



STATE OF WASHINGTON  
**GAMBLING COMMISSION**

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

September 25, 2015

Nina Rieger  
Galaxy Gaming Inc.  
6767 Spencer St.  
Las Vegas, NV 89119

RE: Three Card Prime

Dear Ms. Rieger,

We have reviewed the changes made to Three Card Prime. Based on our review of the documentation we received from Galaxy Gaming Inc., the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "Three Card Prime Rules of Play" you provided on September 3, 2015, and are enclosed.

**Commercial Card Rooms**

- 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**

- 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.



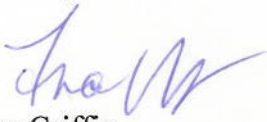
Ms. Rieger  
September 25, 2015  
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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. 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: Mark Harris, Special Agent in Charge, Regulation Unit  
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit  
Jess Lohse, Special Agent, Regulation Unit  
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit  
File



# Three Card Prime

With Optional BJS

## Rules of Play

Washington State



**Galaxy Gaming**

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REVISED 9/3/15

## RULES OF PLAY

Three Card Prime (the “**Game**”) is a house-banked, poker-based card game played with a standard 52-card deck of playing cards. There are multiple wagers that may be made by a player. The object of the Ante and Play wagers is for the player to have a higher ranked poker hand than the dealer. There are also additional bonus wagers, which are won if the player’s hand achieves predetermined winning triggering events posted on a paytable.

Casino operators choose which wagers they will offer and the minimum and maximum wagering limits, subject to the limitations and definitions in WAC 230-15-040<sup>1</sup>, WAC 230-15-140 and any other rules or restrictions mandated by the appropriate gaming regulatory agency or as 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. Card room operators are required to post this four wagering spot restriction on the layout of the game

### ***Ante and Play Wagers***

1. Each player makes an Ante wager (and optional Pair Bonus, Prime wager and All-6 Wager), and receives four cards face down. The player’s top card is separated for use with any 4-card bonus wagers made. The remaining 3-card hand is delivered to the player for play on the Game’s Ante and Play wagers. The dealer also receives a packet of four cards, from which the bottom card is discarded. Players are discouraged to exchange information on their hands, and they are not permitted to inspect the 4<sup>th</sup> card, to prevent game-play collusion.
2. After examining their first three cards, each player must decide whether to fold their hand and lose their Ante wager, or make a Play wager equal to their Ante wager. If a player folds, the hand is still used to determine the outcome of any bonus wagers made.
3. When all players have acted on their hands, the dealer reveals their 3-card hand. The dealer must have a hand consisting of at least a Queen-High to “qualify.” The player and dealer’s hands are then compared and the player is paid as follows:

#### ANTE Wager

4. If the dealer’s hand does not qualify, the Ante wager automatically pushes.  
If the dealer’s hand qualifies:
  - If the player’s hand is equal to or higher than the dealer’s hand, the Ante wager is paid even money.
  - If the player’s hand is lower than the dealer’s hand, the Ante wager loses.

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<sup>1</sup> - All references to rules contained within the Washington Administrative Code are not applicable to tribal gaming operations.

## PLAY Wager

5. The Play wager is then handled as follows:

- Player's hand consists of a flush or lower:
  - If the player's hand is equal to or greater than the dealer's hand, the Play wager is paid even money.
  - If the player's hand is lower than the dealer's hand, the Play wager loses.
  
- Player's hand consists of a Straight or better:
  - If the player's hand and is equal to or higher than the dealer's hand, the Play wager wins, and is paid in accordance with the posted payable (see Appendix "A" under "Win or Copy" for payouts).
  
  - If the player's is lower than the dealer's hand, the Play wager wins a Bad Beat bonus and is paid in accordance with the posted payable (see Appendix "A" under columns "PW/BB 1" through "PW/BB 4" for payouts).

### ***Optional Bonus wagers***

The game also contains several optional bonus wagers. The outcome of the primary wagers have no effect on the bonus wagers, as a player may lose the primary wager(s) against the dealer but still get paid on the bonus wagers. The casino operator chooses which of the bonus wagers to be offered. The bonus wagers are:

#### *Prime*

A Prime wager is made prior to the start of a round of play. The player wins 3 to 1 odds on their Prime wager if all of the cards in their 3-card hand are the same color (red or black). A player wins 4 to 1 odds if the dealer's three cards are the same color as the player's three cards. (See Appendix "B")

#### *Pair Bonus*

A Pair Bonus wager is made prior to the start of a round of play. A player wins their Pair Bonus wager if their 3-card hand consists of one of the winning triggering events posted on the accompanying payable. The fourth card is used to determine the amount won, and will win additional bonuses if a deuce. (See Appendix "C.")

#### *All-Six Bonus*

An All-Six Bonus wager is made prior to the start of a round of play. A player wins their All-Six wager if their 6-card hand formed by combining the player's 3-card hand with the dealer's 3-card hand forms at least a Three of a Kind. The wager is paid based on one of the All-Six Bonus paytables. (See Appendix "D.")

#### *Bonus Jackpot or Progressive Jackpot*

The Jackpot wagers are made prior to the start of a round of play. The Jackpot systems are optional, and an operator may elect to offer Three Card Prime without the Jackpot systems. There are two Jackpot wagers offered:

- a) The Final Four Jackpot: Players are awarded a Jackpot prize if they made the corresponding bonus wager and if the four card hand (the four player's cards only) had achieved a pre-determined winning triggering event according to the corresponding payable (see Appendix "E.")
- b) The All Seven Jackpot: Players are awarded a Jackpot if the seven card hand (the player's four cards plus the dealer's three cards) have achieved a pre-determined winning triggering event according to the corresponding payable (see Appendix "F.")

## Appendix “A” – Play Wager Paytables

Winning Triggering Event	Win or Copy	PW/BB 1	PW/BB 2	PW/BB 3	PW/BB 4
Mini-Royal	10	n/a <sup>3</sup>	n/a <sup>3</sup>	n/a <sup>3</sup>	n/a <sup>3</sup>
Straight Flush	6	12	12	6	6
Trips	5	10	10	5	5
Straight	2	4	4	2	2
Flush and lower	1	loss	1	loss	1

### Notes:

1. A Mini-Royal occurs when the player's three-card main hand is a suited Ace, King, and Queen.
2. All odds shown above are “to 1.”
3. The Mini-Royal can only win or copy, and as such cannot receive a Bad Beat win.
4. Player's hand must be of a higher value than dealer's hand to receive payment, except for the Bad Beat, or if the dealer fails to qualify.
5. The “PW/BB” paytables are used when the player's first three cards consist of one of the winning triggering events and is less than the dealer's hand (aka “Bad Beat”).
6. Only the highest qualifying hand is paid.

## Appendix “B”

### Prime Wager

The Prime wager is made at the start of play. A player wins their Prime wager if their starting 3-card hand is composed of all one color (red or black), with an additional bonus if the 3-card Dealer hand is all the same color as the player’s hand. The Prime wager may remain in action on a folded hand, and this is indicated by the player tucking the cards under the PRIME wager, instead of under the folded PLAY wager.

Winning Triggering Event	PRW-1	PRW-2
Same Color Player and Dealer Hands	4	Bonus
Same Color Player Hand	3	Bonus
others	loss	Bonus

#### Notes:

1. All odds shown above are “to 1.”



## Appendix “C”

### Pair Bonus Paytables

Winning Triggering Event	PB 1	PB 2	PB/LD 1	PB/LD 2	PB/LD 3	PB/LD 4	PB/LD 5
Mini Royal	50	40	100	75	75	75	Bonus
Straight Flush	40	40	80	60	50	50	Bonus
Trips	30	30	60	45	40	40	Bonus
Straight	6	6	12	10	8	8	Bonus
Flush	3	3	6	5	4	4	Bonus
Pair	1	1	1	2	2	1	Bonus

#### **Notes:**

1. The paytables PB1 and PB2 is used when the player's 3-card hand wins the Triggering Event, and the player's fourth card is not a 2 (deuce).
2. The paytables PB/LD1 through PB/LD5 are used when the player's 3-card hand wins the Triggering Event, and the player's fourth card is a 2 (deuce).
3. A Mini-Royal occurs when the player's 3-card main hand is a suited Ace, King, and Queen.
4. All odds shown above are “to 1.”
5. Only the highest qualifying hand is paid.

## Appendix "D"

### All-Six Bonus Paytables

Winning Triggering Event	A6-1	A6-2	A6-3	A6-4	A6-5
Six-Card Royal Diamonds	1,000	1,000	1,000	1,000	200,000
Six-Card Royal Other	1,000	1,000	1,000	1,000	20,000
Five-Card Royal	1,000	1,000	1,000	1,000	1,000
Five-Card Straight Flush	200	200	200	200	200
Four of a Kind	50	50	100	100	50
Full House	25	25	20	20	20
Flush	20	15	15	15	15
Straight	10	10	9	10	10
Three of a Kind	5	5	8	7	5

#### **Notes:**

1. All odds shown above are "to 1."

## Appendix “E”

### Final Four Jackpot Paytables

The Final Four Jackpot paytables are based on the player having at least a Straight in his 3-card hand to qualify to win the Final Four Jackpot. If the player has an initial 3-card hand of a Straight or better, then the fourth “loose deuce” card is added to the player’s hand, to determine the final winning 4-card hand Payout. The Final Four jackpot system is optional, and an operator may elect to offer Three Card Prime without this Jackpot system.

Winning Triggering Event	F4P-1	F4P-2	F4P-3	F4P-4
4-card diamond Royal	100%	100%	100%	Bonus
4-card Royal	10%	10%	10%	Bonus
4-card Straight Flush	\$1,000	\$1,000	\$1,000	Bonus
Four of a kind	\$1,000	\$500	\$1,000	Bonus
Initial 3-card SF	\$40	\$30	\$50	Bonus
Three of a Kind	\$25	\$20	\$30	Bonus
4-card Straight	\$15	\$15	\$15	Bonus
Initial 3-card straight	\$6	\$10	\$5	Bonus
initial hand < straight	\$0	\$0	\$0	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), 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” and “Jackpot” amounts are components of a posted, variable jackpot amount. “Jackpot” represents prizes that are a percentage of the amount shown on the meter. “Bonus” amounts represent fixed payouts.
6. When operated as a Daily Bonus Jackpot, the jackpot amount is 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. When operated as a progressive, rules for 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.
8. A player’s Jackpot wager must be one dollar only.

## Appendix “F”

### All Seven Jackpot Paytables

The All Seven Progressive paytables are based on the player’s 4-card hand plus the dealer’s 3-card hand, and where the player has no requirement of achieving an initial 3-card hand of a Straight or better in the original hand. The All Seven jackpot system is optional, and an operator may elect to offer Three Card Prime without this Jackpot system. Only the seven cards are considered as a group against the Winning Triggering Event. The paytables are shown below:

Winning Triggering Event	A7P-1	A7P-2	A7P-3	A7P-4
7-card Straight Flush	100%	100%	100%	Bonus
Royal	10%	10%	10%	Bonus
Straight Flush	\$200	\$200	\$200	Bonus
Four of a Kind	\$50	\$50	\$50	Bonus
Full House	\$10	\$10	\$10	Bonus
Flush	\$5	\$4	\$3	Bonus
Straight or less	\$0	\$0	\$0	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), 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” and “Jackpot” amounts are components of a posted, variable jackpot amount. “Jackpot” represents prizes that are a percentage of the amount shown on the meter. “Bonus” amounts represent fixed payouts.
6. When operated as a Daily Bonus Jackpot, the jackpot amount is 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. When operated as a progressive, rules for 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.
8. A player’s Jackpot wager must be one dollar only.

## **Appendix “G”**

### **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>2</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.

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<sup>2</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.

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.

### ***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>3</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>3</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.

# Appendix "H"

## Sample Table Layout

