



STATE OF WASHINGTON  
GAMBLING COMMISSION

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

November 28, 2007

Christine Galante  
Gaming Entertainment  
4054 Dean Martin Drive  
Las Vegas, NV 89103

**RE: Duki 4 Poker**

Dear Ms. Galante:

Thank you for requesting approval to market the card game "Duki 4 Poker" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Gaming Entertainment, 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 "Duki 4 Poker – 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.

**TRIBAL CASINOS**

- The game shall be played and operated under the terms and conditions set forth under the "Duki 4 Poker – 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.
- 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 230-02-300, 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 further questions on Commercial implementation, please contact Keith Wittmers at (253) 671-6289.

If you have any further 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: Julie Lies, Assistant Director Tribal Gaming Division  
Keith Wittmers, Special Agent Field Operations  
Kelly Main, Special Agent Tribal Gaming Division

# Duki 4 Poker®

## Procedures & Training For the State of Washington



**GAMING  
EDGE C. LLC.**

*"Offering innovative products  
at a price you can afford".*

**4054 Dean Martin Drive, Las Vegas, Nevada 89103**

## Procedures & Training Guidelines for Duki 4 Poker®

**Duki 4 Poker® is a unique new table game where the Player's goal is to get a 3 or 4 card Duki (one card of each suit) and beat the Dealer's qualifying Duki hand.**

### **PLAYING THE GAME**

Duki 4 Poker® is played with a standard deck of 52 cards. It is played on a blackjack-size table by up to seven players.

At the start of play, before any cards are dealt, the Player may place an *Ante* bet (play against the Dealer) a Duki Bonus bet (play against a pay table) or both. These amounts do not have to be equal, but must be within the posted table limits.

The Dealer then deals out four cards face down to each Player and himself. After looking at their four cards, the Players that made an Ante Bet must decide whether to *Fold* or to *Play*. If the Player decides to *Fold*, the Player will forfeit both his Ante and Bonus Bets. If the Player decides to *Play*, he must make an additional Play bet, which is equal to his Ante Bet.

After all *Fold/Play* decisions are made, the Dealer then reveals his four cards to see if he has a qualifying Duki.

### **QUALIFYING HANDS**

A hand having either three suits out of four (a 3-Card Duki) or a hand having four different suits (a 4-Card Duki) is said to qualify. For example, a hand of 9♥ 9♣ 6♠ J♦ qualifies because all four suits are present. For another example, a hand of A♠ 4♦ 3♣ J♠ qualifies because three of the four suits are present.

A qualified 4-Card Duki hand is ranked as follows, from highest to lowest:

1. Four of a Kind
2. Straight (4 Cards)
3. Three of a kind
4. Two pair
5. One pair
6. High card

A qualified 3-Card Duki hand is ranked as follows, from highest to lowest:

1. Three of a Kind
2. Straight (3 Cards)
3. One Pair
4. High Card

**NOTE: Any 4-Card Duki beats any 3-Card Duki.**

## EXAMPLES

9♥ 9♣ 6♠ J♦ beats 9♦ 9♠ 5 8♣ (Pair with a higher kicker wins; 4-Card Duki)

7♠ 8♥ 9♣ 10♦ beats J♦ J♠ J♥ 3♣ (A straight beats a Three of a Kind; 4-Card Duki)

6♣ 7♠ 8♥ 2♦ beats J♦ J♠ J♥ Q♦ (4-Card Duki no Pair beats a Three of a Kind 3-Card Duki)

6♣ 8♥ 9♣ 2♦ beats Q♦ Q♠ J♠ A♠ (High card hand beats a non-qualifying hand; 3-Card Duki)

## PAYING THE BETS

After the Dealer determines the ranking of his hand, the Dealer will pay or collect the Player's bets according to the following rules: (Card room operators must not allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140)

- If the Dealer doesn't qualify with either a 3-Card or 4-Card Duki, the Player will automatically be paid on the Ante and the Play bet pushes:
  - a) If the Player hand is a 4-Card Duki, the Ante is paid according to the Ante Pay Table
  - b) If the Player hand is not a Duki, the Ante bet is paid 1 to 1.
- If the Dealer qualifies with a 4-Card Duki, then whoever has the higher ranking 4-Card Duki wins. If the Player's 4-Card Duki outranks the Dealer's, the Ante is paid according to the Ante Pay Table and the Play bet is paid even money. If the Dealer's 4 Card Duki outranks the Player's, the Player loses both his Ante and Play bet. A tie is a push.
- If the Dealer qualifies with a 3-Card Duki, then whoever has the higher ranking 3-Card Duki wins. If the Player's 3-Card Duki outranks the Dealer's, the Ante is paid even money and the Play bet is paid even money. If the Dealer's 3-Card Duki outranks the Player's, the Player loses both his Ante and Play bet. A tie is a push.

**4-Card Duki Ante Pay Table**

Hand Type	Pay (to 1)
Four of a Kind	100
Straight	10
Three of a Kind	5
Two Pair	3
One Pair	2
4-Card Duki	1

- The Player must qualify with a three or four card Duki to win the Duki Bonus bet. The Duki Bonus bet gets paid according to the pay table below. A qualifying Duki Bonus bet will be paid even if the Player loses the hand.

**3-Card Duki Ante Pay Table**

Hand Type	Payout
Three of a Kind	30
Straight	5
Pair 4's or Better	1

## **BETTING FOR THE DEALER**

Management at each casino will make the final determination on bets for the dealer.

## **HOW IS THE GAME DEALT**

### **Automatic Shuffle Machine**

An automated card-shuffling device may be used at all Duki Poker tables. When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

- a) The backs of the cards are of different colors.
- b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
- c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

## **PHYSICAL CHARACTERISTICS OF THE TABLE AND EQUIPMENT**

The Duki Poker table is a semi-circle playing surface. The table includes:

- A padded rail attached to the circular outer edge of the table.
- A felt playing surface with six or seven betting positions of three spots each, pay tables and miscellaneous logos.
- A chip rack (with clear security cover) located on the straight edge of the table.
- A playing card discard holder.
- A table limit sign.
- A Dealer tip box (*optional*).
- An automatic card shuffler (*optional*)

## **IRREGULARITIES**

- a) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.
- b) If any Player, or the Dealer, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.
- c) If any of the Dealer's cards are inadvertently exposed prior to the Dealer revealing his cards as described above, all hands will be voided and the cards will be reshuffled.
- d) If an automated shuffle machine is being used and the device malfunctions, jams or fails to deal the appropriate number of cards; the round of play will be voided and the cards will be removed from the device, checked by a Casino Supervisor, and the cards will be reshuffled.
- e) All above rules in effect only if using shuffle machine.

