



RULES OF PLAY



GALAXY GAMING

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EMPEROR'S CHALLENGE EXPOSED

Pai Gow Poker

Game Description

Emperor's Challenge Exposed is a commission-free, house-banked Pai Gow poker-based game using a standard 52-card deck and a Joker. The Joker can be used as a suitless Ace, or to complete a Straight, Flush, Straight Flush, or a Royal Flush. The object of the game is for the players to beat the dealer in both their 2-card low hand and their 5-card high hand. *Emperor's Challenge Exposed* also contains optional bonus wagers that are not dependent on the base game's outcome.

Emperor's Challenge Wager

1. To begin each round, each player must place a main wager and may place any available optional bonus wagers.
2. After all wagers are placed, each player and the dealer are dealt seven cards. The dealer's cards are dealt face up and the player's cards are dealt face down.
3. The dealer sets their five-card hand and two-card hand according to the House Way.
4. Each player must then set their 2-card low hand and a 5-card high hand and place each in their designated spot on the layout. The ranking of the 5-card hand must be higher than the 2-card hand. If not, the hand is a foul and settled according to house procedure.
5. Each player's hands are compared to the dealer's respective hands and the main wager is reconciled as follows:
 - a. If the dealer has an Ace-high pai gow, **all** main wagers push, regardless of the player's hands*.
 - b. Otherwise, standard Pai Gow Poker reconciliation is followed:
 - i. If *both* the player's hands *beat* the dealer's respective hands, the player's main wager is paid 1 to 1.
 - ii. If one of the player's hands *beats* the dealer's respective hand and the other hand *loses or ties* the dealer's respective hand, the player's main wager is a push.
 - iii. If both the player's hands *lose or tie* the dealer's respective hands, the player's main wager loses.
6. The dealer reconciles all optional bonus wagers.

*Alternative Commission-Free Options

The following are alternative commission-free options to the dealer's Ace-high pai gow noted in step 5:

- If the dealer has a King-high pai gow or less, **all** main wagers push, regardless of player hands.
- If the dealer has any pai gow **and** if *both* the player's low-hand and high-hand *beat* the dealer's respective hands, the player's main wager pays 1 to 2.

Optional Bonus Wagers

Operators choose which optional bonus wager(s) they will offer and set all minimum and maximum wagering limits.

Pai Gow Insurance

Players win if their* 7-card hand achieves a winning event as displayed on the corresponding payable in Appendix A.

*Optionally, the player may choose, in advance, to wager that the dealer's hand is a pai gow. If the player chooses this option, the dealer places a designated lammer directly adjacent to the player's *Pai Gow Insurance* wager.

Emperor's Treasure (with Envy Bonus)

Players win if their 7-card hand achieves a winning event as displayed on the corresponding payable in Appendix B.

Envy Bonus

If the player's *Emperor's Treasure* wager equals or exceeds a predetermined minimum (e.g., \$5.00), a designated lammer is placed directly adjacent to the player's *Emperor's Treasure* wager, indicating the player qualifies for an *Envy Bonus*. A player wins an *Envy Bonus* if another player at the table achieves a winning event as displayed on the corresponding *Envy Bonus* payable in Appendix B. Players cannot win an *Envy Bonus* on their own hand.

Pai Gow Insurance Progressive

Players win if their 7-card hand achieves a winning event as displayed on the corresponding payable in Appendix C.

Emperor's Treasure Progressive

Players win if their 7-card hand achieves a winning event as displayed on the corresponding payable in Appendix D.

Emperor's Treasure Multi-Level Progressive

Players win if their 7-card hand achieves a winning event as displayed on the corresponding payable in Appendix E.

Emperor's Treasure Dynamic Progressive

Players win if their 7-card hand achieves a winning event as displayed on the corresponding payable in Appendix F.

Appendix A

Pai Gow Insurance

Hand (Pai Gow)	PT-FLT- EC-PGI-01	PT-FLT- EC-PGI-02	PT-FLT- EC-PGI-03	PT-FLT- EC-PGI-04	PT-FLT- EC-PGI-05
9-High	400	250	100	100	100
10-High	40	75	50	25	25
Jack-High	20	25	25	15	15
Queen-High	5	5	10	6	7
King-High	3	3	5	5	5
Ace-High	2	2	1	3	3

Notes

1. All pays are "to 1."
2. Only the highest qualifying hand is paid.
3. Ace is always considered high, and the Joker is always considered an Ace.
4. Hands containing a Straight or a Flush do not qualify for a Pai Gow Insurance payout.
5. Wagers are assumed to be on the player's hand, unless the player declares, in advance, that they would like to wager on the dealer's hand. Wagers made on the dealer's hand are denoted with a lammer.
6. Operators may choose to post a maximum aggregate per hand or per round.

Appendix B

Emperor's Treasure

Hand	PT-FLT- EC-ET- 01	PT-FLT- EC-ET- 02	PT-FLT- EC-ET- 03	PT-FLT- EC-ET- 04	PT-FLT- EC-ET- 05	PT-FLT- EC-ET- 06	PT-FLT- EC-ET- 07	PT-FLT- EC-ET- 08
7-Card Straight Flush, No Joker	5,000	8,000	5,000	2,500	5,000	5,000	5,000	2,500
5-Card Royal Flush w/ Natural Ace/King Suited	1,000	2,000	2,000	1,000	2,000	1,000	2,000	1,000
7-Card Straight Flush w/Joker	750	1,000	1,000	750	1,000	500	1,000	750
5 Aces	250	400	400	250	400	300	400	250
5-Card Royal Flush	100	150	150	100	150	110	150	125
5-Card Straight Flush	50	50	50	50	50	45	50	50
Four-of-a-Kind	20	25	25	25	25	25	25	25
Full House	5	5	5	5	5	5	5	5
5-Card Flush	4	4	4	4	4	4	4	4
3-of-a-Kind	3	3	3	3	3	3	3	3
5-Card Straight	2	2	2	2	2	2	2	2
3 Pair	Push	Loss	Loss	Loss	Loss	Loss	Loss	Loss

Envy Bonus

Hand	E01	E02	E03	E04	E05	E06	E07	E08
7-Card Straight Flush, No Joker	\$1,000	\$5,000	\$3,000	\$1,000	\$2,500	\$2,500	\$5,000	\$1,000
5-Card Royal Flush w/Natural Ace/King Suited	\$250	\$1,000	\$1,000	\$750	\$500	\$500	\$1,000	\$750
7-Card Straight Flush w/ Joker	\$100	\$500	\$500	\$250	\$250	\$250	\$500	\$250
5 Aces	\$50	\$250	\$250	\$100	\$150	\$150	\$250	\$100
5-Card Royal Flush	\$25	\$50	\$50	\$50	\$55	\$55	\$50	\$50
5-Card Straight Flush	\$10	\$20	\$20	\$20	\$25	\$25	\$20	\$20
Four-of-a-Kind	\$5	\$5	\$5	\$5	\$6	\$6	\$5	\$5

Notes

1. All pays are "to 1," except for the Envy Bonus prizes, which are fixed pays.
2. Only the highest qualifying hand is paid.
3. The *Natural Ace/King Suited* combination cannot include the Joker. The *5-Card Royal Flush* may include the Joker (e.g. Joker-K♥Q♥J♥10♥-A♠K♠).
4. All qualifying *Emperor's Treasure* wagers receive all corresponding *Envy Bonus* pays, excluding on their own hand or the dealer's hand.
5. Operators may choose to post a maximum aggregate payable per hand or per round.

Appendix C

Pai Gow Insurance Progressive

Hand	PT-BJS- EC-PGI-01	PT-BJS- EC-PGI-02	PT-BJS- EC-PGI-03	PT-BJS- EC-PGI-04	PT-BJS- EC-PGI-05
9-High (Same Color)	100%	100%	100%	100%	100%
9-High	10%	10%	\$250	\$500	\$1000
10-High	\$125	\$100	\$125	\$125	\$100
Jack-High	\$30	\$25	\$30	\$25	\$25
Queen-High	\$7	\$10	\$7	\$5	\$5

Notes

1. All pays are "for 1." The jackpot wager is not returned.
 2. Only the highest qualifying hand is paid.
 3. Ace is always high, and the Joker is always considered an Ace.
 4. Hands containing a Straight or a Flush do not qualify for a *Pai Gow Insurance Progressive* payout.
- The above paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed and pays should be multiplied accordingly.

Appendix D

Emperor's Treasure Progressive

Hand	PT-BJS- EC-ET-01	PT-BJS- EC-ET-02	PT-BJS- EC-ET-03	PT-BJS- EC-ET-04
7-Card Straight Flush, No Joker	100%	100%	100%	100%
5-Card Royal Flush w/ Natural Ace/King Suited	50%	50%	N/A	50%
7-Card Straight Flush w/ Joker	25%	25%	100%	25%
Five Aces	\$1,000	\$2,000	10%	\$2000
5-Card Royal Flush	\$175	\$250	\$500	\$250
5-Card Straight Flush	\$150	\$150	\$100	\$150
4-of-a-Kind	\$75	\$65	\$75	\$75
Full House	\$5	\$5	\$4	\$5

Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. The *Ace/King Suited* combination cannot include the Joker. The *5-Card Royal Flush* may include the Joker (e.g., Joker-K♥Q♥J♥10♥-A♠K♠).
4. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed and pays should be multiplied accordingly.

Appendix E

Emperor's Treasure Multi-Level Progressive

Hand	PT-PRG- MLP-ET-01	PT-PRG- MLP-ET-02
7-Card Straight Flush	100% Lv.1	100% Lv.1
Five Aces	100% Lv.2	100% Lv.2
5-Card Royal Flush	100% Lv.3	\$500
5-Card Straight Flush	\$100	\$100
4-of-a-Kind	\$75	\$75
Full House	\$6	\$6

Hand	PT-PRG- MLP-ET-03	PT-PRG- MLP-ET-04
7-Card Straight Flush, No Joker	100% Lv.1	100% Lv.1
5-Card Royal Flush w/ Natural Ace/King Suited	100% Lv.2	100% Lv.2
7-Card Straight Flush w/ Joker	100% Lv.3	100% Lv.3
Five Aces	100% Lv.4	\$2000
5-Card Royal Flush	\$300	\$300
5-Card Straight Flush	\$100	\$100
4-of-a-Kind	\$75	\$75
Full House	\$5	\$5

Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid.
3. The *Natural Ace/King Suited* combination cannot include the Joker. The *5-Card Royal Flush* may include the Joker (e.g., Joker-K♥Q♥J♥10♥-A♠K♠).
4. Each 100% level is a unique meter and configuration.
5. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed and pays should be multiplied accordingly.

Appendix F

Emperor's Treasure Dynamic Progressive

PT-PRG-EC-ET-D01											
Hand	Default Pays	Dynamic Pays									
7-Card Straight Flush	100%										
5 Aces	100%										
Royal Flush	\$200	\$300	\$400	\$600	\$800	\$1000	\$1200	\$1400	\$1600	\$1800	\$2000
Straight Flush	\$30	\$45	\$60	\$90	\$120	\$150	\$180	\$210	\$240	\$270	\$300
Four-of-a-Kind	\$20	\$30	\$40	\$60	\$80	\$100	\$120	\$140	\$160	\$180	\$200
Full House	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

PT-PRG-EC-ET-D02											
Hand	Default Pays	Dynamic Pays									
5 Aces	100%										
Royal Flush	\$200	\$300	\$400	\$600	\$800	\$1000	\$1200	\$1400	\$1600	\$1800	\$2000
Straight Flush	\$40	\$60	\$80	\$120	\$160	\$200	\$240	\$280	\$320	\$360	\$400
Four-of-a-Kind	\$30	\$45	\$60	\$90	\$120	\$150	\$180	\$210	\$240	\$270	\$300
Full House	\$2	\$3	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20

Notes

1. All pays are "for 1." The jackpot wager is not returned.
2. Only the highest qualifying hand is paid, even if a higher-paying, but lower-ranking hand can be achieved.
 - a. E.g., if a player achieves a *Royal Flush*, but a *Straight Flush* pays more through a changed Dynamic Pay, then the player will still receive the Royal Flush payout.
3. Each 100% level is a unique meter and configuration.
4. Each round, one to three of the four fixed-pay hands will be randomly selected, and their default pays will be replaced with one of their ten Dynamic pay options. Dynamic pays will be reset to default after each round.
5. The above paytables are based on a \$1 wager. If the progressive is configured with a different base wager amount, the seed/reseed and pays should be multiplied accordingly.