



**Game Procedures for Four Card Frenzy
A Dealer to Player Dealt Table Game**

Per “CHAPTER Lot 7200 GAMES OF CHANCE”, section Lot 7206.07(c)(1), please find below the relevant game procedures for Four Card Frenzy, a dealer to player dealt game offered by Galaxy Gaming.

A. The Name of the Card Game

Four Card Frenzy

B. The Object of the Card Game

Four Card Frenzy is a house-banked, four-card poker card game played with one standard 52-card deck. The object of the game is for the player to have a final four-card hand formed from five cards dealt that is higher than the dealer’s hand. Additionally, Four Card Frenzy offers several optional bonus wagers.

C. The Rules of the Card Game

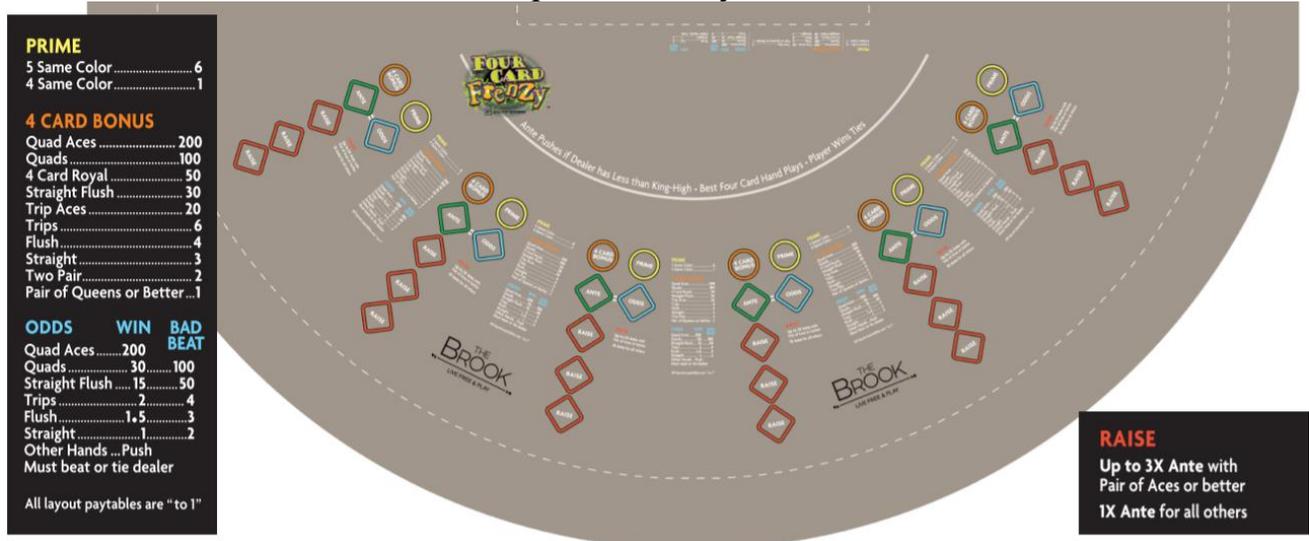
1. The player makes two initial wagers of equal size, denoted as Ante and Odds in the player’s wagering spotsⁱ.
2. The player can then opt to make up to three side bet wagers: “4 Card Bonus”, “Prime”, and the “5 Card Galaxy Bonus Jackpot” wager.
3. After the players have made their Ante and Odds wagers, each player and the dealer receive five cards face down.
4. The player decides to fold or raise upon determining the best four-card hand that can be made from their five-cards. The fifth card will be offset or turned horizontally from the player’s best four-card hand when it is revealed but is not discarded as it may be used for bonus wagers.
5. If the player chooses to play the hand, the player must make a Raise wager(s). If the player’s hand is a Pair of Kings or lower, the player can only wager in 1 Raise wager spot for an amount that is equal to the Ante. With a pair of Aces or better, the player has the option to bet on 3, 2, or 1 Raise wager spots in equal amounts to the ante wager. If the player folds, the hand may be tucked face down under a bonus wager to claim a bonus wager win.
6. After all players have placed a Raise wager(s) or folded, the dealer’s hand is revealed. The dealer slants the unused card of the dealer’s five card hand to show the highest remaining four cards that are in play.
7. After the dealer’s hand is formed, each player’s four-card hand is compared to the dealer’s best four-card hand with the higher hand winning. In cases of any four-card hand copies (where a copy is a four-card long exact hand match), the player wins the copy result. Note: the hands are ranked in the following order from highest to lowest:
 - Quads
 - Straight flush
 - Trips
 - Flush
 - Straight

- Two pair
 - One pair
 - High Card
- For purposes of the Ante wager only, the dealer needs at least a King-high hand to qualify. The Ante wager pays as follows:
 - Dealer does not qualify: the Ante wager pushes.
 - Dealer qualifies and player wins: the Ante wager wins even money.
 - Dealer qualifies and four card hands copy: the Ante wager wins even money.
 - Dealer qualifies and player's hand is lower: the Ante wager loses.
 - The Raise wager(s) pays as follows (regardless of Dealer qualifying):
 - Player wins or copies: the Raise wager(s) wins even money.
 - Player has lower hand: the Raise wager(s) loses.
 - The Odds wager pays as follows (regardless of Dealer qualifying):
 - Player has Straight or higher and beats or copies the dealer: Odds wager wins, and pays according to the Odds Win payable.
 - Player has a hand of straight or higher and loses to the dealer: Odds wager wins, and pays according to the Odds Wager Bad Beat payable.
 - Player has two pairs or less and wins or copies: Odds wager pushes.
 - Player has two pairs or less and loses: Odds wager loses.
 - The "4 Card Bonus", "Prime", and "5 Card Galaxy Bonus Jackpot" wager side bets pay according to the pay tables listed in Section F and the payouts are independent of the dealers hand.

D. The Equipment Used for the Card Game

The game uses a traditional, six seat table game table, Four Card Frenzy felt, Galaxy Bonus Jackpot digital system technology and a 52-card deck. Please note, the Galaxy Bonus Jackpot wager is an electronic, lit button located above the "Four Card Bonus" / "Prime" wager spots. It does not appear on the printed felt copy below as it isn't printed on the felt but is cut into the felt.

Example Printed Layout



E. The Method of Play For The Card Game

Up to 6 players can sit and play against the dealer on a Four Card Frenzy table. Players begin by placing equal Ante and Odds wagers and any optional side bets. The dealer then deals face down the player(s) and the dealer each five cards that they will use to make their best 4-card hand. After the player views his or her hand, if the player wishes to continue he or she must make a Raise wager. If the player has Aces or better, the player has the option to bet on 3, 2, or 1 Raise wager spots in equal amounts to the ante wager. If the player has a pair of Kings or lower, the player can only bet on one Raise wager spot. If a player makes a Raise wager, the player will place their cards face down under a Raise wager chip. After all the players have placed their Raise wager(s) or folded, the dealer's hand is revealed and bets are settled.

F. The Types of Wager or Wagers for the Card Game

Traditional Wagersⁱⁱ:

Ante: one of two initial wagers a player must make prior to any cards being dealt in order to compete against the dealer. The wager amount must be of equal size to the Odds wager.

Odds: one of two initial wagers a player must make prior to any cards being dealt in order to compete against the dealer. Paid according to the corresponding pay table. The wager amount must be of equal size to the Ante wager.

Raise Wagers: wager(s) that a player must make in order to play his or her hand against the dealers hand. If the player has Aces or better, the player has the option to bet on 3, 2, or 1 Raise wager spots in equal amounts to the ante wager. If the player has a pair of Kings or lower, the player can only bet on one Raise wager spot. Failure to make the Raise wager will result in a folded hand.

Optional Bonus Wagers:

Four Card Bonus: A player wins if their best four-card hand consists of a Pair of Queens or better. All amounts are "To 1".

Four Aces	200
4 Of A Kind	100
4 Card Royal	50
Straight Flush	30
Trip Aces	20
Trips	6
Flush	4
Straight	3
Two Pair	2
Pair of Queens or Better	1

Prime: A player wins based on the number of cards of the same color in their hand. If the player folds the main hand with a Prime bonus win, player tucks cards face down under the Prime wager.

5 Cards Same Color	6
4 Cards Same Color	1

5 Card Galaxy Bonus Jackpot: A player wins their five-card jackpot wager if their hand forms Three of a Kind or better. The payouts are “For 1” and the side bet must be \$5. This jackpot is initially seeded by The Brook with \$2,500. Each morning before opening, 10% of the previous day’s amount wagered on this Bonus Jackpot side bet is added into the Bonus Jackpot fund. If the top line Bonus Jackpot is won, The Brook would reseed the Bonus Jackpot with a new \$2,500 amount and the daily morning accumulation addition would continue.

5 Card Galaxy Bonus Jackpot	All Payouts are “For 1”
Royal Flush	Bonus Jackpot
Straight Flush	200
Four of a Kind	150
Full House	50
Flush	15
Straight	7
Three of a Kind	4

G. The Wager Amounts for the Card Game

The minimum wager for the game can be as low as \$1 per bet. During busier days, this minimum wager may increase up to \$10 per bet. The maximum wager for the game is \$10 per bet. While a player may only bet up to \$10 per betting space, he or she may wager on multiple spaces on the player’s betting felt. The player can therefore win or lose multiple bets on one dealt hand, based-on the wagers he or she selects.

H. The Payouts and Payout Odds for Each Wager in the Card Game

The payouts and payout odds for Four Card Frenzy at The Brook will be based-on the pay table selected and circled blue below from the list of various pay table options and payout odds offered by Galaxy Gaming. This blue circled pay table is the one that is printed on the game’s feltⁱⁱⁱ.

Table 1. Four Card Frenzy Odds Win Paytable

Outcome	PT-FLT-FCF-OW-01 Pays
Four Aces	200 to 1
Four of a Kind	30 to 1
Straight Flush	15 to 1
Three of a Kind	2 to 1
Flush	1.5 to 1
Straight	1 to 1
Other	Push

Table 2. Four Card Frenzy Odds Bad Beat Paytables

Outcome	PT-FLT-FCF-BB-01	PT-FLT-FCF-BB-02	PT-FLT-FCF-BB-03	PT-FLT-FCF-BB-04	PT-FLT-FCF-BB-05	PT-FLT-FCF-BB-06
Four of a Kind	30 to 1	100 to 1	100 to 1	500 to 1	500 to 1	500 to 1
Straight Flush	15 to 1	30 to 1	50 to 1	50 to 1	50 to 1	50 to 1
Three of a Kind	2 to 1	4 to 1	4 to 1	10 to 1	5 to 1	5 to 1
Flush	1.5 to 1	3 to 1	3 to 1	3 to 1	4 to 1	4 to 1
Straight	1 to 1	2 to 1	2 to 1	2 to 1	2 to 1	3 to 1

Table 10. Four Card Frenzy Results Summary

	PT-FLT-FCF-BB-01	PT-FLT-FCF-BB-02	PT-FLT-FCF-BB-03	PT-FLT-FCF-BB-04	PT-FLT-FCF-BB-05	PT-FLT-FCF-BB-06
Total Games	100,000,000	100,000,000	100,000,000	100,000,000	100,000,000	100,000,000
Initial Wagers	200,000,000	200,000,000	200,000,000	200,000,000	200,000,000	200,000,000
Total Wagers	313,998,121	313,888,814	313,920,803	313,744,499	314,001,539	313,896,965
Total Winnings	-3,340,121	-2,644,814	-2,654,803	-2,465,499	-2,372,539	-2,068,965
Average Winnings	-0.0334	-0.0264	-0.0265	-0.0247	-0.0237	-0.0207
Average Wager	3.1400	3.1389	3.1392	3.1374	3.1400	3.1390
Return to Player	98.94%	99.16%	99.15%	99.21%	99.24%	99.34%
House Edge Per Total Wager	1.06%	0.84%	0.85%	0.79%	0.76%	0.66%
House Edge	1.67%	1.32%	1.33%	1.23%	1.19%	1.03%

Table 4. Four Card Frenzy Four Card Bonus Paytables (Continued)

Outcome	PT-FLT-FCF- 4CB-07	PT-FLT-FCF- 4CB-08	PT-FLT-FCF- 4CB-09	PT-FLT- FCF-4CB-10	PT-FLT- FCF-4CB-11	PT-FLT- FCF-4CB-12
Four Aces	200 to 1					
Four of a Kind	100 to 1					
Royal	50 to 1					
Straight Flush	30 to 1	40 to 1				
Three Aces	20 to 1					
Three of a Kind	6 to 1	5 to 1	8 to 1	7 to 1	6 to 1	5 to 1
Flush	4 to 1					
Straight	3 to 1					
Two Pair	2 to 1					
QQ-AA	1 to 1					

Table 11. Four Card Frenzy Four Card Bonus Probabilities

Outcome	Probability
Four Aces	0.000018
Four of a Kind	0.000222
Royal	0.000074
Straight Flush	0.000723
Three Aces	0.001736
Three of a Kind	0.020833
Flush	0.044101
Straight	0.039173
Two Pair	0.047539
QQ-AA	0.093467
Lose	0.752115

Table 13. Four Card Frenzy Four Card Bonus RTP/HE Summary (Continued)

Paytable	PT-FLT-FCF- 4CB-07	PT-FLT-FCF- 4CB-08	PT-FLT-FCF- 4CB-09	PT-FLT-FCF- 4CB-10	PT-FLT-FCF- 4CB-11	PT-FLT-FCF- 4CB-12
RTP	94.13%	92.77%	99.02%	96.94%	94.86%	92.77%
HE	5.87%	7.23%	0.98%	3.06%	5.14%	7.23%

Table 5. Four Card Frenzy Prime Paytables

Outcome	PT-FLT-FCF-PR-01	PT-FLT-FCF-PR-02
Five Cards Same Color	6 to 1	5 to 1
Four Cards Same Color	1 to 1	1 to 1

Table 14. Four Card Frenzy Prime Bet Probabilities

Outcome	Probability
Five Cards Same Color	0.05062
Four Cards Same Color	0.29912
Lose	0.65026

Table 15. Four Card Frenzy Prime Bet RTP/HE Summary

Paytable	PT-FLT-FCF-PR-01	PT-FLT-FCF-PR-02
RTP	95.26%	90.20%
HE	4.74%	9.80%

5 Card Galaxy Bonus Jackpot Bet Probabilities & Payouts

Outcome	Probability
Royal Flush	0.000002
Straight Flush	0.000014
Quads	0.000240
Full House	0.001441
Flush	0.001965
Straight	0.003925
Trips	0.021128
Lose	0.971285

Dealt Hand	Payout*
Royal Flush	Bonus Jackpot
Straight Flush	200
Four of a Kind	150
Full House	50

Flush	15
Straight	7
Three of a Kind	4

*Payouts are “For 1”

I. The Rules Governing any Card Game Point System Established by the Licensee

Each dealt hand by the dealer is a distinctly unique event for the player. Players do not accumulate any game-related points that would affect the outcome of the game by playing in previously dealt hands.

ⁱ This section is based-on Galaxy Gaming’s Four Card Frenzy “Rules of Play” document dated 09/05/2019

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ⁱⁱⁱ Per Gaming Laboratories International report “LO-00-GGM-19-01-000” provided pay tables and odds