



**RULES OF PLAY AND DEALING PROCEDURES**  
**(WASHINGTON ONLY – TRIBAL & COMMERCIAL)**



**GALAXY GAMING**

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## **OVERVIEW**

"Texas Shootout™," is a house-banked table game variation of "Texas Hold'em" poker. Texas Shootout is played using six standard decks of 52 cards each, dealt from a shoe by a house dealer. After all players have placed their wager, the dealer deals each player four cards face down. The dealer also receives a four-card hand, face down. Each player determines which two of their four cards they wish to play and discards the two unused cards. Alternatively, the player may "split" their four-card hand into two, two-card hands, match their original wager, and play both hands.

Once all player decisions are complete, the dealer exposes the house hand and determines which two of the four cards they will play according to a predetermined "house-way" strategy. Next, the dealer deals five cards, face up, in the center of the table. These five cards are community cards and, in addition to their two-card hand, are used by all players and the dealer to make the best possible five-card poker hand. The object of the game is for the player to have a higher ranking poker hand than the dealer. Since six decks are used, the five-card poker hand rankings are modified from the standard poker rankings and are posted at the table. If a player has a higher hand than the dealer, they are paid even money on their wager. If they have a lower hand than the dealer, the house collects the player's wager. If a player has a hand of the same value as the dealer, the player either loses or pushes their wager depending upon the amount of their "Quick Draw" wager (described below).

Texas Shootout also contains several optional proposition wagers. Casino operators choose which of the proposition wagers they will offer on their blackjack tables<sup>1</sup>. All proposition wagers are banked by the casino operator.<sup>2</sup> Each proposition wager, which may be made at the player's option are:

**Quick Draw.** The player wins and is paid at odds on their Quick Draw wager if the player's first four cards have achieved a pre-determined triggering event according to the corresponding payable (see Appendix "A"). If the player's Quick Draw wager is equal to or greater than their Texas Shootout wager, a tying Texas Shootout hand with the dealer results in a push instead of a loss.

**Shootout Bonus (With Envy Bonus).** Players attempt to obtain one of several predetermined poker rankings using the combination of their two cards and the five community cards and are paid odds according to the ranking obtained (see Appendix "B"). Also, a player who makes a Shootout Bonus wager of \$5 or more will receive an envy bonus if any other player at the table is dealt a 5 of a kind or better.

**Bonus Jackpot or Progressive Jackpot (with MEGA-Share Envy Bonus).** The player wins the "Bonus Jackpot or Progressive Jackpot" wager<sup>3</sup>, if their hand (consisting of their two cards and five community cards) has achieved a pre-determined triggering event displayed on the corresponding payable (see Appendix "C"). This proposition wager, if made, is limited to one or two dollars.

In the event the player's Jackpot wager equals two dollars, the player qualifies for additional prizes known as "MEGA-Share Envy Bonus" in addition to the posted Jackpot payable. The MEGA-Share Envy Bonus jackpot prize is independent of the Bonus Jackpot or Progressive Jackpot prize funds. Whenever any player achieves the pre-determined MEGA-Share winning triggering event, all players who qualified for the MEGA-Share Envy Bonus will receive an equal share of the MEGA-Share Envy Bonus prize fund connected with specified games, including the player who achieved the winning triggering event, provided they too had a qualifying wager.

**Gambling Promotions.** A gambling promotion may be added to any of the proposition wagers at the discretion of the casino operator.

## **DEALING PROCEDURES**

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<sup>1</sup> Washington commercial cardrooms must comply with the wagering requirements of WAC 230-15-040(1)(b).

<sup>2</sup> If the casino operator chooses to incorporate a Progressive Jackpot proposition wager, a portion of the funds accrue to the jackpot fund and are therefore not banked by the casino operator.

<sup>3</sup> Casino operators select in advance which jackpot methodology they will offer. For brevity in this document, the term "Jackpot" shall refer to either a Bonus Jackpot or a Progressive Jackpot, depending upon which methodology is selected by the casino operator.

1. The dealer begins by shuffling six standard 52-card decks. The shuffled decks are cut by a player using a blank "cut card." The dealer inserts the cut card approximately 1 deck from the last card and places the cards into the shoe. The dealer deals the first card out of the shoe and places it directly into the discard rack.
2. Players place their Texas Shootout and all proposition wagers on the designated wager indicia on the table layout.
  - a. If the player did not place a Quick Draw wager that was equal to or greater than their Texas Shootout wager, a lammer signifying that they will lose on a push is placed directly adjacent to their Texas Shootout wager.
  - b. If the player placed a Shootout Bonus wager that meets or exceeds the predetermined qualifying amount (e.g. \$5), a lammer indicating the wager qualifies for an Envy Bonus is placed directly adjacent to their Shootout Bonus wager.
  - c. If the player placed a two dollar Jackpot wager, a lammer indicating the wager qualifies for the MEGA-Share Envy Bonus is placed directly adjacent to their Jackpot wager or directly upon the MEGA-Share sensor if the Bet Tabulator System is used. After the dealer records all wagers, they are removed from the table layout and deposited into the chip tray.

All wagers must be within the posted minimum and maximum wager limits as determined by the casino operator and in accordance with applicable gaming laws or rules.

3. After all wagers are placed, the dealer deals four cards, face down, to each player and to themselves in a clockwise rotation beginning with the player on the dealer's immediate left.
4. Each player that placed a Quick Draw wager either declares that their first four cards do not match one of the triggering events on the Quick Draw payable or they reveal their cards to the dealer. The dealer confirms the winning triggering event and pays the player's wager accordingly.
5. Each player determines which two cards they desire to play. *(Since Texas Shootout is played with six decks, the advantage a player may have in observing other player's cards is minimal. Therefore, it is not imperative that players conceal their cards.)* The two cards selected for play are placed "face-up" on the designated spot on the table layout directly in front of the player. The remaining two cards are placed "face-down" in the center of the table. The discarded cards in the center of the table are known as "the muck." Once cards are in the muck they are considered "dead" and may not be replayed or retrieved.
6. Players may optionally "split" their initial four cards into two, two-card hands. A player who wishes to split their hand places all four cards "face-up" in front of them. The dealer instructs the player to match their original wager of an equal amount and separates the four cards into two distinct two-card hands. If the player originally placed the optional Shootout Bonus wager, they may match that wager to play the Shootout Bonus for both hands. If the player placed a wager for the Jackpot and splits their initial four card hand into two hands, each two card hand qualifies to win the Jackpot, without the requirement for an additional wager.
7. After every player has selected their hand, the dealer collects all cards in the muck and places the discarded cards face-down into the discard rack.
8. The dealer exposes their four-card hand face-up on the table layout directly in front of them. The dealer selects two cards to play and two cards to discard 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 a player determines the dealer's hand is not set according to "house ways," they may challenge the selection. Either the dealer or the table game supervisor must reset the dealer's hand to conform to the "house way" strategy.
9. After the dealer has selected their hand, their discarded cards are placed face-down into the discard rack.
10. Next, the dealer deals five cards "face-up" in the center of the table. These five cards are known as the "flop" and are used as community cards for both the dealer's and each player's hand.

11. The dealer and each player will use any combination of their two cards and the five community cards on the flop to make the best possible five-card poker hand.
12. The ranking of hands from best to worst is as follows:
  - a. Five-of-a-Kind, Suited
  - b. Straight Flush (A-K-Q-J-10 is the highest and A-2-3-4-5 is the lowest straight flush.)
  - c. Five-of-a-Kind
  - d. Four-of-a-Kind
  - e. Full House
  - f. Flush
  - g. Straight (A-K-Q-J-10 is the highest and A-2-3-4-5 is the lowest straight.)
  - h. Three-of-a-Kind
  - i. Two Pair
  - j. One Pair
  - k. High Card

Note that a flush can be composed of pairs or triplets, which are ignored. For example, the following are valid flushes:

K♥-9♥-7♥-7♥-5♥  
 Q♣-Q♣-6♣-6♣-3♣  
 J♠-8♠-8♠-8♠-2♠

Q♣-Q♣-6♣-6♣-3♣ beats J♠-8♠-8♠-8♠-2♠.  
 K♥-9♥-7♥-7♥-5♥ beats both Q♣-Q♣-6♣-6♣-3♣ and J♠-8♠-8♠-8♠-2♠.

13. If a player has a higher ranking hand than the dealer, their hand is declared a winner. If a player has a lower hand, it is declared a loser. If the player's hand and the dealer's hand is of identical ranking, the result is a push if the player placed a Quick Draw wager equal to or greater than their Texas Shootout wager. If the player did not place the qualifying Quick Draw wager, the player loses their Texas Shootout wager. Beginning with the player on the dealer's immediate left and continuing in a clockwise rotation, the dealer shall determine whether each player's hand is a winner or loser and takes or pays each player's wager. Winning wagers are paid one-to-one odds, also referred to as "even money."
14. If a player originally made the optional Shootout Bonus wager, the dealer also determines whether or not the player's hand qualifies to receive the optional bonus payment. If they do, the dealer pays the player according to the odds posted at the table. If a player's hand does not qualify, the dealer collects the Shootout Bonus wager.
 

In addition to the bonus payment, if any player has a 5 of a kind or better, then all other players who made at least a \$5 Shootout Bonus wager will receive an Envy Bonus prize (see Appendix "B").
15. If a player originally made the optional Jackpot wager, the dealer also determines whether or not the player's hand qualifies to receive the optional bonus payment according to the payable posted at the table (see Appendix "C").
16. If any player has a hand that matches the qualifying triggering event for the MEGA-Share Envy Bonus, the dealer immediately notifies the casino floor supervisor and the play of the game discontinues until later resumed by the supervisor.
17. After all wagers have been settled, the dealer collects all remaining cards and places them face-down into the discard rack and the next round of play begins. Play continues in this fashion until the cut card is reached, at which time the dealer shall reshuffle the cards as described in procedure #1.

## **HOUSE WAYS**

1. Highest Pair, 8's or Better
2. Ace – Jack or Better
3. Any Pair Suited
4. Any Pair Unsuitd
5. Ace High Suited
6. Ten – Jack or Better Suited
7. Ten – Jack or Better Unsuitd
8. Ace High Unsuitd
9. Face Card High Suited
10. Face Card High Unsuitd
11. Connected Cards Suited
12. Connected Cards Unsuitd
13. Two Highest Cards Suited
14. Two Highest Cards Unsuitd

## Appendix "A"

### Quick Draw Paytables

The player's first four cards are compared to one of the paytables below:

<b>Paytable:</b>	<b>TS/QD 1</b>	<b>TS/QD 2</b>	<b>TS/QD 3</b>	<b>TS/QD 4</b>	<b>TS/QD 5</b>	<b>TS/QD 6</b>	<b>TS/QD 7</b>	<b>TS/QD 8</b>
<b>Triggering Event</b>								
Four of a Kind, Suited	500	200	250	200	100	200	100	100
Royal Flush	250	100	125	100	50	100	50	50
Straight Flush	75	50	75	60	30	50	30	25
Four of a Kind	40	20	30	25	12	20	12	12
Straight	10	10	9	9	5	5	5	6
Flush	8	9	7	7	4	4	5	5
Three of a Kind	7	7	5	5	3	3	3	3
Two Pair	5	5	3	3	2	2	2	2
Suited Pair	3	3			1	1	1	1
Pair of Jack's or Better	1	1	2	2	1	1	1	1
Pair of 8's or Better			2	2	1	1	1	1
Any Pair					1	1	1	1

#### **Notes:**

1. All odds shown above are "to 1."
2. Only the highest qualifying hand is paid.
3. A Royal Flush is Ace, King, Queen and Jack in suit.

Appendix "B"

**Shootout Bonus & Envy Bonus Paytables**

**SHOOTOUT BONUS**

Players have the option to place a Shootout Bonus wager before the hand is dealt. The winning triggering events and payoff odds are as follows:

<b>Paytable:</b>	<b>TS/SB 1</b>	<b>TS/SB 2</b>	<b>TS/SB 3</b>	<b>TS/SB 4</b>
<b>Triggering Event</b>				
5 of a Kind, Suited	5,000	1,000	1,000	1,000
Royal Flush	500	200	200	200
Straight Flush	100	75	75	75
5 of a Kind	50	40	40	40
4 of a Kind	5	7	7	7
Full House	3	3	3	3
Flush	2	2	2	2
Straight	1	1	2	1
3 of a Kind	Lose	Lose	Lose	Push

**ENVY BONUS**

If any player has a 5 of a kind or better, then all other players who made at least a \$5 Shootout Bonus wager will receive an envy bonus below:

<b>Triggering Event</b>	<b>Pays</b>
5 of a Kind, Suited	\$1,000
Royal Flush	\$250
Straight Flush	\$50
5 of a Kind	\$10

**Notes:**

1. All odds shown above are "to 1" except Envy Bonus.
2. Only the highest qualifying hand is paid.
3. If a player splits the hand, they have the option to place another bet on the split hand equal to their original Shootout Bonus wager. If they do not choose to increase their wager, they must select which hand their Shootout Bonus is connected to.
4. Should a player split their hand, then both hands not only can qualify for the Envy Bonus but also are used for qualifying purposes for other players.

## Appendix "C"

### Bonus Jackpot and Progressive Jackpot Paytables

The player is wagering that the best five cards, selected from the two cards in their hand combined with the five community cards, will match one of the winning triggering events displayed on the payable below. In a player splits their initial four card hand into two hands, each of their two card hands individually qualify to win. In the unlikely event that two players simultaneously obtain the highest triggering event, they split the jackpot equally.

<b>Paytable:</b>	<b>TS/BJ 1</b>	<b>TS/BJ 2</b>	<b>TS/PJ 1</b>	<b>TS/PJ 2</b>
<b>Triggering Event</b>	<b>Bonus Jackpot</b>		<b>Progressive Jackpot</b>	
5 of a Kind, Suited	Bonus	Bonus	100%	100%
Royal Flush	500	500	500	25%
Straight Flush	100	100	100	100
5 of a Kind	50	50	50	50
4 of a Kind	5	5	5	5
Full House	3	3	3	3

### MEGA-Share Envy Bonus

<b>Paytable:</b>	<b>TS/MS 1</b>	<b>TS/MS 2</b>	<b>TS/MS 3</b>	<b>TS/MS 4</b>	<b>TS/MS 5</b>
<b>Triggering Event</b>	<b>Bonus Jackpot</b>			<b>Progressive</b>	
5 of a Kind, Suited	Bonus	Bonus	Bonus	100%	100%
Royal Flush	500	Bonus	Bonus	500	100%
Straight Flush	100	100	Bonus	100	100
5 of a Kind	50	50	Bonus	50	50
4 of a Kind	5	5	Bonus	5	5
Full House	3	3	Bonus	3	3

#### **Notes:**

1. All odds shown above are "for 1."
2. Only the highest qualifying hand is paid.
3. "Bonus" amounts are at the discretion of the casino operator.
4. Prizes shown as a percentage means the player with the winning triggering event receives that percentage of the displayed jackpot, except for the MEGA-Share jackpot, which is divided among all qualifying players.

5. Casino operators have the option of using one of the two following jackpot methodologies:
  - (a) 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.”
  - (b) 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"**

### **Bonus Jackpot System**

The Galaxy Gaming Bonus Jackpot System is an electronic system comprising of two separate sub-systems known as the Bet Tabulator System and TableVision. There are various models of the Bonus Jackpot System. The first is known as the Milky Way Series and the second is called the Andromeda Series – Stage 1 (aka "Andromeda 1"). The primary differences between the Milky Way Series and Andromeda 1 are the retrieval of data in the Bet Tabulator System and the programming of the LED display in the TableVision System. With Milky Way, the bet tabulation data is displayed only on the non-resettable LCD counter whereas with Andromeda 1 the information is transmitted to a data collection host. Also with Milky Way, the LED display must be programmed at the casino by using a remote control or by connecting a computer. In Andromeda 1, the display may be remotely controlled.

#### ***Bet Tabulator System***

The Bet Tabulator System provides an extremely simple and automated method for collecting the number of wagers placed at a table. Although the actual dollar amount of the wagers are unknown, having historical data on the number of wagers is useful to management, such as compiling hands per hour, or whether a feature of a game is popular with players. One sensor is required for each wager counted. The count of the wagers for each hand is recorded on the electronic non-resettable LCD counter (*shown below*).



After players have placed their wagers, the dealer pushes a button on the dealer control panel (*shown above right*) to register all wagers on the table. If a wager is present, the counter is incremented. If a wager is not present, then nothing happens. Small LED lights indicate each player position wager counted, and remains lit during the current round.

At time intervals determined by casino management, the historical wagers count is collected from the LCD counter (*shown on right*) for comparison with the previous wager count, providing a total wager count for the reporting period. The counter is an electronic LCD display with 10-year battery backup, so even with a power outage the historical count remains.



#### ***TableVision System***

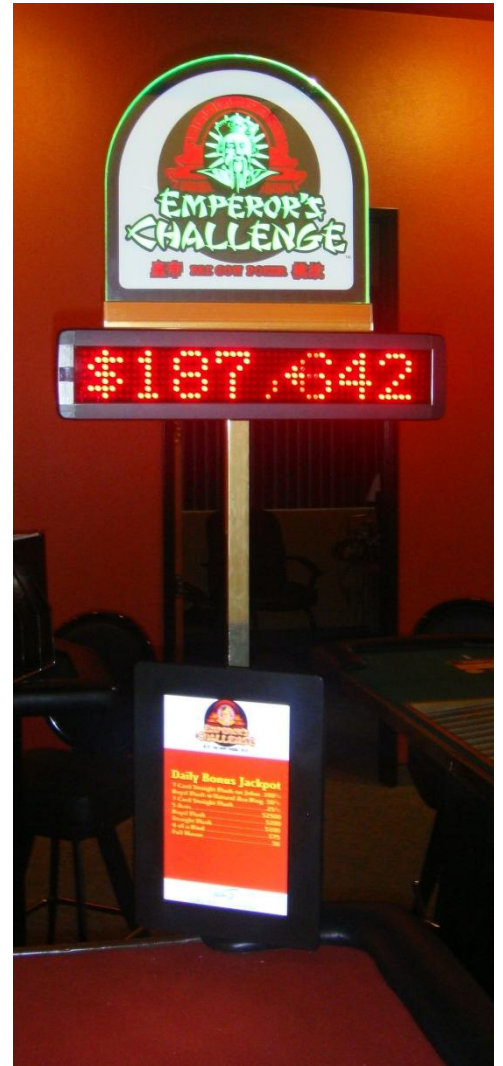
Galaxy Gaming's TableVision System is designed to replace standard non-electronic pay-tables, white boards and chalk boards used to depict payout odds or other prizes used in a gambling promotion. TableVision typically uses one or more electronic displays such as Edge-lit, LCD or LED type displays to enhance the image of the prizes to be awarded. The accompanying photo (next page) depicts all three of these types of TableVision displays combined and used to support Galaxy Gaming's "Emperor's Challenge" game.

In this photo, the sign at the top is an edge-lit sign used to depict the underlying game that is played, in this case, Emperor's Challenge. Although it is illuminated, the graphics are static and the sign's face must be replaced if a different game is used.

The display directly below the edge-lit sign is an LED display, in this case to show the amount of the jackpot that is being offered. Typically, this amount is changed daily by the casino operator. The method used to change this display is 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.

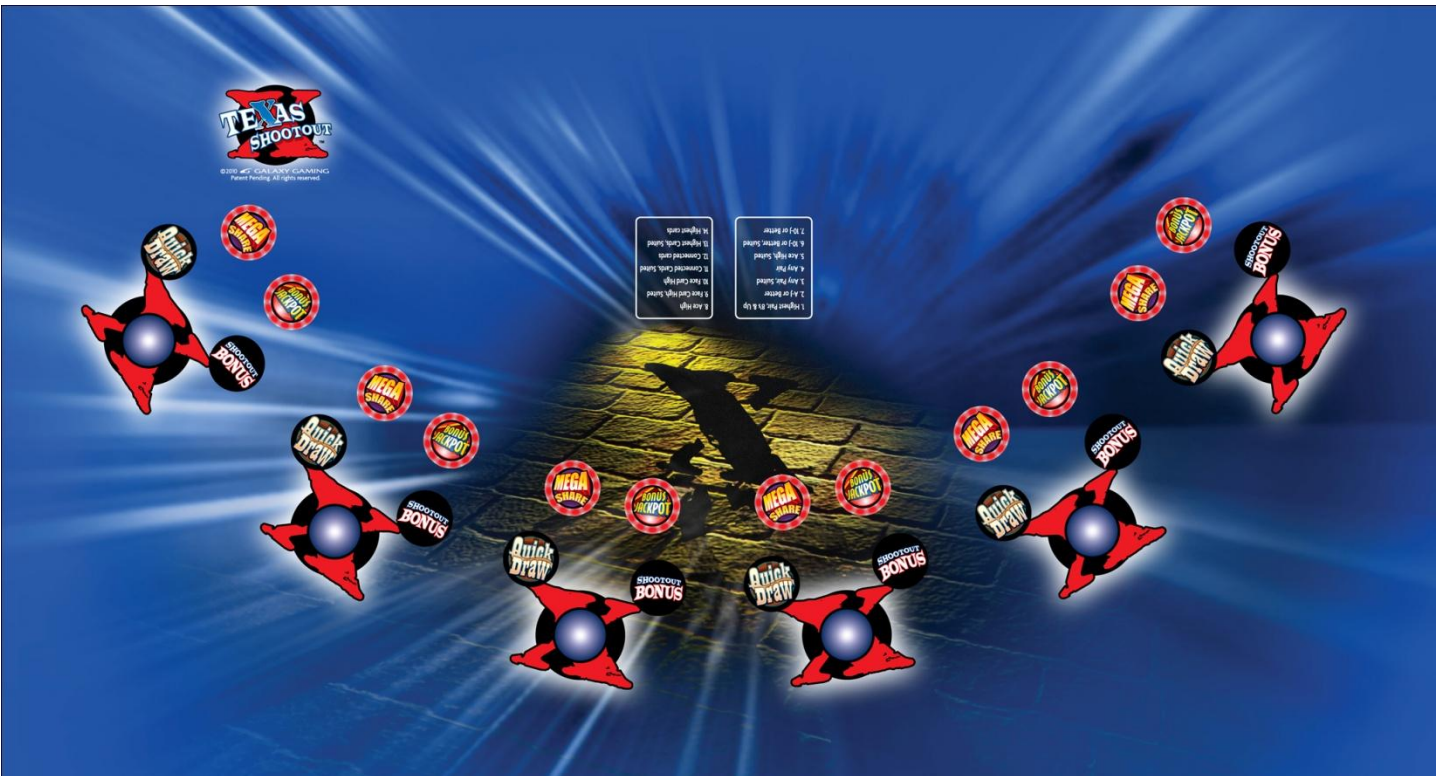
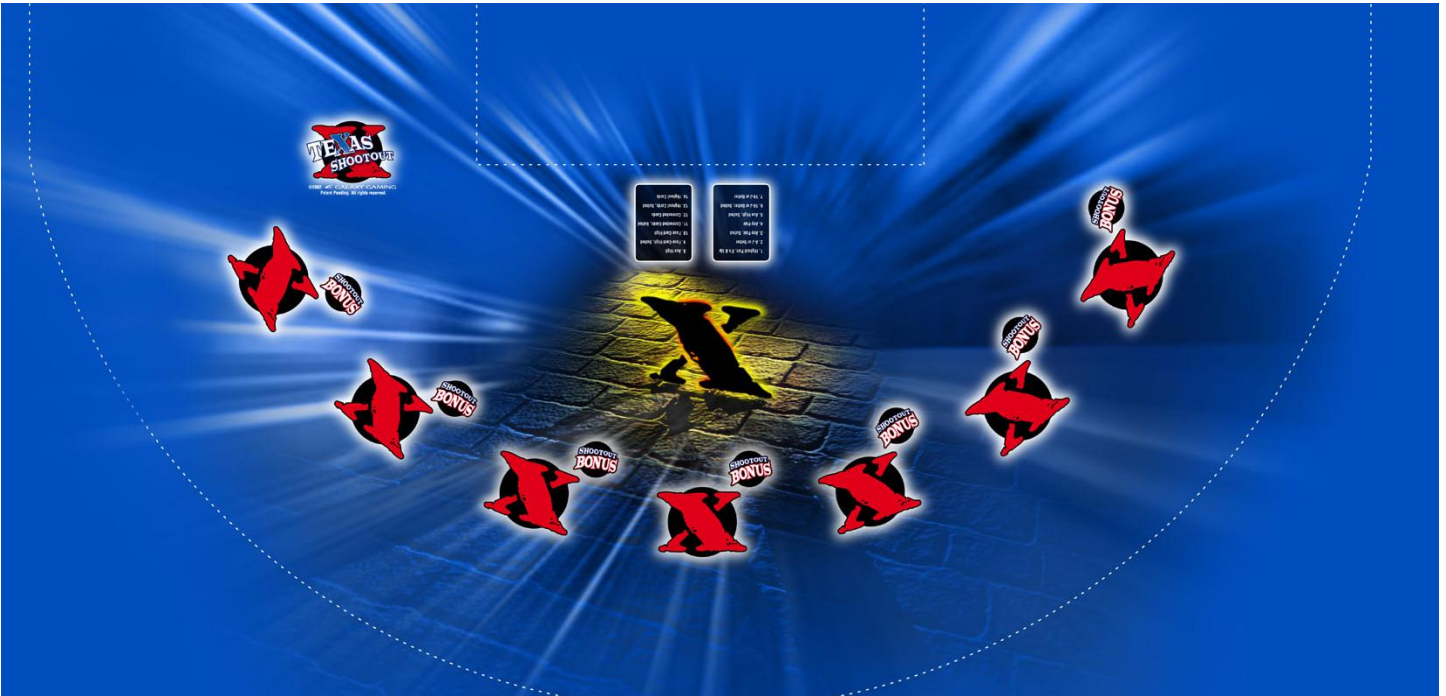
At the bottom is an LCD display, in this case being used to display the Bonus Jackpot payable. Other types of information can be displayed on this screen such as special promotions or table minimums and maximums. The LCD display in this picture happens to be an electronic photo frame commonly found on shelves in most retail stores. Like the photographs they were intended to be used for, the images to be displayed are copied onto a removable SD storage chip and when inserted into the device, the images emerge on the LCD screen.

In the event any of TableVision displays should fail, the casino operator will likely display the information required using paper, white board or chalk board.



## Appendix "F"

### Table Layout



#### Notes:

1. The layouts shown incorporate the Texas Shootout wager with various proposition wager and sensor configurations. At the discretion of the casino operator, any proposition wager may not be offered and therefore not displayed on the table layout.
2. The Jackpot and MEGA-Share indicia may either be printed directly on the table layout or may be incorporated on the surface of the sensor used by the Bet Tabulator System.