



STATE OF WASHINGTON
GAMBLING COMMISSION

P.O. Box 42400 • Olympia, Washington 98504-2400 • (360) 486-3440 • TDD (360) 486-3637 • FAX (360) 486-3627

February 9, 2017

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

RE: Player's Edge 21

Dear Ms. Rieger,

We have reviewed the changes made to Player's Edge 21. 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 "Player's Edge 21 Rules of Play" you provided on February 9, 2017 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.



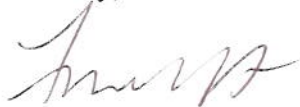
Ms. Rieger
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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

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: Josh Stueckle, 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



Rules of Play **(Washington State)**



Galaxy Gaming

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

RULES OF PLAY

Player's Edge 21 is based primarily upon the principles of the game of Blackjack, except that a number of Blackjack's customary rules have been modified and new rules have been added. Player's Edge 21 is played using 1, 5, 6 or 8 standard 52-card decks with all 10's removed. All cards have the same point value as in blackjack. Aces are worth 1 or 11 points, face cards are worth 10 points, and cards 2-9 are scored at face value.

Player's Edge 21 also contains several optional bonus wagers. 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. 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.

The object of Player's Edge 21 is to have a higher point total than the dealer without exceeding a point total of 21, or for the player to have 21 or less and the dealer to have exceeded 21, or for the player to have an automatic winner regardless of the dealer's hand.

After wagering, the dealer deals two cards to each player and two cards to themselves, one face-up and one face-down. Any player who's initial two cards equal a point total of 21, (a "blackjack") is an automatic winner regardless of the dealer's hand value and is paid 3 to 2 odds. Optionally, any player who's initial two cards is a "matched 20" (e.g. K♥-K♥; Q♣-Q♣; J♠-J♠) is an automatic winner regardless of the dealer's hand value and is paid even money.

If the dealer's face-up card is an ace, insurance is offered. Players win 2 to 1 odds if the dealer has a blackjack and 5 to 1 odds if the dealer has a blackjack consisting of two cards in the same suit.

After players have received their first two cards they may make any of the following decisions:

- Hit - Players may receive additional cards until their point total exceeds 21 or until they choose to stand or double down.
- Stand - Players may stand on any point total less than 21¹.
- Pair Splitting - Players may split cards of equal value including Aces up to three times, creating up to four independent hands. When splitting, Aces are treated like any other card. Hitting and doubling down of split hands, including Aces, is allowed.
- Double Down - Players may double down on any number of cards, regardless of the point total of their hand, including after splitting. They may double down for less than their original wager. Bonuses are not paid on doubled hands.
- Double Down Rescue - After doubling, if a player is dissatisfied with their non-busted hand, they may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager, provided that their hand did not exceed a point total of 21. Their original and doubled bets are always paid even money.
- Double-Double Down - Optionally, a casino may allow players to "double-double down". This option allows a player who has doubled down the option to double-double down (double their total wager again). A player may double their total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving

¹ A 21 is an automatic winner and the player is paid instantly.

a double card, a player only has the option to rescue or stand. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less, however, the double-double down wager amount would be capped at the maximum wager allowed. If the last double-double down wager made is capped, the "last doubled portion of the bet" would be the maximum wager allowed. If a player doubles for less, the last doubled portion of the bet would be that lesser amount.

- Surrender - Surrender is only allowed on the player's first two cards. If a player chooses to Surrender, the player forfeits half of their wager and surrenders their hand removing them from play on that round. A player may not surrender when the dealer's hand is a blackjack.

Any player who's hand equals a point total of 21 (excluding blackjacks) is an automatic winner regardless of the dealer's hand value and is paid even money. In the event a player has three or more cards totaling 21, they may be eligible to win additional odds beyond the automatic win, which pays even money. The following chart represents bonuses paid when a player's 21 count hand is one of the following specific winning triggering events:

Player's Winning Hand	Pays ²
5 card 21	3 to 2
6 card 21	2 to 1
7 card 21	3 to 1
6-7-8	3 to 2
6-7-8 Suited	2 to 1
6-7-8 in Diamonds	3 to 1
7-7-7	3 to 2
7-7-7 Suited*	2 to 1
7-7-7 in Diamonds*	3 to 1
7-7-7 Suited & Dealer's any 7*	\$1,000
7-7-7 Suited & Dealer's any 7* (with \$25 minimum wager)	\$5,000

* - Must be Dealer's Face-Up card. Not available in single deck version.

7-7-7-7 Bonus

In the event a player receives 7-7-7 suited **and a player has any 7**, regardless of suit, each player with the 7 shall receive a \$100.00 7-7-7-7 Bonus. If multiple players each receive 7-7-7 suited and a player has any 7, regardless of suit, the full pay table amount goes to each player that had the 7-7-7 suited and 7-7-7-7 Bonus payout is made to each of the other players with a 7 at that table on each of the winning hands. For example, if two 7-7-7 suited hands occur on the same round, each player possessing that combination is paid the 21 Bonus amount (based upon their wager amount) and one 7-7-7-7 Bonus (for the other player with 7-7-7 suited.) The other players at the table would be paid two 7-7-7-7 Bonuses.

7-7-7-7 Super Bonus

In the event a player receives 7-7-7 suited **and the dealer's face-up card is any 7**, regardless of suit, all of the other betting players of that round receive a \$50 Envy Bonus. If multiple players each receive 7-7-7 suited and the dealer's face-up card is any 7, regardless of suit, on the same round, the full pay table amount goes to each player that had the 7-7-7 suited and an Envy Bonus payout is made to each of the other betting players on each of their winning hands. For example, if two 7-7-7 suited hands occur in the same round, each player possessing that combination is paid the 21 Bonus amount (based upon their wager amount) and one Envy Bonus (for the other player with 7-7-7 suited). The other players at the table would be paid two Envy Bonuses. NOTE: An operator may

² Not available if the player doubles down.

implement ONLY one Envy type or Share The Wealth type bonus on a game. If an operator chooses to use this 7-7-7-7 Super Bonus, they may not add the Envy Bonus Jackpot or Share The Wealth Bonus Jackpot wagers on the same game.

Action on Dealer's Hand

The dealer shall hit on point totals of 16 or less until the point total of their hand is 17 or more, provided that, the dealer must hit a soft 17. A soft 17 is a point total of 17 whereby their hand contains an Ace that is valued at 11.

Optional Bonus wagers

Player's Edge 21 also contains several optional bonus wagers. Casino operators choose which of the bonus wagers they will offer, subject to limitations mentioned above.

Suited Royals

A player wins their Suited Royals wager if their first two cards consist of one of the pre-determined triggering events displayed on the corresponding payable (see Appendix "A").

Double Match - Up and Double Match – Down

A player wins their "Double Match-Up" or Double Match-Down" wager if either or both of their first two cards in combination with the dealer's face-up or face-down card respectively, consists of one of the pre-determined triggering events displayed on the corresponding payable (see Appendix "B").

Triple Match

A player wins their Triple Match wager if their first two cards and the dealer's first card (face-up) consists of one of the pre-determined triggering events displayed on the corresponding payable. (see Appendix "C")

Bonus Jackpot or Progressive Jackpot

A player wins their "Bonus Jackpot" or "Progressive Jackpot" (collectively "Jackpot") wager if their first two cards have achieved a pre-determined triggering event displayed on the corresponding payable (see Appendix "D"). The dealer's cards are sometimes used in combination with the player's cards to determine if additional prizes are awarded. A Jackpot wager, if made, is restricted to either one or two dollars.

In the event the player's Jackpot wager equals two dollars, the player qualifies for one of three bonus features. Only one of the three bonus features may be incorporated with the Jackpot. The three bonus features are:

Queen's Treasure Bonus

The Queen's Treasure Bonus prize is awarded when the player's first two cards equal one of the pre-determined winning triggering events on the corresponding payable. In certain cases, the dealer's hand is also used to determine the prize awarded.

Envy Bonus Jackpot

An Envy Bonus prize is awarded when any hand other than the player's hand associated with the Envy Bonus wager at the same table achieves a pre-determined triggering event which is posted on the corresponding payable. A player may not win an Envy Bonus prize on their own hand of cards which was associated with the wager qualifying for the Envy Bonus or on the dealer's hand. If a player is playing more than one hand of cards, one of their hands may be used as the winning triggering event for the other.

NOTE: An operator may implement ONLY one Envy type or Share The Wealth type bonus on a game. If an operator chooses to use this Envy Bonus Jackpot, they may not add the 7-7-7-7 Super Bonus or Share The Wealth Bonus Jackpot wagers on the same game.

Share the Wealth Bonus Jackpot

A Share the Wealth Bonus prize is awarded when any hand at the same table other than the dealer's hand achieves a pre-determined triggering event posted on the corresponding payable. A player may also win a Share the Wealth Bonus prize if their own hand with the qualifying Share the Wealth wager achieves the winning triggering event.

NOTE: An operator may implement ONLY one Envy type or Share The Wealth type bonus on a game. If an operator chooses to use this Share The Wealth Bonus Jackpot, they may not add the 7-7-7-7 Super Bonus or the Envy Bonus Jackpot wagers on the same game.

Gambling Promotions

A gambling promotion may be added to any of the bonus wagers at the discretion of the casino operator.

Jackpot Accumulation

The operator's internal controls must define how the Jackpots accumulate and how they are won.

Bonus Features' Procedures and Restrictions

Whenever a player places a wager that qualifies for one of the bonus features (e.g. Queen's Treasure Bonus, Envy Bonus or Share the Wealth Bonus, a bonus indicator known as a "lammer" must be placed on the table layout in the proximity of the gaming chip. The lammer becomes an integral part of the wager. If the table layout incorporates sensors for the purpose of detecting a lammer, the lammer is placed directly on the sensor. Only one Envy Bonus or Share the Wealth Bonus, bonus feature may be used on one table. For example, if the Envy Bonus is offered as a bonus feature with a wager, the Envy Bonus may not be used with any other wager and the Share the Wealth would be excluded from use on all wagers. Only players playing at the same table may participate in the Envy Bonus and Share the Wealth bonus features.

[Appendices on following pages]

Appendix "A"

Suited Royals Paytable

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

Paytable: Triggering Event	PE/SR 1	PE/SR 2	PE/SR 3	PE/SR 4
King-Queen Suited	40	30	40	Bonus
Two Suited Face Cards	10	12	12	Bonus
Two Suited Cards	2	2	2	Bonus

Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. Bonus amounts are at the discretion of the casino operator.

Appendix "B"

"Double Match – Up" and "Double Match – Down" Paytables

In "Double Match – Up" the player is wagering that the dealer's face-up card will be of the same ranking as one or both of the player's first two cards. In "Double Match – Down" the player is wagering that the dealer's face-down card will be of the same ranking as one or both of the player's first two cards. Players are paid for each matching card. If both of the player's original two cards match the dealer's up or down card, the player is awarded for both matches. All prizes are odds based and are paid according to one of the paytables displayed below:

Triggering Event	Paytable: PE/DM 1	PE/DM 2	PE/DM 3	PE/DM 4
Suited Match	9	12	13	Bonus
Unsuited Match	4	3	3	Bonus

Notes:

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. Each card in the player's hand qualifies independently and is paid independently.
4. Bonus amounts are at the discretion of the casino operator.
5. Not offered in the single deck version.

Appendix “C”

Triple Match Paytable

The player is wagering that three cards consisting of their first two cards and the dealer’s face-up card will match one of the winning triggering events displayed on one of the paytables below:

Paytable: Triggering Event	PE/TM 1	PE/TM 2	PE/TM 3
Three of a Kind, Suited	150	50	Bonus
Three of a Kind	20	8	Bonus
One Pair, Suited	4	6	Bonus
One Pair	2	2	Bonus

Notes:

1. All odds shown above are “to 1.”
2. Only the highest qualifying hand is paid.
3. Bonus amounts are at the discretion of the casino operator.
4. Not offered in the single deck version.

Appendix "D"

Jackpot Paytables

Bonus Jackpot #1

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

Paytable:	PE/BJ 1	PE/BJ 2
Triggering Event		
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts	Bonus	Bonus
Queen of Hearts Pair w/ Dealer Suited Blackjack	Bonus	Bonus
Queen of Hearts Pair w/ Dealer Blackjack	Bonus	Bonus
Queen of Hearts Pair	125	Bonus
Matched 20	19	Bonus
Suited 20	9	Bonus
Any 20	4	Bonus

Bonus Jackpot #2

The player is wagering that their first two or three cards and the dealer's face-up card, will match one of the winning triggering events displayed on the payable below:

Paytable:	PE/BJ 3
Triggering Event	
<u>Player's First Three Cards</u>	
Three 7 of Diamonds w/ Dealer 7 of Diamonds	Bonus
Three 7 of Diamonds w/ Dealer any 7	Bonus
Three Suited 7's (Clubs, Spades or Hearts) w/ Dealer any 7	Bonus
<u>Player's First Two Cards</u>	
Two 7 of Diamonds w/ Dealer 7 of Diamonds	Bonus
Two 7's w/ Dealer 7	Bonus
One 7 w/ Dealer 7 (suited)	Bonus
One 7 w/ Dealer 7 (off-suit)	Bonus

Bonus Jackpot #3

The player is wagering that their first two and the dealer's face-up card will match one of the winning triggering events displayed on one of the paytables below:

Triggering Event	Paytable:	PE/BJ 3
Three 7 of Diamonds		Bonus
Three Suited 7's (Clubs, Spades or Hearts)		Bonus
Two Suited 7's		Bonus
Two 7's		Bonus
One 7		Bonus

Bonus Jackpot #4

The player is wagering that their first two and the dealer's face-up card and when applicable, the dealer's face-down card will match one of the winning triggering events displayed on one of the paytables below:

Triggering Event	Paytable (5-8 Decks): PE/BJ 5	PE/BJ 6	PE/BJ 7
Four Ace of Diamonds	Bonus	Bonus	Bonus
Four Ace of Clubs, Hearts, or Spades	Bonus	Bonus	Bonus
Four of a Kind, Diamonds	Bonus	Bonus	Bonus
Four of a Kind, Suited	Bonus	Bonus	Bonus
Four of a Kind	Bonus	Bonus	Bonus
Three Ace of Diamonds	Bonus	Bonus	Bonus
Three of a Kind, Suited	150	50	Bonus
Three of a Kind	20	8	Bonus
One Pair, Suited	4	6	Bonus
One Pair	2	2	Bonus

Note: The dealer's face-down card is only used when a fourth card is required to complete a four card hand.

Triggering Event	Paytable (1 Deck): PE/BJ 8
Four Aces	Bonus
Three Aces	200
Two Aces	15
One Ace	1

Progressive Jackpot

Triggering Event	Paytable:	PE/PJ 1	PE/PJ 2	PE/PJ 3	PE/PJ 4
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts		100%	100%	100%	100%
Queen of Hearts Pair w/ Dealer Suited Blackjack		25%	50%	50%	100%
Queen of Hearts Pair w/ Dealer Blackjack		10%	25%	10%	100%
Queen of Hearts Pair		\$125	\$125	\$125	\$125
Matched 20		\$19	\$19	\$19	\$19
Suited 20		\$9	\$9	\$9	\$9
Any 20		\$4	\$4	\$4	\$4

Progressive Jackpot #2

The player is wagering that their first two and the dealer's face-up card will match one of the winning triggering events displayed on one of the paytables below:

Triggering Event	Paytable:	PE/PJ 5	PE/PJ 6	PE/PJ 7	PE/PJ 8
Three 7 of Diamonds		100%	100%	100%	100%
Three Suited 7's (Clubs, Spades or Hearts)		300	500	300	500
Three 7's		75	75	75	75
Two Suited 7's		25	25	20	20
Two 7's		6	6	7	7
Any 7		2	2	2	2

Progressive Jackpot #3

The player is wagering that their first two and the dealer's face-up card and when applicable, the dealer's face-down card will match one of the winning triggering events displayed on one of the paytables below:

Triggering Event	Paytable:	PE/PJ 9	PE/PJ 10	PE/PJ 11	PE/PJ 12	PE/PJ 13	PE/PJ 14
Four Ace of Diamonds		100%	100%	100%	100%	100%	100%
Three Ace of Diamonds		500	500	1.000	100%	100%	100%
Three of a Kind, Suited		150	50	150	150	50	150
Three of a Kind		20	8	20	20	8	20
One Pair, Suited		4	6	4	4	6	4
One Pair		2	2	2	2	2	2

Note: the dealer's face-down card is only used with the "Four Ace of Diamonds" payout.

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. Prizes offered on the Queen’s Treasure Bonus represent the total amount paid to the qualifying player.
6. “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.”
7. Progressive Jackpot rules 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.

Monster Match Jackpot

The player is wagering that the four-card combination of their first two cards and the dealer's first two cards will match one of the winning triggering events displayed on one of the paytables below:

	A	B	C	D	E
4-Card Match, Ace of Diamonds	\$	\$	\$	\$	\$
4-Card Match, Diamonds	\$	\$	\$	\$	\$
4-Card Match Suited	\$	\$	\$	100%	\$
4-Card Match Prime	\$	\$	\$	\$	\$
4-Card Match	200	\$	\$	200	\$
3-Card Match Suited	25	25	\$	25	\$
3-Card Match Prime	10	10	10	\$	\$
3-Card Match	10	10	10	10	\$
2-Card Match Suited	2	2	2	2	\$
2-Card Match Prime	\$	\$	\$	\$	\$

Notes:

1. Odds shown above are "for 1".
2. Only the highest qualifying hand is paid.
3. The Monster Match Jackpot can be run as a Bonus Jackpot or a Progressive Jackpot. The '\$' sign means that the prize is set by the casino operator and can be a percentage, fixed, or odds based payout. These prizes are required to be displayed at each gaming table.
4. If run as a Bonus Jackpot, prizes displayed are considered property of the casino until won by one or more players. Each Bonus Jackpot display must include the following language:
 - a. '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.'
5. If run as a Progressive Jackpot, casino operators must follow the rules contained in WAC 230-15-680 through WAC 230-15-720. Prizes displayed are considered to be held in escrow by the casino operator who acts as the custodian of the funds for the benefit of the players. Operators offering progressive jackpots must: (1) Ensure specific wager limits on progressive wagers to ensure all funds are accounted for; and (2) Maintain and account for all funds collected for progressive jackpot games."
6. A "Match" is cards of the same rank and "Prime" is cards of the same color.

Bonus Features

Envy Bonus Jackpot or Share the Wealth Bonus Jackpot	Paytables		
	PE/BF 1	PE/BF 2	PE/BF 3
Triggering Event			
Queen of Hearts Pair w/ Dealer Suited Blackjack in Hearts	Bonus		
Queen of Hearts Pair w/ Dealer Suited Blackjack	Bonus		
Queen of Hearts Pair w/ Dealer Blackjack	Bonus		
Three 7 of Diamonds	Bonus	Bonus	Bonus
Three Suited 7's (Clubs, Spades or Hearts)	500	Bonus	

Queen's Treasure Bonus Jackpot	Paytables		
	PE/BF 4	PE/BF 5	PE/BF 6
Triggering Event			
Queen of Hearts Pair w/ Dealer Blackjack	Bonus	Bonus	Bonus
Queen of Hearts Pair	\$250	Bonus	Bonus
Suited Queens	\$100	\$100	Bonus
Pair of Queens	\$50	\$50	Bonus
Matched 20	\$19	\$19	Bonus
Suited 20	\$9	\$9	Bonus
Any 20	\$4	\$4	Bonus

Progressive Jackpot – Single Deck

	Paytable:	PE/PJ 5	PE/PJ 6	PE/PJ 7
Triggering Event				
Queen of Hearts & Queen of Diamonds w/ Dealer Suited Blackjack in Hearts		100%	100%	100%
Queen of Hearts & Queen of Diamonds w/ Dealer Suited Blackjack		25%	100%	100%
Queen of Hearts & Queen of Diamonds w/ Dealer Blackjack		10%	25%	100%
Queen of Hearts & Queen of Diamonds		125	125	125
Matched 20		19	19	19
Suited 20		9	9	9
Any 20		4	4	4

Queen's Treasure Bonus – Single Deck

Triggering Event Paytable:	PE/MS 1	PE/MS 2	PE/MS 3
Queen of Hearts & Queen of Diamonds w/ Dealer Suited Blackjack in Hearts	Bonus	Bonus	Bonus
Queen of Hearts & Queen of Diamonds w/ Dealer Suited Blackjack		Bonus	Bonus
Queen of Hearts & Queen of Diamonds w/ Dealer Blackjack			Bonus

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 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,³ 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.

³ - 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.⁴

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.

⁴ - 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.

PLAYER'S EDGE 21
Galaxy Gaming

DEALER MUST HIT SOFT 17
Blackjack Pays 3 to 2 • Player's 21 is an Automatic Winner • Uses Spanish Decks

INSURANCE PAYS 2 TO 1

Suited Pays 5 to 1 Suited Pays 5 to 1

BONUS 21

- 7-7 Card 21, 3-1
- 6-8 Diamond, 3-1
- 6-8 Spade, 3-1
- 6-8 Heart, 3-1
- 7-7 Mixed, 3-1
- 7-7 Suits, 3-1
- 7-7 Mixed, 3-1

BONUS 21

- 7-7 Card 21, 3-1
- 6-7-8 Diamond, 3-1
- 6-7-8 Spade, 3-1
- 6-7-8 Heart, 3-1
- 7-7 Mixed, 3-1
- 7-7 Suits, 3-1
- 7-7 Mixed, 3-1

BONUS 21

- 7-7 Card 21, 3-1
- 6-7-8 Diamond, 3-1
- 6-7-8 Spade, 3-1
- 6-7-8 Heart, 3-1
- 7-7 Mixed, 3-1
- 7-7 Suits, 3-1
- 7-7 Mixed, 3-1

GET THE EDGE... BETTER THAN BLACKJACK

- All Blackjacks paid 3-2, never push
- All 21s paid immediately, never push
- Split up to 4 hands, including Aces
- Split Aces treated like other Split Pairs
- Insurance pays 2-1, suited
- Double Down after splitting
- Double Down with 2 or more cards
- Double Double Down, up to 3 doubles
- Double Down rescue
- Late Surrender allowed

Galaxy Gaming
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