STATE OF WASHINGTON

GAMBLING COMMISSION

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

March 31, 2010

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

Re: Deuces Wild

Dear Mr. Saucier:

Thank you for requesting approval to market the card game "Deuces Wild" 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 "Deuces Wild – 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 "Deuces Wild – 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 98504-2400 (360) 486-3440 1-800-345-2529 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,

Tina Griffin
Assistant Director
Licensing Operations Division

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jennifer LaMont, Tribal Certification Manager
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

RULES OF PLAY AND DEALING PROCEDURES

(WASHINGTON ONLY – TRIBAL & COMMERCIAL)

GALAXY GAMING
Galaxy Gaming, Inc.
6980 O'Bannon Drive
Las Vegas, NV 89117 USA
(702) 939-3254

Version 5.00

May 31, 2017

SUMMARY

1. Deuces Wild is a house-banked variation of five card stud poker. Depending upon the configuration there can be up to four separate games contained within Deuces Wild and a player may place a wager on one or more of the four games.

   (a) Deuces Wild is played with one deck of 52 standard playing cards plus one Joker for a total of 53 cards.

   (b) All cards with a 2 value (a "Deuce") and the Joker are wild cards and may be substituted for any other card in the deck.

   (c) The object is to obtain a hand ranking that matches one of the hands posted on a paytable. The dealer does not receive a hand. Also, players do not compete against other players.

2. The four games within Deuces Wild are as follows:

   (a) **Ante / Play / Raise.** Each player places an "Ante" wager and receives three cards. After examining their first three cards, players choose to either fold their hand and forfeit their Ante wager or, place a "Play" wager equal to their Ante wager and receive a fourth card. Next, players choose to either fold their hand and forfeit their Ante and Play wagers or, place a "Raise" wager equal to the aggregate of their combined Ante and Play wagers and receive a fifth card. Each player's five card hand is compared to a corresponding paytable to determine if and how much they won (Appendix "A").

   (b) **Three Card Treasure.** The player is wagering that their first three cards will consist of one of the winning triggering events displayed on a posted paytable (Appendix "B").

   (c) **Five Card Fortune.** The player selects one or more of their original cards dealt to re-use as part of their Five Card Fortune hand. The player may select two or more cards only if all selections are wild cards. Otherwise, the player may select one card only. The player uses their selected card(s) combined with the four community cards, to make the best 5-card poker hand possible and compares the result to the posted paytable (Appendix "C").

   (d) **Bonus Jackpot.** The player is wagering that their five cards will consist of one of the winning triggering events displayed on a posted paytable. (Appendix "D").

3. A gambling promotion may be added to any of the four games at the discretion of the casino operator.

RULES OF PLAY

1. Deuces Wild is played with one deck of 52 standard playing cards plus one Joker for a total of 53 cards.

2. All cards with a 2 value (a "Deuce") and the Joker are wild cards and may be substituted for any other card in the deck.

3. The object is to obtain one or more hand combinations that are posted on corresponding paytables.

4. To begin, each player makes one or more initial wagers. All wagers are placed by each player in advance, prior to the dealer dealing any cards.

5. The dealer deals three cards to each player. Upon viewing those cards, in the event any player placed an Ante wager, they may either fold, turn in their cards and forfeit their Ante wager or may make an additional wager equal to their Ante wager called the "Play" wager and receive another card.

6. In the event any player placed a Three Card Treasure wager, they compare their first three cards to the corresponding paytable.

7. In the event a player either placed the Play wager or they placed the Bonus Jackpot wager, the dealer deals a fourth card to such player. Upon viewing their four cards, any player who placed the Play wager, first chooses to either fold, turn in their cards and forfeit their Ante and Play wagers or may make an additional wager equal to the aggregate of their Ante and Play wagers called the "Raise" wager and receive another card. Players without the Play wager but who have a Five Card Fortune wager or a Bonus Jackpot wager, will receive the appropriate number of cards[1] for the purpose of comparing to the corresponding paytable, regardless of whether or not they placed the Ante, Play or Raise wagers.

8. Each player's five card hand is compared to the corresponding paytables to determine if and how much they won (Appendix "A," & "D"). The Five Card Fortune hand uses one or more cards from the player's hand[2] combined with the five community cards and compared to the corresponding paytable (Appendix "C").

9. Players may not show or communicate the value of their cards to anyone.

10. All players must communicate in English during the play of the Game.

11. A malfunction of the automatic shuffling machine voids all play and wagers are returned as a push.

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[1] The Five Card Fortune wager entitles the player to the first three cards only, whereas the Bonus Jackpot wager entitles the player to five cards.
[2] A player may only select one card from their hand unless two or more cards are wild cards.

DEALING PROCEDURES

CARD PREPARATION

12. One standard deck of 52 cards plus the Joker for a total of 53 cards are used.

13. Except for tribal casinos, the cards must be dealt from an automatic shuffler or a shoe.

14. Before the cards are placed into the shuffler for the first time, they are inspected and randomized using a standard "card wash" procedure.

INITIAL WAGERING

15. To play, a player places one or more wagers on any one of four possible initial wagers for each of the four games prior to the start of each round of play. (A sample of the designated wagering area is depicted at right. The full table layout is attached. Appendix 'G'. Actual paytables may vary from image.) Each wager must be within the table limits posted. None of these wagers have any effect on each other. A player can win or lose separately on any of these first four wagers.

16. The minimum and maximum wagering limits are determined by the casino operator and/or in accordance with their limits established by their gaming regulatory body.[3] The Bonus Jackpot wager is typically limited to a pre-set fixed amount (e.g. one dollar). The wagering limits and any aggregate payout limitations shall be posted on the table, in plain view of the players in accordance with their internal controls and gaming regulations.

17. In the event the gaming table incorporates Galaxy Gaming's Bet Tabulator System, the dealer presses the tabulate button after all initial wagers have been set. The Bet Tabulator System counts the number of Bonus Jackpot wagers by player position. (The position numbers of 1 through 6 are from the dealer's left to right.) The dealer confirms that the corresponding LED's on the dealer control module[4] are on for each Bonus Jackpot wager. Once confirmed the dealer collects each player's Bonus Jackpot wager and deposits them into the chip tray. (If the Bet Tabulator System is

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[3] WAC 230-15-040 restricts a fourth wager from exceeding five dollars.

[4] The LED's may also appear on the wager sensor.

not used or is not functioning, the Bonus Jackpot wagers shall remain on the Bonus Jackpot wager spot.)

INITIAL CARDS

18. The Dealer begins by dealing the first community card face-down and then one card to each player face-down beginning on the dealer's immediate left and continuing in a clockwise rotation. This continues for three rounds. Therefore at this stage, each player and the community hand should have three face-down cards. As the dealer deals each player's third card, they use the third card to scoop up the first two cards and deliver all three to the player between the player and their corresponding wager.

19. If a player has placed either the Ante wager or the Three Card Treasure wager, they may examine their three card hand. Players may not reveal nor communicate the contents of their three card hand to any other player.

THREE CARD TREASURE TAKE OR PAY PROCEDURE

20. Beginning with the player on the dealer's immediate left and continuing one at a time with each player in a clockwise rotation, the dealer determines if each player who made the Three Card Treasure wager, won or lost that wager. As the dealer acts on each player's hand, the player declares whether or not they have a three card hand that qualifies for payment. If the player's three card hand is a:

    (a) **loser**, the player pushes their losing wager to the dealer using the three cards they hold, while not revealing their cards.

    (b) **winner**, they flip over their three cards face-up for the dealer and surveillance to observe. The dealer pays each winning three card hand and delivers all chips associated with the Three Card Treasure wager (including the original wager) to the player (away from the wagering area) before play continues. This is the only instance when a player may expose their cards.

SECOND ROUND; SUPPLEMENTAL WAGERING

21. After the dealer has completed the take or pay procedure for the Three Card Treasure hand, the dealer determines if each player has placed an Ante wager or not. If no Ante wager was placed and a Five Card Fortune wager was placed, then the player selects one card which is placed face down and tucked underneath their Five Card Fortune wager and discards the two remaining cards. If the player did place an Ante wager, the dealer determines if the player intends to fold or elects to continue to play. If the player:

    (a) **folds**, the dealer:

        (i) collects the player's Ante wager and deposits it into the chip tray, and

(ii) collects the player's three cards and places them into the discard rack. The dealer shall assure that none of the player's three cards are exposed, or

(iii) in the event the player placed a Five Card Fortune wager, they may select one of their cards to use with the community cards later. A player may select and play any number of wild cards.

(b) **plays**, the dealer:

(i) confirms the player has placed a Play wager of an identical amount as the player's Ante wager, and

(ii) delivers the fourth and final card to the community hand and deals each player another card face-down.

The dealer will complete the above procedure involving the first four cards for each player in rotation before moving on to the next round of player decisions.

Exception: In the event all players have folded after receiving their first three cards and any of the players previously made a Five Card Fortune wager, the dealer will:

(a) remove all losing Deuces Wild wagers,

(b) confirm each player with the Five Card Fortune wager has selected one card to play and discards the remaining two,

(c) deal the fourth community card only, and

(d) take or pay each player's Five Card Fortune wager accordingly.

THIRD ROUND; SUPPLEMENTAL WAGERING

22. Players who placed the Ante and Play wagers examine their fourth card and the dealer determines if they intend to fold or elect to continue to play. If the player:

(a) **folds**, the dealer:

(i) collects the player's Ante and Play wagers and deposits them into the chip tray, and

(ii) collects the player's four cards and places them into the discard rack. The dealer shall assure that none of the player's five cards are exposed.

(iii) in the event the player placed a Five Card Fortune wager, they may select one of their cards to use with the community cards later. A player may select and play any number of wild cards.

(b) **plays**, the dealer confirms the player has placed a Raise wager of an identical amount as the aggregate of the player's Ante and Play wager. The last remaining card is not delivered to the player at this time. The player examines the fourth card then tucks all four cards in their possession underneath their Raise wager.

This is the final action by the player. From this point forward, only the dealer shall touch the cards or the chips.

FINAL TAKE OR PAY PROCEDURES

23. After each player has acted upon their hand, the dealer returns to the first player in rotation who placed a Raise wager. One player at a time, the dealer collects each player's four cards and flips them over face up in the layout area directly in front of the dealer and then flips over the player's single remaining card in order to be able to read the player's five card hand.

24. At this point, the dealer examines each player's hand and compares it to the corresponding paytable (if wager was made), to determine if and how much the player has won on each corresponding wager.

    (a) If a loss on the Deuces Wild wager, the dealer collects that player's wager and deposits it into the chip tray. In the event the Bonus Jackpot wager is still on the table layout, (only in the event of a non-operating Bet Tabulator System), it too is collected if that Player's hand does not match one of the triggering events on the associated paytable. The dealer collects the five player cards and deposits them into the discard rack.

    (b) If a win, the dealer pays the player's Deuces Wild and Bonus Jackpot wagers in accordance to the odds on their associated paytable. The dealer collects the five player cards and deposits them into the discard rack.

RESUMPTION OF GAME

25. Upon completion of all of the above procedures, the cards are shuffled and the next round is dealt.

Appendix "A"

Ante / Play / Raise Paytable

For the player to win their primary Ante / Play / Raise wager, their final five card hand must match one of the winning triggering events displayed on paytable below:

Winning Hand	Pays					
Paytable:	A	B	C	D	E	F
Natural Royal Flush	250	100	250	250	250	250
Wild Royal Flush	30	30	40	35	30	30
Five of a Kind	20	20	15	20	20	20
Straight Flush	10	10	8	8	9	10
Four of a Kind	4	4	4	5	5	5
Full House	4	4	4	4	4	4
Flush	3	3	3	3	3	3
Straight	3	3	3	2	2	2
Three of a Kind	1	1	1	1	1	1
Two Pair	1	1	1	1	1	1

Any of the triggering events listed for the above winning hands may include one or more wild cards.

Note: All odds shown above are "to 1" and only the highest qualifying hand is paid. For example, if five cards are four Jacks and a wild card, the hand is paid as a "Five of a Kind" only. They do not also receive payment for "Four of a Kind" and "Three of a Kind."

Appendix "B"

Three Card Treasure Paytable

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

Winning Hand	Pays		
Paytable:	A	B	C
Mini Royal (QKA suited)	20	25	25
Straight Flush	6	5	5
Three of a Kind	5	4	4
Straight	2	3	2
Flush	2	1	2

Any of the triggering events listed for the above winning hands may include one or more wild cards.

Note: All odds shown above are "to 1" and only the highest qualifying hand is paid. For example, if a player's initial three cards are a King, Queen and Jack of Spades, the hand is paid as a "Straight Flush" only. They do not also receive payment for a "Straight or Flush."

Appendix "C"

Five Card Fortune Paytable

The player selects one or more of their cards in their hand to re-use as part of their Five Card Fortune hand. The player may select two or more cards only if all selections are wild cards. Otherwise, the player may select one card only. The player uses their selected card(s) combined with the four community cards, to make the best 5-card poker hand possible and compares the result to the following paytable:

Winning Hand	Pays		
Paytable:	A	B	C
Natural Royal Flush	400	500	400
Five Wild Cards	75	100	200
Wild Royal Flush	20	20	25
Five of a Kind	7	12	10
Straight Flush	5	8	5
Four of a Kind	4	3	3
Full House	3	3	3
Flush	2	2	2
Straight	1	1	1
Three of a Kind	Push	Push	Push
Two Pair	Push	Push	Push

Any of the triggering events listed for the above winning hands may include one or more wild cards, except for the "Natural Royal Flush."

Note: All odds shown above are "to 1" and only the highest qualifying hand is paid. For example, if five cards are four Jacks and a wild card, the hand is paid as a "Five of a Kind" only. They do not also receive payment for "Four of a Kind" and "Three of a Kind."

Appendix "D"

Bonus Jackpot Paytable

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

Winning Hand	Pays			
Paytable:	A	B	C	D
5 Wild Cards	Bonus	Bonus	Bonus	Bonus
4 Wild Cards	250	400	500	Bonus
3 Wild Cards	15	40	35	Bonus
2 Wild Cards	7	5	5	Bonus

Note: All odds shown above are "for 1" and only the highest qualifying hand is paid. For example, if five cards are three deuces and a Joker, the hand is paid as a "4 Wild Cards" only. They do not also receive payment for "3 Wild Cards" or "2 Wild Cards."

For the Bonus amount, the casino operator has the option of using one of two jackpot schemes.

1. The first is a Bonus Jackpot whereby the amount of the Bonus is set by the casino operator and displayed at each 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."

2. The second option available to the casino operator is to establish and maintain one or more Progressive Jackpot Prizes. Washington's rules pertaining to 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.

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.

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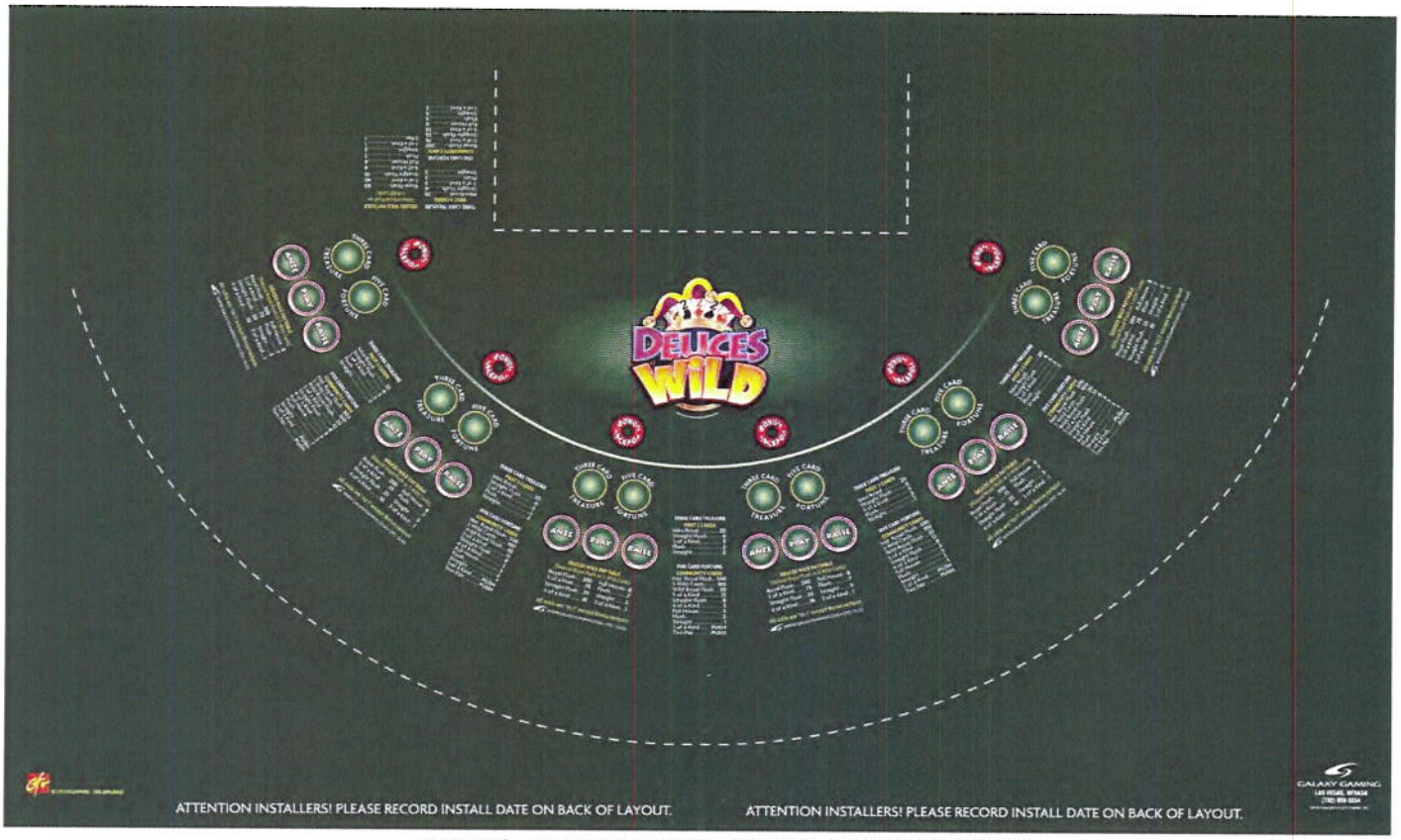
[2] - Visible wager detection is required whenever a wager is removed. For example, if a player places a fixed wager that pays a prize that is "for 1," typically the wager is first recorded then removed by the dealer prior to the start of play. Conversely, if the wager is a variable amount and the prize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

Table Layout



DEUCES WILD (6 Spot - GREEN) WA-V1_05-07-10 Cloth 51"x 79" Background : Four Color Process