example 3:
Comparing the dealer and player's *high* sub-hand…

Dealer has: Q♠, 7♥
Player has: Q♣, 7♣
Player's sub-hand loses.

Example 4:
Comparing the dealer and player's *high* sub-hand…

Dealer has: Q♦, 7♥
Player has: Q♥, 7♦
Player's sub-hand wins.

Example 5:
Comparing the dealer and player's *high* sub-hand…

Dealer has: Q♣, 7♥
Player has: Q♥, 7♠
Player's sub-hand wins.

8. A player wins their primary wager if both their low sub-hand and their high sub-hand is greater than the dealer's corresponding low sub-hand and high sub-hand. Winning wagers are paid one-to-one odds, also referred to as "even money." A player loses their primary wager if both their low sub-hand and their high sub-hand is lower than or equal to the dealer's corresponding low sub-hand and high sub-hand. If neither the player nor the dealer possesses a hand with two winning sub-hands, the result is a tie and the player's wager results in a push.

9. Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a winner or loser and takes or pays each player's wager. If a player placed a wager on either bonus wager(s), dealer determines if the player's hand wins. If it does, the dealer pays the player accordingly. If not, the dealer collects the player's bonus wager(s).

10. After all wagers have been settled, the dealer collects all remaining cards and reshuffles the deck in preparation for the next round.

APPENDIX A

HOUSE WAYS

The house dealer must set their hand as follows:

A. With a Three-of-a-Kind, the pair of matching color is placed in the high sub-hand. The off color card is placed in the low sub-hand. (e.g. 9♠9♣|9♥; K♦K♥|K♣)
B. With a Three-Card straight, flush or straight flush, the highest card is placed in the low sub-hand, regardless of color. (Examples: 4♠5♥|6♣; 2♥7♥|9♥).
C. With the possibility of a pair or a Two-Card flush, straight or straight flush:
    i. The highest high sub-hand is played as long as the low sub-hand can be 10 or greater, regardless of color. (e.g. 9♥9♣|10♣; 9♠K♠|Q♥; 2♣A♠|K♣).
    ii. If the low sub-hand can't be 10 or greater, the highest possible high sub-hand is played, regardless of color. (e.g. 4♥5♥|4♣; 7♠10♠|5♥; 7♣8♥|5♣).
D. With no flush, straight, pair or straight flush possibilities, the second highest card is placed in the low sub-hand, regardless of color. (e.g. 4♥10♦|7♣; 7♠J♦|9♥).

APPENDIX B
THREE CARD BONUS

In addition to the primary wager, a player has the option to place this bonus wager before the hand is dealt. The amount of the bonus wager may not exceed 50% of the primary wager.[7] If the player's hand is greater than the dealer's hand, they win even money on their bonus wager. If the player's hand is lower than the dealer's hand, they lose their bonus wager. If the value of the player's hand and the dealer's hand are identical, the winner of the hand is determined by the colors of the cards. If the colors contained in the player's hand matches the colors in the dealer's hand, the player wins. If the colors do not match, the player loses. Forexample:

Example 1:
Comparing the dealer and player's three card hand…

Dealer has: Q♠, Q♣, 7♥
Player has: Q♦, Q♥, 7♣
Player's three card hand loses.

Example 1:
Comparing the dealer and player's three card hand…

Dealer has: Q♠, Q♦, 7♥
Player has: Q♣, Q♥, 7♦
Player's three card hand wins.

The rankings of the three card hands are as follows:

A. Straight Flush[8]
B. Three-of-a-Kind
C. Straight[9]
D. Flush
E. Pair
F. High Card

Winning hands pay even money on the Three Card Bonus Wager.

[7] On table layouts where the primary wager is depicted as two separate wagers, the 50% limit is on the combined wagers.
[8] A-2-3 is the lowest straight flush.
[9] A-2-3 is the lowest straight.

APPENDIX C
FOUR CARD BONUS PAYTABLES

A player also has the option to place this bonus wager before the hand is dealt. The player's three card hand is combined with the community card to form a four card hand. This hand is compared to the winning combination depicted on the posted pay table and paid accordingly. Various pay tables are shown below:

TCS – 1a

Hand Type	Pays (to 1)
Four Aces	500
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	5
Two Pair	3
Three Card Straight or Flush	1

TCS – 1b

Hand Type	Pays (to 1)
Four Aces	1,000
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	5
Two Pair	3
Three Card Straight or Flush	1

TCS – 2a

Hand Type	Pays (to 1)
Four Aces	500
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

TCS – 2b

Hand Type	Pays (to 1)
Four Aces	1,000
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

TCS – 3a

Hand Type	Pays (to 1)
Four Aces	500
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	15
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

TCS – 3b

Hand Type	Pays (to 1)
Four Aces	1,000
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	15
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

APPENDIX D
BONUS OR PROGRESSIVE JACKPOT PAYTABLES

The casino may optionally offer a Bonus Jackpot or Progressive Jackpot wager.

The Jackpot bonus wager is offered in conjunction with the Four Card Bonus where the player's three card hand is combined with the community card to form a four card hand. This hand is compared to the winning combination depicted on the posted pay table and paid accordingly. To be eligible to win the Jackpot bonus wager, players must wager a qualifying minimum wager (e.g. $5). The qualifying minimum wager amount is determined by the casino and is clearly posted at each table. Pay tables are shown below:

Paytable:	TCS - 4a (BJ)	TCS - 4b (BJ)
Triggering Event		
Four Aces	BONUS	BONUS
Four-of-a-Kind	100	100
Four Card Straight Flush	50	50
Three Card Straight Flush	12	12
Three-of-a-Kind	8	8
Four Card Straight or Flush	3	4
Two Pair	1	3
Three Card Straight or Flush	1	1

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. "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."
6. 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 paytable 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,[1] 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"), Andromeda Series – Stage 3 (aka "Andromeda 3c or 3d") and Andromeda Series – Stage 5a (or higher). Information regarding each of the approved systems follows.

Milky Way

Milky Way is comprised of the Bet Tabulator System and the TableVision System and 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.

[1] - 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–3c and 3d

Andromeda 3c or 3d'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.[2]

Andromeda 3c or 3d'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.

Andromeda Bonus Jackpot System Stage 5a (or higher)

The Game may incorporate Galaxy Gaming's approved Bonus Jackpot System ("BJS"), version Andromeda 5a (or higher). BJS may be configured to allow the casino operator to offer either a progressive jackpot or a bonus jackpot. BJS allows the casino operator to offer static prizes, updatable prizes (e.g. daily jackpots) or real-time incremental prizes in accordance with the paytables contained within these Rules of Play.

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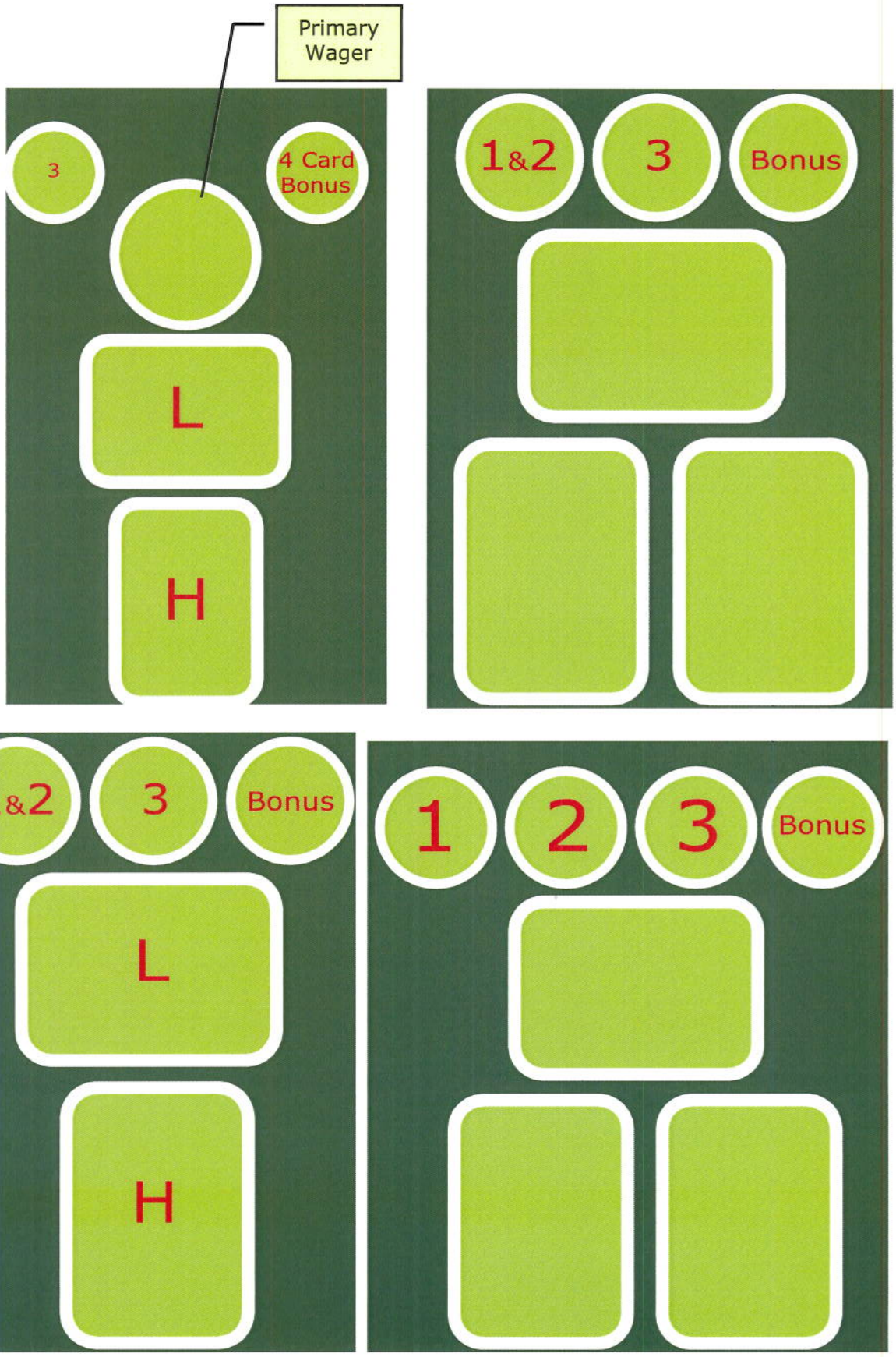
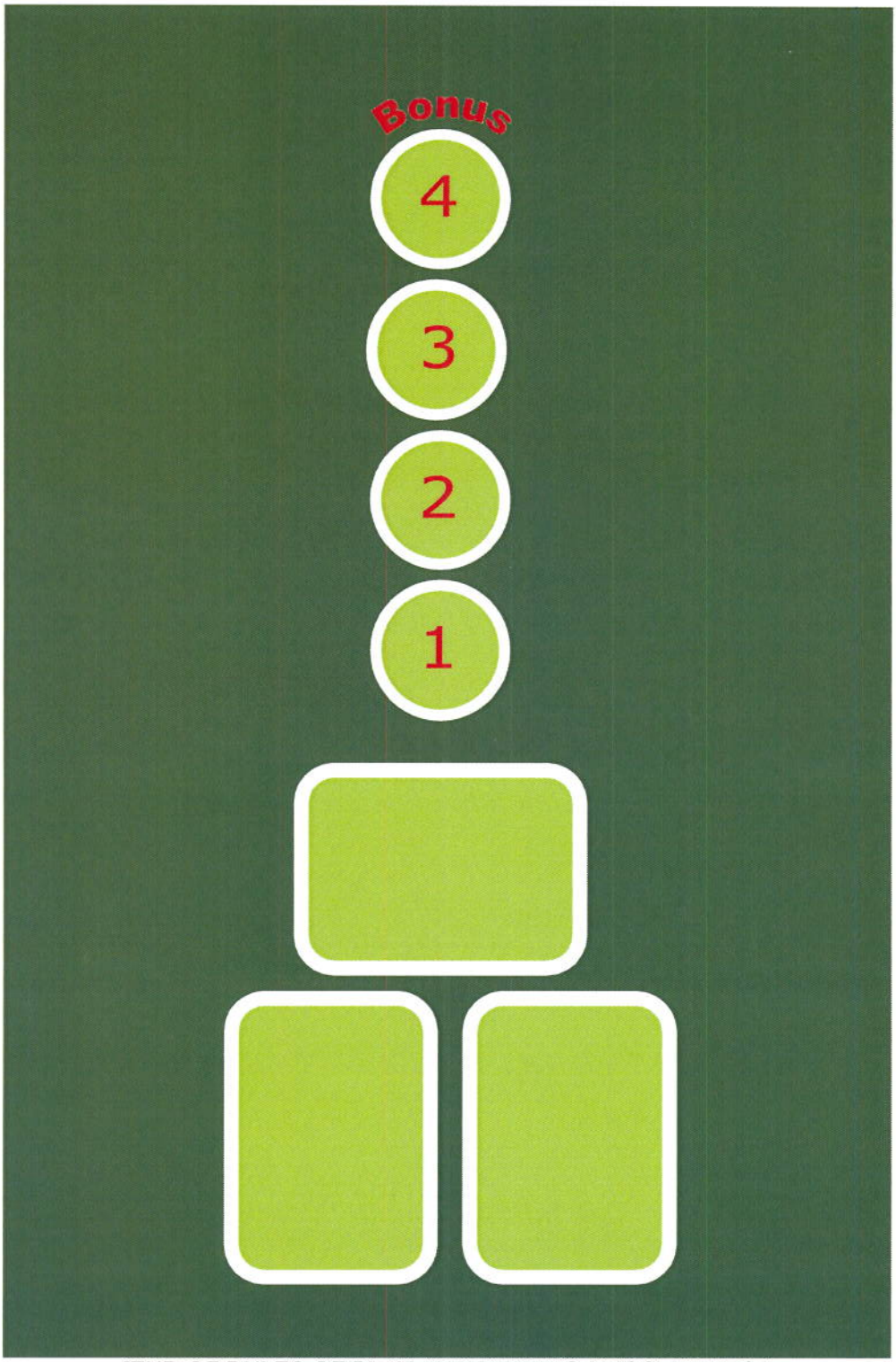
[2] - Visible wager detection is required whenever a wager is removed. For example, if a player places a fixed wager that pays a prize that is "for 1," typically the wager is first recorded then removed by the dealer prior to the start of play. Conversely, if the wager is a variable amount and the prize 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.

APPENDIX F
EXAMPLES OF ALTERNATE LAYOUT DESIGNS





[END OF RULES OF PLAY AND DEALING PROCEDURES.]