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November 17, 2009

Mr. Charles LaBoy, CPA, Director of Audit and Electronic Security
Kansas Racing and Gaming Commission
Eisenhower State Office Building
700 SW Harrison, Suite 500
Topeka, KS 66603-3754

RE: Compliance with current Kansas Racing and Gaming Standards

Dear Mr. LaBoy;

Please be advised, **Gaming Laboratories International, Inc. (GLI)** has determined the following Bally Technologies hardware and software meets the corresponding Kansas Racing and Gaming standards as referenced within the charts below:

MO-122-BAL-08-05

GLI File Number	DESCRIPTION	Standards Tested Against
MO-122-BAL-08-05	“ALPHA” “Pacific Treasures” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Pacific Treasures”

“Pacific Treasures” is a 5-reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “Explorer” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. Only the highest win is paid per line played. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest scatter win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “Explorer” symbol becomes a double wild and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-15-BAL-06-36/MO-15-BAL-06-27

GLI File Number	DESCRIPTION	Standards Tested Against
MO-15-BAL-06-36	Credit Meter Board	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-15-BAL-06-27	3-Reel LED Board	

Credit Meter Board

The Credit Meter Board P/N PCA105736-0-0 contains 5 LED meter assemblies supporting from 2 to 7 digits. From left to right, these LED meters are arranged into the following groups: 2 Digit LED display, 3 Digit LED display, 7 LED display and 4 Digit LED display.

3-Reel LED Board

The 3-Reel LED Board P/N PCA107230-0-0 is a LED display board that is mounted behind each reel in order to illuminate symbols that are part of a winning payline.

MO-22-BAL-06-105

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-06-105	RoHS 5 Button Deck with 5-Button Harness	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The RoHS 5 Button Deck with 5-Button Harness P/N 201309 is a 5-button player interface with coin handling. The buttons are mounted into a metallic plate that is shaped to fit into the main door assembly of the cabinet. These buttons are used for “service”, “cash-out/print ticket”, “bet selection”, “spin” and “max bet”.

MO-22-BAL-07-23

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-07-23	“ALPHA” “Quick Hit - Wild Jackpot Triple Blazing 7’s” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit - Wild Jackpot Triple Blazing 7’s”

“Quick Hit -Wild Jackpot Triple Blazing 7’s”, is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line, video reel game with a 5-level progressive, scatter pays and bonus features. The “Wild Jackpot” symbol on an active payline is wild and substitutes for all symbols except for the “Quick Hit” and “Free Bonus Game” symbol. The player is awarded the advertised scatter pay when three or four “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised scatter pay or advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters pays are adjacent on an active payline. All pays except for scatters are from left to right on an active payline starting with the left most reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the first payline and awards the player the advertised scatter pay and the bonus.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, “Wild Plus 5 Free Games” symbols may be revealed. If the “Wild Plus 5 Free Games” symbols are revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five Free Games to the Free Game amount awarded. If multiple levels are matched at the same time, only the highest free games are awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Wild Jackpot” symbol combination is increased.

MO-22-BAL-07-24

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-07-24	“ALPHA” “Quick Hit - Black Gold” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Black Gold”

“Quick Hit – Black Gold” is a 5-reel, 3, 9, 15, 20, 25 or 30-line, buy-a-pay reel game with a 5-level progressive and bonus features. The player is awarded the advertised scatter pay when three or four “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised scatter pay or advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right, starting with the left most reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The player is awarded the 'Free Games' bonus when three "Free Games Bonus" symbols appear on or within one position of the 1st payline and awards the player the advertised scatter pay and the bonus.

To start the bonus the player is prompted to select a "Question Mark" symbol on the touch screen from a grid of twenty "Question Mark" tiles. The player continues to select tiles until three like "Free Game Option" symbols appear, as listed below.

- "20 Free Games" at 3X Normal Pay
- "15 Free Games" at 2X Normal Pay
- "11 Free Games" at 2X Normal Pay
- "10 Free Games" at 2X Normal Pay
- "7 Free Games" at 2X Normal Pay
- "5 Free Games" at 2X Normal Pay

In addition to the above free games options, "Wild Plus 5 Free Games" symbols may be revealed. If the "Wild Plus 5 Free Games" symbols are revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the "Quick Hit" scatter symbol pays do not pay the progressive awards and the pay for the four "Black Gold" symbol combination is increased.

MO-22-BAL-07-25

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-07-25	"ALPHA" "Quick Hit - Wild Stars_& Bars" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit - Wild Stars & Bars”

“Quick Hit - Wild Stars & Bars” is a 5-reel, 3, 9, 15, 20, 25 or 30-line buy-a-pay reel game with a 5-level progressive and bonus features. One or more “Wild Flag 7” symbol in a winning combination on an active payline is wild and substitutes for the “Red 7”, “White 7” and “Blue 7” symbols only. The player is awarded the advertised scatter pay when three or four “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised scatter pay or advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right, starting with the left most reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the 1st payline and awards the player the advertised scatter pay and the bonus.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, “Wild Plus 5 Free Games” symbols may be revealed. If the “Wild Plus 5 Free Games” symbols are revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Wild Flag 7” symbol combination is increased.

MO-22-BAL-07-28/PA-22-BAL-05-01

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-07-28	Reel Control Unit Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
PA-22-BAL-05-01	Active Bezel Software	

The Reel Control Unit software allows the mechanical reels to be calibrated as well as reporting error messages such as tilt conditions to the Main Program. The Reel Control Unit is also responsible for controlling the spinning and stopping of the mechanical reels.

The Active Bezel software is responsible for controlling the color LED lighted Bezel around reel glass. After a particular win combination is hit, commands sent from the game to the Bezel Gadget board via USB allow the firmware to display a colorful lighted animated sequence.

**MO-22-BAL-08-12/MO-22-BAL-08-04/MO-22-BAL-08-05/MO-14-BLY-07-04/
MO-122-BAL-07-01**

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-08-12	Bill Validator Software (Flash Version)	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-BAL-08-04	Bill Validator Software (Flash Version)	
MO-22-BAL-08-05	Bill Validator Software (Flash Version)	
MO-14-BLY-07-04	Future Logic Single Barcode GEN2 RS232 Printer Software (Flash Version)	
MO-122-BAL-07-01	Ithaca Epic 950 Printer Software	

Mars Cashflow Bill Validator Software with Easitrax SC Implementation

This version of Mars Cashflow Bill Validator software 66B250138200 introduces the Easitrax feature. Easitrax is a feature that stores the asset number of the bill validator in the cashbox (usually the asset number of the gaming machine). This directly ties the cashbox, and its contents, to the gaming machine from which it originated. The Easitrax system consists of an antenna board which connects to the interface board, a Radio Frequency Identification (RFID) tag located on the bottom of the cashbox and an Easitrax docking port.

The asset number can be assigned to the bill validator in one of two ways. The first way is to assign the asset number via the MEI Cashflow STS Program. The second way is for the bill validator to automatically obtain the RFID's current asset number. (Note: The bill validator must be programmed with "BLANK" as its asset number for this method to work. This method is only used in the event of a bill validator malfunction, where the bill validator head needs to be replaced.) This asset number will then be communicated to the antenna board, which in turn reports the same information to the RFID tag.

To read the asset number of a cashbox, simply place the cashbox on the Easitrax docking port (with the RFID tag facing down). The asset number will then be displayed on the Easitrax docking port screen. Clearing the asset number can be achieved by placing the cashbox on the Easitrax docking port (with the RFID tag facing down) and pressing the clear button located on the Easitrax docking port.

MO-22-BAL-08-17

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-08-17	"ALPHA" BIOS Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-BAL-08-20

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-08-20	"ALPHA" "Pirate Beach" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Pirate Beach"

"Pirate Beach" is a 5-reel, 30-line video reel game with scatter pays and bonus features. One or more "Treasure Chest Wild" symbol in a winning combination substitutes for all symbols except for the "Goldbeard Treasure Pirate" and "Free Games" symbols. The player is awarded the advertised scatter pay when three "Free Games" symbols appear on or within one position of the first payline. All pays except scatter pays are adjacent on an active payline. All pays except scatter pays are from left to right on an active payline, starting with the left most reel. Only the highest win is paid per line played. Scatter pays are multiplied by the total credits bet. Only highest scatter win is paid. Line pays are multiplied by the number of credits bet on the payline.

The 'Goldbeard Bonus' feature is initiated when the "Goldbeard Treasure Pirate" symbol appears on or within one position of the center payline on the 5th reel. The player is awarded a number of picks based on the bet level in play when the bonus feature was triggered as follows:

- 30 Credits played – 1 pick awarded
- 60 Credits played – 2 picks awarded
- 90 Credits played – 3 picks awarded
- 120 Credits played – 4 picks awarded
- 150 Credits played – 5 picks awarded

The player then selects from locations on the map. Selected locations will reveal bonus credits or the 'Progressive Feature'. The player continues selecting locations until no picks remain. Bonus credit amounts accumulate as the locations are selected. When no picks remain, if the 'Progressive Feature' has been revealed, the 'Goldbeard Progressive Feature' automatically begins and randomly awards one of the five progressive jackpots displayed. The total bonus credit amount is awarded when no picks remain or at the end of the 'Goldbeard Progressive Feature', if revealed during picks.

The 'Free Games Bonus' feature is initiated when three "Free Games" symbols appear on reels 1, 3 and 5 on or within one position of the center payline. The player is awarded ten free games in addition to the normal scatter pay. In the 'Free Games Bonus' feature, all pays are at the bet level in play when the bonus feature was triggered. During the 'Free Games Bonus' feature, three "More Free Games" symbols appearing scattered on reels 1, 3 and 5 on or within one position of the center payline award 2 times the total bet and 10 more free games up to maximum allowed free games. One or more "Treasure Chest Double Wild" symbol appearing in a winning combination on an active payline doubles the normal line pay for that payline during the 'Free Games Bonus' feature, except for the "Treasure Chest Double Wild" symbol pays. The free games reels differ from the base game reels. The "Goldbeard Treasure Pirate" and "Treasure Chest Wild" symbols are not available during the 'Free Games Bonus' feature. All other symbols pay as described in the paytable. Additional free games may be accrued during the 'Free Games Bonus' feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-22-BAL-08-21

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-08-21	“ALPHA” “Power Strike – Golden Crown” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Strike – Golden Crown”

“Power Strike - Golden Crown” is a 5-reel, 9, 15, 20, 25, or 30-line video reel game with a 5-level progressive, scatter pays and bonus features. The “Golden Crown” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Free Games” and “Power Strike” symbols. The player is awarded the advertised scatter pay when three or more “Power Strike” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Power Strike” symbols appear on or within one position of the 1st payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatter pays are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the left-most reel. Only the highest win is paid per line played. All active paylines are fixed. Line pays are multiplied by the number of credits bet on the payline.

The player is awarded the 'Free Games' bonus in addition to the normal scatter pay when three "Free Games" symbols appear on or within one position of the first payline . The 'Free Games' symbol appears on reel 2, 3 and 4 only. To begin the 'Free Games' bonus feature the player is prompted to select a "Question Mark" from a grid of twenty tiles. The player continues selecting tiles until three like free game option symbols appear, as listed below:

"25 Free Games" at 3X Normal Pay

"15 Free Games" at 2X Normal Pay

"11 Free Games" at 2X Normal Pay

"10 Free Games" at 2X Normal Pay

"7 Free Games" at 2X Normal Pay

"5 Free Games" at 2X Normal Pay

In addition to the above free games options, a "Wild Plus 5 Free Games" symbol may be revealed. If the "Wild Plus 5 Free Games" symbol is revealed, it will count as one match toward the three symbols needed to match all six free game options, as well as awards five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when fifty free games have been played. The free games reels differ from the base game reels. During the 'Free Games' bonus feature the "Power Strike" progressive jackpots are not unavailable.

'Beat the Dealer Feature'

To play the 'Beat the Dealer' feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the 'Beat the Dealer' feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer's card. The gamble amount is forfeited if the selected card is lower in rank than the dealer's card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the 'Take Win' button to keep the current win and return to the game. The 'Beat the Dealer' feature ends when the dealer's card is of higher rank than the selected card, when the 'Take Win' button is selected, or after five consecutive rounds have been played.

MO-22-BAL-08-22

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-08-22	“ALPHA” “Power Strike - Golden 8’s” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Strike - Golden 8’s”

“Power Strike - Golden 8’s” is a 5-reel, 9, 15, 20, 25, or 30-line video reel game with a 5-level progressive, scatter pays and bonus features. The “Wild” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Free Games” and “Power Strike” symbols. The player is awarded the advertised scatter pay when three or more “Power Strike” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Power Strike” symbols appear on or within one position of the 1st payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatter pays are adjacent on an active payline. All pays except for scatters are from left to right on an active payline starting with the left-most reel. Only the highest win is paid per line played. Only the highest scatter win is paid and only one scatter win is paid per play. Scatter pays are paid in addition to line wins. All paylines are fixed. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total of credits bet.

The ‘Free Games’ bonus feature is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline, or reels 2, 3 & 4 only, and awards the player the advertised scatter pay and bonus. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select the tiles until three like “Free Game Option” symbols appear, as listed below.

- “25 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed for all six free game options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free games are awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when fifty free games have been played. The free games reels differ from the base game reels. During the bonus the “Power Strike” progressive jackpots are not available.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-22-BAL-08-23

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-08-23	“ALPHA” “Savannah Treasures” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Savannah Treasures”

“Savannah Treasures” is a 5-reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “Explorer” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. Only the highest win is paid per line played. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest scatter win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The 'Free Games Bonus' feature is initiated when three scattered "Free Games" symbols appear in any position on reels 1, 3 and 5 only. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The "Explorer" symbol becomes a double wild and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the "More Free Games" symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the 'Free Games Bonus' feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

'Beat the Dealer Feature'

To play the 'Beat the Dealer' feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the 'Beat the Dealer' feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer's card. The gamble amount is forfeited if the selected card is lower in rank than the dealer's card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the 'Take Win' button to keep the current win and return to the game. The 'Beat the Dealer' feature ends when the dealer's card is of higher rank than the selected card, when the 'Take Win' button is selected, or after five consecutive rounds have been played.

MO-22-BAL-09-01

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-09-01	"ALPHA" "Doubloon Lagoon" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Doubloon Lagoon"

"Doubloon Lagoon" is a 5-reel, 30-line video reel game with scatter pays and bonus features. One or more "Treasure Chest Wild" symbol in a winning combination on an active payline substitutes for all symbols except the "Goldbeard Treasure Pirate" and "Free Games" symbols. All pays except scatter pays are adjacent on an active payline from left to right, beginning with the left most reel. Only the highest win is paid per line played. The player is awarded the advertised scatter pay when three "Free Games" symbols appear on or within one position of the first payline. Only highest scatter win is paid. Only one scatter win paid per play. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The 'Goldbeard Bonus' feature is initiated when the "Goldbeard Treasure Pirate" symbol appears on or within one position of the center payline on the 5th reel. The player is awarded a number of picks based on the bet level in play when the bonus feature was triggered as follows:

- 30 Credits played – 1 pick awarded
- 60 Credits played – 2 picks awarded
- 90 Credits played – 3 picks awarded
- 120 Credits played – 4 picks awarded
- 150 Credits played – 5 picks awarded

The player then selects from locations on the map. Selected locations will reveal bonus credits or the 'Progressive Feature'. The player continues selecting locations until no picks remain. Bonus credit amounts accumulate as the locations are selected. When no picks remain, if the 'Progressive Feature' has been revealed, the 'Goldbeard Progressive Feature' automatically begins and randomly awards one of the five progressive jackpots displayed. The total bonus credit amount is awarded when no picks remain or at the end of the 'Goldbeard Progressive Feature', if revealed during picks.

The 'Free Games Bonus' feature is initiated when three scatter "Free Games" symbols appear on reels 1, 3 and 5 on or within one position on the center payline. The player is awarded both ten free games in addition to the normal scatter pay. During the free games, three "More Free Games" symbols appearing scattered on reels 1, 3 and 5 on or within one position of the center payline awards two times the total bet and ten more free games, up to maximum allowed free games. During the 'Free Games Bonus' feature, all pays are at the bet level in play when the bonus feature was triggered. One or more "Treasure Chest Double Wild" symbol appearing in a winning combination on an active payline doubles the normal line pay for that payline during the 'Free Games Bonus' feature, except for the "Treasure Chest Double Wild" line pays. The free games reels differ from the base game reels. "Goldbeard Treasure Pirate" and "Treasure Chest Wild" symbols are not available during the 'Free Games Bonus' feature. All other symbols pay as described in the paytable. Additional free games may be accrued during the 'Free Games Bonus' feature and are added to the remaining free games. The bonus feature ends when no free games remain, or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-22-BAL-09-02/MO-05-BAL-09-04

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-09-02	NANOPTIX Paycheck 3 Printer	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-05-BAL-09-04	NANOPTIX Paycheck 3 Printer Software	

The NANOPTIX Paycheck 3 Printer is a thermal printer to be used on the Bally “ALPHA” AV-1, C9-1and S9-1 cabinets only. The Paycheck 3 Printer can be mounted both vertically and horizontally as needed in the previously mentioned “ALPHA” cabinets and is constructed of both metal and plastic parts. It may support ticket stacks of 200, 400, 600 or 800 tickets depending on the ticket tray (or ticket cartridge) installed with the printer. The printer supports drop-in paper loading, is hot swappable (can be swapped out with another printer while the power to the gaming machine is ON) and prints a ticket in 1.2 seconds. Behind the ticket tray (can be seen when the ticket tray is removed) a DIP Switch Pack is present which is responsible for various firmware and setting configurations (16 different DIP switch combinations) and when the plate behind the ticket tray is removed, another DIP Switch Pack is present which is responsible for various booting options (4 different DIP switch combinations). The printer contains two USB ports (one on the side toward the front of the printer used for maintenance and one in the back top portion used for communication) which is used for diagnostic purposes. Next to the USB port on the side of the printer is a Paper Feed button which is responsible for advancing the ticket paper and two LED’s (an Error LED (red) and a Status LED (Green)) which are used to alert the operator/technician of various printer conditions.

MO-22-BAL-09-03

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-09-03	“ALPHA” Main Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-BAL-09-04

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-09-04	“ALPHA” “Jungle Treasures” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Jungle Treasures”

“Jungle Treasures” is a 5-Reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “Explorer” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. The player is awarded the advertised scatter pay when three “Free Games” symbols appear in any position on the reels. All pays except scatter pays are adjacent on an active payline. All pays except scatter pays are left to right on an active payline starting with the leftmost reel. Only the highest win paid per line played. Only one scatter win paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games’ bonus feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “Explorer” symbol becomes a double wild symbol and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played with the same line bets that were in play when the bonus feature was initiated. Additional free games may be accrued during the ‘Free Games’ bonus feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-22-BAL-09-05

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-09-05	“ALPHA” “Power Progressives – White Lightning” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Progressives – White Lightning”

“Power Progressives – White Lightning” is a 5-reel 3, 5, 9, 15, 20, 25 or 30-line hybrid game with bonus features and scatter pays. Any pays, except any five mixed sevens scatter pays, are multiplied by the number of credits bet on the payline. All pays, except any five mixed sevens scatter pays, are adjacent on an active payline. Non-Bar line wins are paid in addition to bar wins. Only the highest non-bar win is paid per like symbol per play. All any five mixed sevens scatter pays are on or within one position of the center payline. Any five mixed sevens scatter pays are paid in addition to line wins. Any five mixed sevens scatter pays are multiplied by the total credits bet.

Any win, except for the bonus feature win or a win that occurs simultaneously with the bonus feature win, has the possibility to be multiplied from two to ten times by the ‘Magic Multiplier’ feature.

A “Power Up! Bonus Game” symbol appearing on or within one position on the first payline on reel 5 initiates one of the following three bonus features randomly. With max credits bet, the bonus game awards the progressives. With less than max credits bet, the bonus game awards 4 – 2000 times the total bet.

‘Power Grid Bonus’ Feature

The player will start with three picks and chooses tiles from a 28 tile grid. Tiles may award 1 – 4 times the total bet or increase the current power level by 1 – 2 levels. Tiles may include an additional 1 – 2 picks. When no picks remain, the player will receive the sum of the credits won from the tiles chosen plus the credit or cash value associated with the progressive ladder position that is highlighted.

‘Power Switch Bonus’ Feature

At each progressive ladder position, a series of six power switches will be displayed. The player can choose one of these six power switches. The player can also choose to “Move Up and Collect” rather than choose a switch on any progressive ladder positions except for the first level by pressing the “Move Up and Collect” button. One of three outcomes can occur: “Up”, “Collect”, or “Move Up and Collect” when choosing a power switch. The “Up” will move the player up the progressive ladder. The “Collect” will award the player the credit value of their current progressive ladder position and the “Move Up and Collect” will move the player up one notch on the progressive ladder and award the player that progressive ladder position’s award. On the 5th level, the switch can reveal Top Level and immediately award the top level of the ladder.

‘Power Spin Bonus’ Feature

A single onscreen reel spins, revealing the number of levels the player advances up the progressive ladder. The reel will continue to spin and advance the player up the ladder until a “Collect” is revealed or the player reaches the highest progressive level.

‘Beat the Dealer Feature’

Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. When the feature starts five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take’ win button is selected, or after five consecutive rounds have been played.

MO-22-BAL-09-06

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-09-06	“ALPHA” “Playboy Platinum” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Playboy Platinum”

“Playboy Platinum” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with scatter pays and a bonus feature. The “Wild Playboy” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Free Games”, “Quick Hit” and “Jackpot” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline” The player is awarded the progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline with max bet played.. The player is awarded the advertised progressive award when five “Jackpot” symbols appear with max bet played. All pays except scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play.

The ‘Free Games’ bonus feature is initiated when three “Free Games” symbols appear on or within one position of the first payline on reels 2, 3 and 4; awarding the player the ‘Free Games’ bonus feature in addition to the normal scatter pay. To start the bonus, the player is prompted to select a “Bunny” symbol on the touch screen from a grid of twenty “Bunny” tiles. The player continues to select tiles until three like free game option symbols appear as listed below.

- “25 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. During the ‘Free Games’ bonus feature, three “More Free Games” symbols appearing on reels 2, 3 and 4 on or within one position of the center payline awards one times the total bet and the same free game option initially awarded, up to the maximum allowed free games. All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when fifty free games have been played. The ‘Free Games’ bonus reels differ from the base game reels. The “Jackpot” symbol awards are not available during the ‘Free Games’ bonus. The “Quick Hit” progressive jackpots are not available during the ‘Free Games’ bonus feature. The “Quick Hit” scatter wins are available during the ‘Free Games’ bonus feature.

MO-286-BAL-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
MO-286-BAL-09-02	“ALPHA” Jurisdictional Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The Bally Jurisdictional ID chips are EPROMs that contain configuration setup information for the Bally “ALPHA” platform games. This information includes printer, hopper, handpay, game percentage, tax win limit (IRS limit), allowed percentage per denomination and other critical configuration data. These chips are customized for each jurisdiction to ensure proper game setup. It is extremely important to verify that the jurisdictional chip is correct for each jurisdiction because incorrect usage of these chips could cause the game to behave improperly in the field. Clearing RAM and replacing the jurisdictional ID chip is the only way to reconfigure the game.

MO-38-BAL-09-03

GLI File Number	DESCRIPTION	Standards Tested Against
MO-38-BAL-09-03	“ALPHA” “Blazing Sevens” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Blazing Sevens”

“Blazing Sevens” is a 3-reel, 1-line, hybrid buy-a-pay game. The first credit buys all pays for the “Blank”, “One BAR”, “Double BAR”, “Triple BAR” and any three mixed bar symbol combinations. The second credit buys all pays for the “Blazing 7” symbol, “Red 7” symbol and any three mixed 7s symbol pays. The third credit doubles the pays for the “Blazing 7” symbol, “Red 7” symbol and any three mixed 7s symbol pays.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-49-BAL-09-01

GLI File Number	DESCRIPTION	Standards Tested Against
MO-49-BAL-09-01	“ALPHA” “Mermaid’s Treasure” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Mermaid’s Treasure”

“Mermaid’s Treasure” is a 5-reel, 30-line video reel game with scatter pays and bonus features. One or more “Mermaid’s Treasure Wild” symbols in a winning combination on an active payline substitutes for all symbols except for the “Goldbeard Treasure Pirate” and “Free Games” symbols. The player is awarded the advertised scatter pay when three “Free Games” symbols appear on or within one position of the first payline. All pays except scatter pays are adjacent on an active payline. All pays, except scatter pays, are from left to right on an active payline, starting with the left most reel. Only the highest win is paid per line played. Scatter pays are multiplied by the total credits bet. Only the highest scatter win is paid. Line pays are multiplied by the number of credits bet on the payline.

The ‘Goldbeard Bonus’ feature is initiated when the “Goldbeard Treasure Pirate” symbol appears on or within one position of the center payline on the 5th reel. The player is awarded a number of picks based on the bet level in play when the bonus feature was triggered as follows:

- 30 Credits played – 1 pick awarded
- 60 Credits played – 2 picks awarded
- 90 Credits played – 3 picks awarded
- 120 Credits played – 4 picks awarded
- 150 Credits played – 5 picks awarded

The player then selects from locations on the map. Selected locations will reveal bonus credits or the ‘Progressive Feature’. The player continues selecting locations until no picks remain. Bonus credit amounts accumulate as the locations are selected. When no picks remain, if the ‘Progressive Feature’ has been revealed, the ‘Goldbeard Progressive Feature’ automatically begins and randomly awards one of the five progressive jackpots displayed. The total bonus credit amount is awarded when no picks remain or at the end of the ‘Goldbeard Progressive Feature’, if revealed during picks.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear on reels 1, 3 and 5 on or within one position of the center payline. The player is awarded ten free games in addition to the normal scatter pay. In the ‘Free Games Bonus’ feature, all pays are at the bet level in play when the bonus feature was triggered. During the ‘Free Games Bonus’ feature, three “More Free Games” symbols appearing scattered on reels 1, 3 and 5 on or within one position of the center payline award two times the total bet and ten more free games, up to maximum allowed free games. One or more “Mermaid’s Treasure Double Wild” symbols appearing in a winning combination on an active payline doubles the normal line pay for that payline during the ‘Free Games Bonus’ feature, except for the “Mermaid’s Treasure Double Wild” symbol pays. The free games reels differ from the base game reels. The “Goldbeard Treasure Pirate” and “Mermaid’s Treasure Wild” symbols are not available during the ‘Free Games Bonus’ feature. All other symbols pay as described in the paytable. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-50-BAL-08-01

GLI File Number	DESCRIPTION	Standards Tested Against
MO-50-BAL-08-01	“ALPHA” “Power Strike – Royal 7’s” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Strike - Royal 7’s”

“Power Strike - Royal 7’s”, is a 5-reel, 9, 15, 20, 25 or 30-line video reel game with a 5-level progressive, scatter pays and bonus features. The “Wild” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Power Strike” and “Free Games” symbol. The player is awarded the advertised scatter pay when three or more “Power Strike” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Power Strike” symbols appear on or within one position of the first payline and max bet is played. All pays except scatter pays are adjacent on an active payline. All pays except scatter pays are left to right on an active payline starting with the leftmost reel. Only the highest win is paid per line played. Only the highest scatter win is paid. Only one scatter win is paid per play. All scatter pays are on or within one position of the first payline. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. All active paylines are fixed. Scatter pays are multiplied by total credits bet.

The player is awarded the 'Free Games' bonus in addition to the normal scatter pay when three "Free Games" symbols appear on or within one position of the first payline . The 'Free Games' symbol appears on reel 2, 3 and 4 only. To begin the 'Free Games' bonus feature, the player is prompted to select a "Question Mark" from a grid of twenty tiles. The player continues selecting tiles until three like free game option symbols appear, as listed below:

"25 Free Games" at 3X Normal Pay

"15 Free Games" at 2X Normal Pay

"11 Free Games" at 2X Normal Pay

"10 Free Games" at 2X Normal Pay

"7 Free Games" at 2X Normal Pay

"5 Free Games" at 2X Normal Pay

In addition to the above free games options, a "Wild Plus 5 Free Games" symbol may be revealed. If the "Wild Plus 5 Free Games" symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as awards five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when fifty free games have been played. The free games reels differ from the base game reels. During the 'Free Games' bonus feature the "Power Strike" progressive jackpots are not available.

'Beat the Dealer Feature'

To play the 'Beat the Dealer' feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the 'Beat the Dealer' feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer's card. The gamble amount is forfeited if the selected card is lower in rank than the dealer's card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the 'Take Win' button to keep the current win and return to the game. The 'Beat the Dealer' feature ends when the dealer's card is of higher rank than the selected card, when the 'Take Win' button is selected, or after five consecutive rounds have been played.

MO-73-BAL-07-35

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-35	“ALPHA” “Quick Hit – Black & White Wild Jackpot” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Black & White Wild Jackpot”

“Quick Hit - Black & White Wild Jackpot” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line, buy-a-pay reel game with a 5-level progressive and bonus features. The “Wild Jackpot” symbol substitutes for all symbols other than the “Quick Hit” or “Free Games” symbols. The player is awarded the advertised scatter pay when three or four “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised scatter pay or advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters pays are adjacent on an active payline. All pays except for scatters are from left to right on an active payline starting with the left most reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the 1st payline and awards the player the advertised scatter pay and the bonus.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, “Wild Plus 5 Free Games” symbols may be revealed. If the “Wild Plus 5 Free Games” symbols are revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded. If multiple levels are matched at the same time, only the highest free games are awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Wild Jackpot” symbol combination is increased.

MO-73-BAL-07-71

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-71	“ALPHA” “Quick Hit Platinum Black Gold” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit Platinum Black Gold”

“Quick Hit Platinum Black Gold” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel slot game with a 6-level progressive and a ‘Free Games’ bonus feature. One or more “Black Gold Wild” symbols in a winning combination on an active payline is wild and substitutes for all symbols except the “Free Games Bonus”, “Quick Hit” and “Quick Hit Platinum” symbols. The player is awarded the advertised progressive level when five “Quick Hit Platinum” symbols appear on or within one position of the 1st payline and max bet is played. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right, starting with the left most reel. Only the highest win is paid per line played. Only the highest scatter win of each symbol is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games’ bonus is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline and awards the player the advertised scatter pay and the bonus. The “Free Game Bonus” symbols are only contained on reels 2, 3 and 4.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, the “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the "Quick Hit Platinum" symbol is not available during the free games.

MO-73-BAL-07-72

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-72	“ALPHA” “Quick Hit Platinum – Black & White Sevens” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit Platinum – Black & White Sevens”

“Quick Hit Platinum – Black & White Sevens” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and a bonus feature. One or more “Wild Jackpot” symbol in a winning combination on an active payline is wild and substitutes for all symbols except the “Free Game Bonus”, “Quick Hit” and “Quick Hit Platinum” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline with max bet played. The progressive levels are available if max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the first payline. The “Free Game Bonus” symbols appear on reels 2, 3 and 4 only. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. The ‘Free Games’ reels differ from the base game reels. The “Quick Hit Platinum” awards are not available during the ‘Free Games’ feature. The “Quick Hit” progressive jackpots are not available during the ‘Free Games’ feature.

MO-73-BAL-07-73

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-73	“ALPHA” “Quick Hit Platinum - Stars and Bars” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit Platinum - Stars and Bars”

“Quick Hit Platinum - Stars and Bars” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and bonus features. One or more “Stars & Bars” symbol in a winning combination on an active payline is wild and substitutes for the “Red 7”, “White 7” and “Blue 7” symbols only. The player is awarded the advertised scatter pay when three or four “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised scatter pay or advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays are adjacent on an active payline, except for scatters. All pays are from left to right starting with the left most reel, except for scatters. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet. Only the highest win is paid per line played. Only the highest scatter win of each symbol is paid. Only one scatter win of each symbol is paid per play. Scatter pays are paid in addition to line wins.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the 1st payline and awards the player the advertised scatter pay and the bonus. The “Free Games Bonus” symbols are only contained on reels 2, 3 and 4.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, “Wild Plus 5 Free Games” symbols may be revealed. If the “Wild Plus 5 Free Games” symbols are revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the “Quick Hit Platinum” symbol is not available during the free games.

MO-73-BAL-07-75

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-75	“ALPHA” “Blazing Sevens” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Blazing Sevens”

“Blazing Sevens” is a 3-reel, 1-line, hybrid buy-a-pay game with a maximum bet of 3 credits. A video screen is used to display payable and help screen information.

The first credit purchases all pays for the “Blank” symbol, “1-Bar” symbol, “2-Bar” symbol, “3-Bar” symbol and any three mixed bar symbol combinations. The second credit buys all pays for the “Blazing 7” symbol, “Red 7” symbol and any three mixed 7s symbol pays. The third credit doubles the pays for the “Blazing 7” symbol, “Red 7” symbol and any three mixed 7s symbol pays and activates the progressive jackpot for the combination of three “Blazing 7s” symbols if configured for progressives.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected.

MO-73-BAL-07-80

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-80	“ALPHA” “Double Jackpot Triple Blazing Sevens” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Double Jackpot Triple Blazing Sevens”

“Double Jackpot Triple Blazing Sevens” is a 3-reel, 5-line spinning reel buy-a-line game that uses a video screen to display paytables and help screens. The 1st credit buys line 1, the 2nd credit buys line 2, the 3rd credit buys line 3, the 4th credit buys line 4 and the 5th credit buys line 5. The “Double Jackpot” symbol substitutes for all other symbols in winning combinations. All wins are on an active payline. Only the highest win is paid per line played. One “Double Jackpot” symbol doubles winning combinations except for “Double Jackpot” pays already shown. Two “Double Jackpot” symbols pays four times the winning combinations except for “Double Jackpot” pays already shown.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BAL-07-81

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-07-81	“ALPHA” “Bonus Times” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Bonus Times”

“Bonus Times” is a 3-reel, 1-line buy-a pay game utilizing mechanical reels that also has an LCD screen just above the reels to display help screens and payable information. The first credit buys the “2X” symbol, the second credit buys the “5X” symbol and the third credit buys the “10X” symbol.

One “2X” symbol doubles the winning combination. One “5X” symbol pays five times the winning combination. One “10X” symbol pays ten times the winning combination. Two “2X” symbol pays four times the winning combination. Two “5X” symbol pays twenty-five times the winning combination. Two “10X” symbol pays one hundred times the winning combination.

One “2X” symbol in combination with one “5X” symbol pays ten times the winning combination. One “2X” symbol in combination with one “10X” symbol pays twenty times the winning combination. One “5X” symbol in combination with one “10X” symbol pays fifty times the winning combination.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BAL-08-100

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-100	“ALPHA” “Forest Wild” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Forest Wild”

“Forest Wild” is a 5-Reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “Forest” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. Only the highest win is paid per line played. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “Forest” symbol becomes a double wild and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-101

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-101	“ALPHA” “Glacier Wild” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Glacier Wild”

“Glacier Wild” is a 5-Reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50 line video reel game that contains a bonus feature. The “Glacier Wild” symbol substitutes for all symbols except the “Free Games” symbol. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest win is paid per line played. Only the highest scatter win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “Glacier Wild” symbol becomes a double wild and doubles the pay when match with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-103

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-103	“ALPHA” “Quick Hit – Amber Rays” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Amber Rays”

“Quick Hit – Amber Rays” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line hybrid game with a 5-level progressive and bonus features. The “Amber Rays” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” and “Free Games Bonus” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive jackpot when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The 'Free Games' bonus feature is initiated when three "Free Games Bonus" symbols appear on or within one position of the 1st payline, on reels 2, 3 & 4 only, and awards the player the advertised scatter pay and the bonus.

To start the bonus, the player is prompted to select a "Question Mark" symbol on the touch screen from a grid of twenty "Question Mark" tiles. The player continues to select tiles until three like "Free Game Option" symbols appear, as listed below.

"20 Free Games" at 3X Normal Pay
"15 Free Games" at 2X Normal Pay
"11 Free Games" at 2X Normal Pay
"10 Free Games" at 2X Normal Pay
"7 Free Games" at 2X Normal Pay
"5 Free Games" at 2X Normal Pay

In addition to the above free games options, a "Wild Plus 5 Free Games" symbol may be revealed. If the "Wild Plus 5 Free Games" symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free game at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus, the "Quick Hit" scatter symbol pays do not pay the progressive awards and the pay for the four "Amber Rays" symbol combination is increased.

'Beat the Dealer Feature'

To play the 'Beat the Dealer' feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the 'Beat the Dealer' feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer's card. The gamble amount is forfeited if the selected card is lower in rank than the dealer's card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the 'Take Win' button to keep the current win and return to the game. The 'Beat the Dealer' feature ends when the dealer's card is of higher rank than the selected card, when the 'Take Win' button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-110

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-110	“ALPHA” “Power Progressives Double Wild Rose” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Progressives Double Wild Rose”

“Power Progressives Double Wild Rose is a 3-reel 1 line mechanical reel video game with progressives, a wild symbol, a Power Up Bonus and a Magic Multiplier bonus feature. The “WC” (Wild Rose) symbol is the wild symbol and will substitute for any symbol in a winning combination except the “Power Up Bonus Game” symbol. One “WC” symbol will multiply a winning combination by 2 and two “WC” symbols will multiply a winning combination by 4 except for double symbol pays already shown. All wins on center payline only. Only highest win paid.

Any win, except for the bonus feature win or a win that occurs simultaneously with the bonus feature win, has the possibility to be multiplied 2, 3, 5 or 10 times the win amount by the Magic Multiplier feature. All wins are left to right on an active payline starting with the left most reel.

A “Power Up Bonus Game” symbol appearing on the center payline of reel 3 pays 2 with the first credit and 4 with the second credit. The “Power Up Bonus Game symbol” appearing on the center payline with max credits bet triggers one of the following 3 features. Bonus games are on video screen. Progressive awards are only available to be won during these bonus features:

“Power Grid Bonus Feature”

The player will start with three picks and choose tiles from a 28 tile grid without replacement. The player will accumulate credits, extra picks and/or move up the progressive ladder with each pick. When no picks remain, the player will receive the sum of the credits won from the tiles chosen plus the credit value associated with the progressive ladder position that is highlighted.

“Power Switch Bonus Feature”

At each progressive ladder position, a series of six power switches will be displayed. The player can chose one of these six power switches. The player can chose to collect rather than choose a switch on any progressive ladder positions except for the first level by pressing the “Collect Now” button. One of three outcomes can occur: move up, collect, or move down and collect when choosing a power switch. The move up will move the player up the progressive ladder. The collect tile will award the player the credit value of their current progressive ladder position and the move down and collect will move the player down one notch on the progressive ladder and award the player that progressive ladder positions award.

“Power Spin Bonus Feature”

A single onscreen reel spins, revealing the number of levels the player advances up the progressive ladder. Reel will continue to spin and advance player up the ladder until “Collect” is revealed or player reaches the highest progressive level.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-113

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-113	“ALPHA” “River Wild” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGK proprietary standards

“River Wild”

“River Wild” is a 5-Reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “River Wild” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. Only the highest win is paid per line played. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest scatter win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “River Wild” symbol becomes a double wild and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-118

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-118	“ALPHA” “Power Progressives – Wild Winners” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Progressives – Wild Winners”

“Power Progressives – Wild Winners” is a 5-reel 3, 5, 9, 15, 20, 25 or 30-line hybrid game with bonus features. The “Wild Winners” symbol is wild and substitutes for any symbol in a winning combination except for the “Power Up! Bonus Game” symbol. All pays are multiplied by the number of credits bet on the payline. All pays are adjacent on an active payline. Only the highest like symbol win paid per line played.

Any win, except for the bonus feature win or a win that occurs simultaneously with the bonus feature win, has the possibility to be multiplied 2, 3 5 or 10 times the amount by the Magic Multiplier feature.

A “Power Up! Bonus Game” symbol appearing on or within one position on the first payline on reel 5 initiates one of the following three bonus features randomly. With max credits bet, the bonus game awards the progressives. With less than max credits bet, the bonus game awards 4 - 2000 times the total bet.

‘Power Grid Bonus’ Feature

The player will start with three picks and chooses tiles from a 28 tile grid. Tiles may award 1 – 4 times the total bet or increase the current power level by 1 -2 levels. Tiles may include an additional 1 - 2 picks. When no picks remain, the player will receive the sum of the credits won from the tiles chosen plus the credit or cash value associated with the progressive ladder position that is highlighted.

‘Power Switch Bonus’ Feature

At each progressive ladder position, a series of six power switches will be displayed. The player can choose one of these six power switches. The player can also choose to “Move Up and Collect” rather than choose a switch on any progressive ladder positions except for the first level by pressing the “Move Up and Collect” button. One of three outcomes can occur: “Up”, “Collect”, or “Move Up and Collect” when choosing a power switch. The “Up” will move the player up the progressive ladder. The “Collect” will award the player the credit value of their current progressive ladder position and the “Move Up and Collect” will move the player up one notch on the progressive ladder and award the player that progressive ladder position’s award. On the 5th level, the switch can reveal Top Level and immediately award the top level of the ladder.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-120

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-120	“ALPHA” “Power Progressives – Double Dynamite” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Progressives – Double Dynamite”

“Power Progressives – Double Dynamite” is a 5-reel 3, 5, 9, 15, 20, 25 or 30-line hybrid game with bonus features. The “Double Dynamite” symbol is wild and substitutes for any symbol in a winning combination except for the “Power Up! Bonus Game” symbol. The “Double Dynamite” symbol multiplies pays up to sixteen times, except for the “Double Dynamite” symbol pays already shown. All pays are multiplied by the number of credits bet on the payline. All pays are adjacent on an active payline. Only the highest like symbol win paid per line played.

Any win has the possibility to be multiplied two, three or five times the amount by the Magic Multiplier feature, except when the bonus game is triggered.

A “Power Up! Bonus Game” symbol appearing on or within one position on the first payline on reel 5 initiates one of the following three bonus features randomly. With max credits bet, the bonus game awards the progressives. With less than max credits bet, the bonus game awards 4 - 2000 times the total bet.

‘Power Grid Bonus’ Feature

The player will start with three picks and chooses tiles from a 28 tile grid. Tiles may award 1 – 4 times the total bet or increase the current power level by 1 -2 levels. Tiles may include an additional 1 - 2 picks. When no picks remain, the player will receive the sum of the credits won from the tiles chosen plus the credit or cash value associated with the progressive ladder position that is highlighted.

‘Power Switch Bonus’ Feature

At each progressive ladder position, a series of six power switches will be displayed. The player can choose one of these six power switches. The player can also choose to “Move Up and Collect” rather than choose a switch on any progressive ladder positions except for the first level by pressing the “Move Up and Collect” button. One of three outcomes can occur: “Up”, “Collect”, or “Move Up and Collect” when choosing a power switch. The “Up” will move the player up the progressive ladder. The “Collect” will award the player the credit value of their current progressive ladder position and the “Move Up and Collect” will move the player up one notch on the progressive ladder and award the player that progressive ladder position’s award. On the 5th level, the switch can reveal Top Level and immediately award the top level of the ladder.

‘Power Spin Bonus’ Feature

A single onscreen reel spins, revealing the number of levels the player advances up the progressive ladder. The reel will continue to spin and advance the player up the ladder until a “Collect” is revealed or the player reaches the highest progressive level.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-124

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-124	“ALPHA” “Power Progressives - Rich & Famous” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Progressives - Rich & Famous”

“Power Progressives - Rich & Famous” is a 3-reel, 3, 5, 9, 15, 20, 25 or 27-line game with bonus features. The base game utilizes mechanical reels and the bonus features are displayed on an LCD screen just above the mechanical reels. The “Wild Bar” symbol is wild and substitutes for bar symbols in winning combinations. The “Single Bar” symbol appears on the first reel only. The “Double Bar” symbol appears on the second reel only. The “Triple Bar” symbol appears on the third reel only. With the Magic Multiplier, any win can be multiplied two to ten times except when the bonus game is initiated. All pays are multiplied by the number of credits bet on the payline. All pays are adjacent on an active payline. Only the highest like symbol win is paid per line played.

A “Power Up! Bonus Game” symbol appearing on or within one position of the first payline on reel 3 initiates one of the three following features randomly. With max credits bet, the bonus game awards the progressive. With less than max credits bet, the bonus game awards 4 - 2000 times the total bet. The “Power Up! Bonus Game” symbol appears on the third reel only. The progressive awards are only available to be won during these bonus features.

'Power Grid Bonus Feature'

The player will start with three picks and choose tiles from a 28 tile grid without replacement. The player may accumulate credits of one to four times the total bet or increase the current power level by one to two levels with each pick. The tiles may include an additional one to two picks. When no pick remains, the player will receive the sum of the credits won from the tiles chosen plus the credit value associated with the progressive ladder position that is highlighted.

'Power Switch Bonus Feature'

At each progressive ladder position, a series of six power switches will be displayed. The player can choose one of these six power switches. One of three outcomes can occur when choosing a power switch: move up, move up and collect or collect. The move up switch will increase the current power level win one step. The move up and collect switch will increase the current power level win one step then award the player the credit value of their currently progressive ladder position. The collect switch will award the player the credit value of their currently progressive ladder position. When a player's ladder position is on the fifth level, one of the six switches can reveal top level and immediately award the credit value of the top level of the ladder. When the "Move Up and Collect Now" button is available, the player can choose to increase the current power level win one step and then collect rather than choose a switch by pressing the "Move Up and Collect Now" button.

'Power Spin Bonus Feature'

A single onscreen reel spins, revealing the number of levels the player advances up the progressive ladder. The reel will continue to spin and advance the player up the ladder until "Collect" is revealed or the player reaches the highest progressive level.

'Beat the Dealer Feature'

To play the 'Beat the Dealer' feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the 'Beat the Dealer' feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer's card. The gamble amount is forfeited if the selected card is lower in rank than the dealer's card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the 'Take Win' button to keep the current win and return to the game. The 'Beat the Dealer' feature ends when the dealer's card is of higher rank than the selected card, when the 'Take Win' button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-125

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-125	“ALPHA” “Arctic Treasures” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Arctic Treasures”

“Arctic Treasures” is a 5-reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “Explorer” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. Only the highest win is paid per line played. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest scatter win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “Explorer” symbol becomes a double wild and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-16

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-16	“ALPHA” “Bonus Times” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Bonus Times”

“Bonus Times” is a 3-reel, 5-line buy-a pay game utilizing mechanical reels that also has an LCD screen just above the reels to display help screens and payable information. The first credit buys line 1, the second credit buys line 2, the third credit buys line 3, the fourth credit buys line 4 and the fifth credit buys line 5. All wins are on active paylines only and only the highest win is paid per line.

Times Symbols multiply winning combinations and are wild when matched with other symbols to make a winning combination. The “2X” symbol appears on the 1st reel only. The “5X” symbol appears on the 2nd reel only. The “10X” symbol appears on the 3rd reel only.

One “2X” symbol doubles the winning combination. One “5X” symbol pays five times the winning combination. One “10X” symbol pays ten times the winning combination.

One “2X” symbol in combination with one “5X” symbol pays ten times the winning combination. One “2X” symbol in combination with one “10X” symbol pays twenty times the winning combination. One “5X” symbol in combination with one “10X” symbol pays fifty times the winning combination; except for pays already shown.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BAL-08-30

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-30	“ALPHA” “In the Money” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“In the Money”

“In the Money” is a 3-reel, 5-line mechanical reel game with a scatter pay. All pays except the scatter pay are on an active payline only. Only the highest win on a wagered payline will be awarded to the player. The “5 Bar” symbol is wild and substitutes for any other “Bar” symbol to make a winning combination. One “5 Bar” symbol pays five times the winning bar combination except when three “5 Bar” symbols appear on a played payline. Two “5 Bar” symbols pays 25 times the winning combination except when three “5 Bar” symbols appear on a played payline. When three “5 Bar” symbols appear on an active payline the player is awarded 1,000 credits.

A randomly triggered scatter pay of 5 to 200 times the total bet is awarded to the player when three “In the Money” symbols appear in any position, on or within one position of the payline. Scatter wins are paid in addition to line wins.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BAL-08-39

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-39	“ALPHA” “Quick Hit - Black Gold Wild” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit - Black Gold Wild”

“Quick Hit - Black Gold Wild” is a 3-reel 1, 3, 5, or 9-line mechanical reel game with scatter pays and bonus features. The “Black Gold Wild” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” or “Free Games Bonus” symbols. All pays except scatter pays are adjacent on an active payline. All pays except scatter pays are left to right on an active payline starting with the leftmost reel. Only the highest win is paid per line. Only the highest scatter win is paid. Only one scatter win is paid per play. All scatter pays are on or within one position of the first payline. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

When three or more “Quick Hit” scatter symbols appear on or within one position of the first payline, the player is awarded the advertised scatter pay. If the player receives five or more ‘Quick Hit’ symbols and maximum bet is played, then the player will be awarded the advertised progressive depending on the number of symbols.

The ‘Free Games’ bonus is initiated when three “Free Bonus Games” symbols appear on or within one position of the first payline, awarding the player the advertised scatter pay and the bonus.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues selecting until three like “Free Game Option” symbols have been revealed, as listed below:

- 20 free games at 3X normal pay
- 15 free games at 2X normal pay
- 11 free games at 2X normal pay
- 10 free games at 2X normal pay
- 7 free games at 2X normal pay
- 5 free games at 2X normal pay

In addition to the above free game options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded. If multiple levels are matched at the same time, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hits” scatter symbol pays do not pay the progressive awards and the pay for the four “Wild Jackpot” symbol combination is increased.

MO-73-BAL-08-40

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-40	“ALPHA” “Quick Hit – Black & White Sevens” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Black & White Sevens”

“Quick Hit – Black & White Sevens” is a 3-reel, 1, 3, 5 or 9-line mechanical reel game with a 5-level progressive and a bonus feature. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear with max bet played. All pays except for scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only the one scatter win is paid per play.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the first payline. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games.

MO-73-BAL-08-43

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-43	“ALPHA” “Quick Hit – Triple Blazing Sevens” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Triple Blazing Sevens”

“Quick Hit – Triple Blazing Sevens” is a 3-reel, 1, 3, 5 or 9-line mechanical reel game with a 5-level progressive and a bonus feature. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear with max bet played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right on an active payline, starting with the left most reel. Line pays are multiplied by the number of credits bet on the payline. Only the highest win is paid per line played. Only the highest scatter win is paid. Only one scatter win is paid per play. All scatter pays are on or within one position of the 1st payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the first payline. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. “Quick Hit” progressive jackpots are not available during the ‘Free Games’ bonus feature. “Quick Hit” scatter wins are available during the ‘Free Games’ bonus feature.

PA-22-BAL-09-01/MO-22-BAL-09-13/MO-22-BAL-09-08

GLI File Number	DESCRIPTION	Standards Tested Against
PA-22-BAL-09-01	“ALPHA” Jumbo (AJ-1) Upright Hybrid Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-BAL-09-13	Reel Control Unit Program	
MO-22-BAL-09-08	Bezel Software	

The “ALPHA” Jumbo (AJ-1) Cabinet is an upright cabinet which can be used as either a video or stepper machine. The game outcome will be displayed on a video monitor on the video platform or on mechanical reels on the stepper platform. Both configurations have a top video monitor for displaying help screens, attendant menus and/or bonus games. The top video monitor is a touch screen used to navigate menus and help screens. The exterior of the cabinet has four key switches: one for the attendant menu, one for the top box, one for the belly door and one for the main door.

The cabinet contains a logic board, bill acceptor and printer. The interior of the machine can be accessed through two doors, the main door and the belly door, each with its own separate lock. Each of the doors has a two way switch and their status is monitored by the logic board. The logic area has its own separate lock. The belly door allows access to the bill stacker which also has its own separate lock. The main door allows access to all components. Mechanical meters can be read via the belly door.

The logic board is contained in a separate locked compartment inside of the main cabinet monitored by a two-way door switch. The logic board consists of an integrated main program and two compact flash slots, one for the OS or RAM Clear and one for the game.

MO-73-BAL-08-44

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-44	“ALPHA” “Quick Hit – Stars & Bars” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Stars & Bars”

“Quick Hit – Stars & Bars” is a 3-reel, 1, 3, 5 or 9-line mechanical reel game with a 5-level progressive and a bonus feature. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right, starting with the left most reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The player is awarded the ‘Free Games’ bonus when three “Free Games Bonus” symbols appear on or within one position of the 1st payline. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- 20 Free Games at 3X Normal Pay
- 15 Free Games at 2X Normal Pay
- 11 Free Games at 2X Normal Pay
- 10 Free Games at 2X Normal Pay
- 7 Free Games at 2X Normal Pay
- 5 Free Games at 2X Normal Pay

In addition to the above free games options, “Wild Plus 5 Free Games” symbols may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. “Quick Hit” progressive jackpots are not available during the ‘Free Games’ bonus feature. “Quick Hit” scatter wins are available during the ‘Free Games’ bonus feature.

MO-73-BAL-08-53

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-53	“ALPHA” “Quick Hit Platinum –Triple Blazing 7’s” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit Platinum – Triple Blazing 7’s”

“Quick Hit Platinum – Triple Blazing 7’s” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and a ‘Free Games’ bonus feature. One or more “Wild Jackpot” symbols in a winning combination on an active payline is wild and substitutes for all symbols except the “Free Games Bonus”, “Quick Hit” and “Quick Hit Platinum” symbols. The player is awarded the advertised progressive level when five “Quick Hit Platinum” symbols appear on or within one position of the 1st payline and max bet is played. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right, starting with the left most reel. Only highest win paid per line played. All scatter pays are on or within one position of first payline. Only highest scatter win of each symbol paid. Only one scatter win of each symbol paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games’ bonus is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline on reels 2, 3 and 4 at the same time and awards the player the advertised scatter pay and the bonus. The “Free Game Bonus” symbols are only contained on reels 2, 3 and 4.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, the “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional 5 Free Games to the Free Game amount awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the "Quick Hit Platinum" symbol is not available during the free games.

MO-73-BAL-08-83

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-83	“ALPHA” “Quick Hit - Wild Blue Jackpot” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit - Wild Blue Jackpot”

“Quick Hit - Wild Blue Jackpot” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line buy-a-pay reel game with a 5-level progressive and bonus features. The “Wild Blue Jackpot” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” and “Free Games Bonus” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive jackpot when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters are adjacent on an active payline. All pays except for scatter are from left to right on an active payline starting with the left-most reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The ‘Free Games’ bonus feature is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline, on reels 2, 3 & 4 only, and awards the player the advertised scatter pay and the bonus. To start the bonus, the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If multiple levels are matched at the same time, only the highest free games are awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Wild Blue Jackpot” symbol combination is increased.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-84

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-84	“ALPHA” “Quick Hit – White Fire” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – White Fire”

“Quick Hit – White Fire” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line hybrid game with a 5-level progressive and bonus features. The “White Fire” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” and “Free Games Bonus” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive jackpot when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters are adjacent on an active payline. All pays except for scatter are from left to right on an active payline starting with the left-most reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The 'Free Games' bonus feature is initiated when three "Free Games Bonus" symbols appear on or within one position of the 1st payline, on reels 2, 3 & 4 only, and awards the player the advertised scatter pay and the bonus. To start the bonus, the player is prompted to select a "Question Mark" symbol on the touch screen from a grid of twenty "Question Mark" tiles. The player continues to select tiles until three like "Free Game Option" symbols appear, as listed below.

"20 Free Games" at 3X Normal Pay

"15 Free Games" at 2X Normal Pay

"11 Free Games" at 2X Normal Pay

"10 Free Games" at 2X Normal Pay

"7 Free Games" at 2X Normal Pay

"5 Free Games" at 2X Normal Pay

In addition to the above free games options, a "Wild Plus 5 Free Games" symbol may be revealed. If the "Wild Plus 5 Free Games" symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the "Quick Hit" scatter symbol pays do not pay the progressive awards and the pay for the four "White Fire" symbol combination is increased.

'Beat the Dealer Feature'

To play the 'Beat the Dealer' feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the 'Beat the Dealer' feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer's card. The gamble amount is forfeited if the selected card is lower in rank than the dealer's card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the 'Take Win' button to keep the current win and return to the game. The 'Beat the Dealer' feature ends when the dealer's card is of higher rank than the selected card, when the 'Take Win' button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-85

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-85	“ALPHA” “Quick Hit – Golden Bell” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“ALPHA” “Quick Hit – Wild Red Jackpot” Personality Program	And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Golden Bell”

“Quick Hit – Golden Bell” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line buy-a-pay game with a 5-level progressive and bonus features. One or more “Golden Bell” symbols in a winning combination on an active payline is wild and substitutes for the “Red 7”, “Yellow 7” and “Blue 7” symbols only. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are paid from left to right, starting with the left most reel. Only the highest scatter win is paid. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games’ bonus is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline on reels 2, 3 and 4 only, and awards the player the advertised scatter pay and the bonus

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Golden Bell” symbol combination is increased.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

“Quick Hit – Wild Red Jackpot”

“Quick Hit – Wild Red Jackpot” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line buy-a-pay game with a 5-level progressive and bonus features. The “Wild Red Jackpot” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” and “Free Games Bonus” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the 1st payline and max bet is played. All pays except for scatters are adjacent on an active payline. All pays except for scatters are paid from left to right, starting with the left most reel. Only the highest scatter win is paid. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games’ bonus is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline on reels 2, 3 and 4 only, and awards the player the advertised scatter pay and the bonus

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

“20 Free Games” at 3X Normal Pay
“15 Free Games” at 2X Normal Pay
“11 Free Games” at 2X Normal Pay
“10 Free Games” at 2X Normal Pay
“7 Free Games” at 2X Normal Pay
“5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Wild Red Jackpot” symbol combination is increased.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-87

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-87	“ALPHA” “Diamonds & Devils” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Diamonds & Devils”

“Diamonds & Devils” is a 3-reel, 1-line buy-a-pay game that utilizes mechanical reels for the base game and an LCD screen displayed just above the reels. This game offers scatter pays and a bonus feature.

The ‘Free Game’ bonus feature is initiated when three “Diamonds” or three “Devil” symbols appear in any position on or within one position of the center payline with max credits bet. The player is awarded 10 free games with a 3X multiplier. During the ‘Free Game’ bonus feature, three “Diamonds” or three “Devil” symbols pay 90 credits and do not award additional free games.

The player is awarded the advertised scatter pay when three “Diamonds” or three “Devil” symbols appear in any position on or within one position of center payline during the ‘Free Game’ bonus. All pays except scatter pays are adjacent on the center payline or diamond shape payline. Only the highest win is paid.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-88

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-88	“ALPHA” “Grizzly Wild” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Grizzly Wild”

“Grizzly Wild” is a 5-Reel, 3, 5, 9, 15, 20, 25, 30, 40 or 50-line video reel game that contains scatter pays and a bonus feature. The “Grizzly Wild” symbol on an active payline is wild when matched with any symbol to make a winning combination, except for the “Free Games” symbol. Only the highest win is paid per line played. All pays except scatter pays are adjacent and pay left to right on an active payline, starting with the leftmost reel. Only the highest scatter win is paid per play. Scatter pays are paid in addition to line wins. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet.

The ‘Free Games Bonus’ feature is initiated when three “Free Games” symbols appear in any position on reels 1, 3 and 5. The player is awarded the advertised scatter pay in addition to ten free games. The free games reels differ from the base game reels. The “Grizzly Wild” symbol becomes a double wild and doubles the pay when matched with any symbol on an active payline to make a winning combination except for the “More Free Games” symbol. All free games are played using the same line bets as the game that initiated the bonus. Additional free games may be accrued during the ‘Free Games Bonus’ feature and are added to the remaining free games. The bonus feature ends when no free games remain or when 50 free games have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-98

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-98	“ALPHA” “Quick Hit – Gold Storm” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Gold Storm”

“Quick Hit – Gold Storm” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line hybrid game with a 5-level progressive and bonus features. The “Gold Storm” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” and “Free Games Bonus” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive jackpot when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters are adjacent on an active payline. All pays except for scatters are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The ‘Free Games’ bonus feature is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline, on reels 2, 3 & 4 only, and awards the player the advertised scatter pay and the bonus.

To start the bonus, the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus, the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Gold Storm” symbol combination is increased.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-08-99

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-08-99	“ALPHA” “Quick Hit – Starlight Fire” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Starlight Fire”

“Quick Hit – Starlight Fire” is a 5-reel, 1, 3, 5, 9, 15, 20, 25 or 30-line buy-a-pay reel game with a 5-level progressive and bonus features. The “Starlight Fire” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Quick Hit” and “Free Games Bonus” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the 1st payline. The player is awarded the advertised progressive jackpot when five or more “Quick Hit” symbols appear on or within one position of the first payline and max bet is played. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play. All pays except for scatters are adjacent on an active payline. All pays except for scatter are from left to right on an active payline starting with the left-most reel. Line pays are multiplied by the number of credits bet on the payline and only the highest win is paid per line played.

The ‘Free Games’ bonus is initiated when three “Free Games Bonus” symbols appear on or within one position of the 1st payline on reels 2, 3 and 4 only, and awards the player the advertised scatter pay and the bonus.

To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all Free Game Options and adds an additional five free games to the Free Game amount awarded. If more than one free game option occurs simultaneously, only the highest free game option will be awarded.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. During the bonus the “Quick Hit” scatter symbol pays do not pay the progressive awards and the pay for the four “Starlight Fire” symbol combination is increased.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-09-01

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-01	“ALPHA” “Power Progressives – Five & Ten Times” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Power Progressives – Five & Ten Times”

“Power Progressives – Five & Ten Times” is a 3-reel, 3, 5, 9, 15, 20, 25 or 27-line hybrid game with bonus features. The base game utilizes mechanical reels and the bonus features are displayed on an LCD screen just above the mechanical reels. The “Five Times” and “Ten Times” symbols are wild and substitute for other symbols in winning combinations except for the “Power Up! Bonus Game” symbol. The “Five Times” symbol pays five times the winning combinations and the “Ten Times” symbol pays ten times the winning combinations. The “Five Times” and “Ten Times” symbols appear on the second reel only. All pays are multiplied by the number of credits bet on the payline. All pays are adjacent on an active payline. Only the highest like symbol win paid per line played.

Any win, except for the bonus feature win or a win that occurs simultaneously with the bonus feature win, has the possibility to be multiplied 2 to 10 times the win amount by the Magic Multiplier feature. All wins are left to right on an active payline starting with the left most reel.

A “Power Up! Bonus Game” symbol appearing on or within one position of the first payline on reel 3 initiates one of the three following features randomly. With max credits bet, the bonus game awards the progressive. With less than max credits bet, the bonus game awards 4 - 2000 times the total bet. The “Power Up! Bonus Game” symbol appears on the third reel only. The progressive awards are only available to be won during these bonus features.

‘Power Grid Bonus Feature’

The player will start with three picks and choose tiles from a 28 tile grid without replacement. The player may accumulate credits of one to four times the total bet or increase the current power level by one to two levels with each pick. The tiles may include an additional one to two picks. When no picks remain, the player will receive the sum of the credits won from the tiles chosen plus the credit value associated with the progressive ladder position that is highlighted.

‘Power Switch Bonus Feature’

At each progressive ladder position, a series of six power switches will be displayed. The player can choose one of these six power switches. The player can also choose to “Move Up and Collect” rather than choose a switch on any progressive ladder positions except for the first level by pressing the “Move Up and Collect” button. One of three outcomes can occur: “Up”, “Collect”, or “Move Up and Collect” when choosing a power switch. The “Up” will move the player up the progressive ladder. The “Collect” will award the player the credit value of their current progressive ladder position and the “Move Up and Collect” will move the player up one notch on the progressive ladder and award the player that progressive ladder position’s award.

‘Power Spin Bonus Feature’

A single onscreen reel spins, revealing the number of levels the player advances up the progressive ladder. The reel will continue to spin and advance the player up the ladder until “Collect” is revealed or the player reaches the highest progressive level.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-02	Digital Tower Top Box “Fireball” Bezel Assembly	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The Digital Tower Top Box “Fireball” Bezel Assembly P/N 207006 serves as the outer cover for the Digital Tower Top Box Assembly and is used to prevent access to the interior of the top box. The bezel assembly is comprised of both plastic (exterior) and metal parts (interior). The plastic on the exterior of the bezel assembly is gold in color and also contains 54 LED lights on the top portion. The exterior also contains areas for plastic graphical inserts that are used to display the graphics associated with the game theme. The interior of the bezel assembly is comprised of unpainted metal brackets which secure the outer plastic and give the assembly its strength and the back of the assembly contains a metal panel (painted black) which prevents entry to the interior of the assembly from the rear (when placed onto the Top Box Assembly). The interior of the assembly also contains a mounting bracket toward the top which is comprised of two pins that line up with the bracket on the Top Box Assembly frame and are used to properly secure the bezel to the Top Box Assembly. In addition, the interior of the bezel assembly contains three LED boards (one at the top and two on the sides) which are used to provide lighting to the graphical inserts described earlier.

MO-73-BAL-09-02/MO-73-BAL-09-09

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-02	Digital Tower Top Box Assembly, 2" Tatung Touchscreen Monitor	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-BAL-09-09	RoHS Digital Tower Top Box "77777 Jackpot" Bezel Assembly	

Digital Tower Top Box Assembly

The Digital Tower Top Box Assembly is a top box is comprised of black painted metal on the exterior and unpainted metal on the interior. The interior of the top box assembly contains a metal swing frame which the 32" Tatung monitor securely mounts to. The interior of the top box also contains a metal latch and associated lock in order to prevent access to the interior of the top box when the bezel assembly is in place. In addition, the interior of the top box assembly houses an exhaust fan at the top and a door switch near the bottom which is used to alert the operator when the bezel assembly has been removed from the top box frame. The exterior of the top box assembly contains a candle mounted on the top.

Digital Tower Top Box "77777 Jackpot" Bezel Assembly

The Digital Tower Top Box "77777 Jackpot" Bezel Assembly P/N 207000 serves as the outer cover for the Digital Tower Top Box Assembly and is used to prevent access to the interior of the top box. The bezel assembly is comprised of both plastic (exterior) and metal parts (interior). The plastic on the exterior of the bezel assembly is silver in color. The exterior also contains areas for plastic graphical inserts that are used to display the graphics associated with the game theme. The interior of the bezel assembly is comprised of unpainted metal brackets which secure the outer plastic and give the assembly its strength and the back of the assembly contains a metal panel (painted black) which prevents entry to the interior of the assembly from the rear (when placed onto the Top Box Assembly). The interior of the assembly also contains a mounting bracket toward the top which is comprised of two pins that line up with the bracket on the Top Box Assembly frame and are used to properly secure the bezel to the Top Box Assembly. In addition, the interior of the bezel assembly contains three LED boards (one at the top and two on the sides) which are used to provide lighting to the graphical inserts described earlier.

32" Tatung Touchscreen Monitor

The 32" Tatung Touchscreen Monitor is mounted vertically on a metal swing frame inside the Digital Tower Top Assembly. The top rear of the monitor (on the interior) contains small brown buttons which can be used to access menu options for adjusting such characteristics as Brightness, Contrast, Sharpness and Horizontal and Vertical positioning of the image on the screen.

MO-73-BAL-09-16

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-16	"ALPHA" "Quick Hit - Diamond White Fire" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Quick Hit - Diamond White Fire"

"Quick Hit - Diamond White Fire" is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and a bonus feature. The "White Fire" symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the "Free Game Bonus", "Quick Hit" and "Diamond Jackpot" symbols. The player is awarded the advertised scatter pay when three or more "Quick Hit" symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more "Quick Hit" symbols appear on or within one position of the first payline with max bet played. The player is awarded the advertised top progressive level when five "Diamond Jackpot" symbols appear with max bet played. All pays except for scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play.

The 'Free Games' bonus feature is initiated when three "Free Games Bonus" symbols appear on or within one position of the first payline on reels 2, 3 and 4 at the same time. The player is awarded the bonus feature in addition to the normal scatter pay. To start the bonus the player is prompted to select a "Question Mark" symbol on the touch screen from a grid of twenty "Question Mark" tiles. The player continues to select tiles until three like "Free Game Option" symbols appear, as listed below.

“20 Free Games” at 3X Normal Pay
“15 Free Games” at 2X Normal Pay
“11 Free Games” at 2X Normal Pay
“10 Free Games” at 2X Normal Pay
“7 Free Games” at 2X Normal Pay
“5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. During the ‘Free Games’ three “Free Bonus Game” symbols appearing on reels 2, 3 and 4 on or within one position of the center payline awards 1 times the total bet and the same free games option initially awarded, up to the maximum allowed free games.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. The ‘Free Games’ reels differ from the base game reels. The “Diamond Jackpot” awards are not available during the ‘Free Games’ feature. The “Quick Hit” progressive jackpots are not available during the ‘Free Games’ feature.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-09-17

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-17	“ALPHA” “Quick Hit – Diamond Wild Red” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit - Diamond Wild Red”

“Quick Hit - Diamond Wild Red” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and a bonus feature. The “Wild Red” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Free Game Bonus”, “Quick Hit” and “Diamond Jackpot” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline with max bet played. The player is awarded the advertised progressive level when five “Diamond Jackpot” symbols appear with max bet played. All pays except for scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play.

The ‘Free Games’ bonus feature is initiated when three “Free Games Bonus” symbols appear on or within one position of the first payline on reels 2, 3 and 4 at the same time. The player is awarded the bonus feature in addition to the normal scatter pay. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. During the ‘Free Games’ three “Free Bonus Game” symbols appearing on reels 2, 3 and 4 on or within one position of the center payline awards 1 times the total bet and the same free games option initially awarded, up to the maximum allowed free games.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. The ‘Free Games’ reels differ from the base game reels. The “Diamond Jackpot” awards are not available during the ‘Free Games’ feature. The “Quick Hit” progressive jackpots are not available during the ‘Free Games’ feature.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-09-18

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-18	“ALPHA” “Quick Hit – Diamond Golden Bell” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Diamond Golden Bell”

“Quick Hit - Diamond Golden Bell” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and a bonus feature. The “Golden Bell” symbol on an active payline is wild when matched with other symbols to make a winning combination and only substitutes for the “Red Seven”, “Yellow Seven” and “Blue Seven” symbols as shown. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline with max bet played. The player is awarded the advertised top progressive level when five “Diamond Jackpot” symbols appear with max bet played. All pays except for scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play.

The ‘Free Games’ bonus feature is initiated when three “Free Games Bonus” symbols appear on or within one position of the first payline on reels 2, 3 and 4 at the same time. The player is awarded the bonus feature in addition to the normal scatter pay. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. During the ‘Free Games’ three “Free Bonus Game” symbols appearing on reels 2, 3 and 4 on or within one position of the center payline awards 1 times the total bet and the same free games option initially awarded, up to the maximum allowed free games.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. The ‘Free Games’ reels differ from the base game reels. The “Diamond Jackpot” awards are not available during the ‘Free Games’ feature. The “Quick Hit” progressive jackpots are not available during the ‘Free Games’ feature.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-73-BAL-09-19

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BAL-09-19	“ALPHA” “Quick Hit – Diamond Wild Blue” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Quick Hit – Diamond Wild Blue”

“Quick Hit – Diamond Wild Blue” is a 5-reel, 3, 5, 9, 15, 20, 25 or 30-line video reel game with a 6-level progressive and a bonus feature. The “Wild Blue” symbol on an active payline is wild when matched with other symbols to make a winning combination and substitutes for all symbols except for the “Free Game Bonus”, “Quick Hit” and “Diamond Jackpot” symbols. The player is awarded the advertised scatter pay when three or more “Quick Hit” symbols appear on or within one position of the first payline. The player is awarded the advertised progressive level when five or more “Quick Hit” symbols appear on or within one position of the first payline with max bet played. The player is awarded the advertised top progressive level when five “Diamond Jackpot” symbols appear with max bet played. All pays except for scatters are adjacent on an active payline. All pays except for scatter pays are from left to right on an active payline starting with the leftmost reel. Line pays are multiplied by the number of credits bet on the payline. Scatter pays are multiplied by the total credits bet and are paid in addition to line wins. Only the highest scatter win is paid and only one scatter win is paid per play.

The ‘Free Games’ bonus feature is initiated when three “Free Games Bonus” symbols appear on or within one position of the first payline on reels 2, 3 and 4 at the same time. The player is awarded the bonus feature in addition to the normal scatter pay. To start the bonus the player is prompted to select a “Question Mark” symbol on the touch screen from a grid of twenty “Question Mark” tiles. The player continues to select tiles until three like “Free Game Option” symbols appear, as listed below.

- “20 Free Games” at 3X Normal Pay
- “15 Free Games” at 2X Normal Pay
- “11 Free Games” at 2X Normal Pay
- “10 Free Games” at 2X Normal Pay
- “7 Free Games” at 2X Normal Pay
- “5 Free Games” at 2X Normal Pay

In addition to the above free games options, a “Wild Plus 5 Free Games” symbol may be revealed. If the “Wild Plus 5 Free Games” symbol is revealed, it will count as one match toward the three symbols needed to match for all six free game options, as well as award five additional free games. If more than one free game option occurs simultaneously, only the highest free game option will be awarded. During the ‘Free Games’ three “Free Bonus Game” symbols appearing on reels 2, 3 and 4 on or within one position of the center payline awards one times the total bet and the same free games option initially awarded, up to the maximum allowed free games.

All free games are played with the same line bet that was in play when the bonus feature was initiated and additional free games may be accrued during the bonus. Additional free games are added to the remaining free games at the same rate and odds as the initiating round of free games. The bonus feature ends when no free games remain or when 50 free games have been played. The ‘Free Games’ reels differ from the base game reels. The “Diamond Jackpot” awards are not available during the ‘Free Games’ feature. The “Quick Hit” progressive jackpots are not available during the ‘Free Games’ feature.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game. The ‘Beat the Dealer’ feature ends when the dealer’s card is of higher rank than the selected card, when the ‘Take Win’ button is selected, or after five consecutive rounds have been played.

MO-14-BLY-07-04

GLI File Number	DESCRIPTION	Standards Tested Against
MO-14-BLY-07-04	“ALPHA” RAM Clear Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-BLY-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BLY-09-02	"ALPHA" "Flying Carpet" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Flying Carpet”

“Flying Carpet” is a 5-reel, 40-line video reel game that offers scatter pays and two bonus features. The “Wild Lamp” symbol is wild and substitutes for all symbols except for the scatter “Palace” and starred symbols. All starred symbols can also substitute for the same symbol without a star. Winning line-combinations are awarded when three or more of the same symbol appears on the active pay line. The player is awarded the advertised scatter pay when three “Palace” symbols appear in any position on the center three reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatter pays. All line wins are multiplied by the credits bet per line. Only the highest winner is paid per line played, except for scatter pays, which are paid in addition to line pays. All scatter pays are multiplied by the total credits bet.

The ‘Free Spin’ bonus is initiated when three “Palace” symbols appear in any position on the center three reels. Five free spins are initially awarded. Free spins can be retriggered with three scatter “Palace” symbols. Upon re-triggering the free spin bonus, five additional free spins are awarded. All free spins are played at the lines and bet of the initiating game. After all free spins have been completed, or 55 spins have been played, the bonus is over and normal play resumes. An alternate set of reel strips are used during the ‘Free Spin’ bonus.

The ‘Flying Carpet’ bonus is initiated when a starred flying carpet and one or more other starred symbols appear on the screen at the same time. The flying carpet will fly over the starred symbols and award credits. The bonus pays are multiplied by the total number of credits bet. Multiple simultaneous bonus wins are added together.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-07-22

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-07-22	“ALPHA” “Mega Winner” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Mega Winner”

“Mega Winner” is a 16-reel, 40-line video reel game that offers a bonus feature. All pays except for scatters are from left to right and top to bottom. All line pays are multiplied by the credits bet per line. The ‘Mega Winner’ bonus is paid in addition to simultaneous line wins.

The ‘Mega Winner’ bonus is initiated when five or more “Mega Winner” scatter symbols appear. Once the bonus feature is triggered, the “Mega Winner” scatter symbols that initiated the bonus feature become locked into place and the remaining reels are spun again. All non-locked reels continue to re-spin as long as at least one additional “Mega Winner” scatter symbol becomes locked on each spin or all reels contain a locked “Mega Winner” scatter symbol. The bonus round ends when a spin does not contain any new “Mega Winner” scatter symbols. The player is awarded a multiplier times the total bet at the completion of the bonus feature based on the total number of accumulated “Mega Winner” scatter symbols that are showing.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-07-23

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-07-23	“ALPHA” “All About Money Hot Shot Progressive” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“All About Money Hot Shot Progressive”

“All About Money Hot Shot Progressive” is a 5-reel, 5, 9, 15, or 20-line game that offers a ‘Game-in-Game Scatter’ bonus feature. It can be configured as a video only game, or as a mechanical reel/video hybrid game. The “All About Money” symbol appearing in any position on reels 2, 3 and 4 pays between 5 – 100 credits. All wins begin with the leftmost reel and pay from left to right only on adjacent reels, except scatters. Only the highest win is paid per winning line. Scatter wins pay in any position and are added to line pays. Line pays are multiplied by the number of credits bet on the payline. The ‘Game-in Game’ scatter pays are multiplied by total credits bet. The ‘Game-in-Game Scatter’ progressives are only eligible during the ‘Game-in-Game Scatter’ bonus feature with max credits bet.

The base game contains five different game theme symbols, each representing a 3-reel game theme. The particular game theme symbol is associated with one of the five reels on the base game. Each game theme has its own respective progressive award. The player is only eligible for the progressive jackpot award when the ‘Game-in-Game Scatter’ bonus feature is triggered and by obtaining the respective progressive top award winning symbol combination on a played game theme during one of the five game themes offered with max bet played.

The ‘Game-in-Game Scatter’ bonus feature is initiated when any three or more scattered game theme symbols appear on the screen. Once the bonus is initiated, each of the visible game themes are played in a left to right order until all the ‘Game-in-Game Scatter’ theme symbol games have been played. Each of the five (3-reel) game themes listed below contains their own winning combination pay out schedules for the particular game.

“In The Money”

“In The Money” is a 3-reel, 1-line video reel game that is played on the bonus screen. All winning combinations are paid as advertised on the bonus screen. Amounts shown are multiplied by the total credits bet, except progressive jackpots.

“Money Bars”

“Money Bars” is a 3-reel, 2-line video reel game that is played on the bonus screen. The payline for this game appears in a diamond shape. All winning combinations are paid as advertised on the bonus screen. Amounts shown are multiplied by the total credits bet, except progressive jackpots.

“Double Money”

“Double Money” is a 3-reel, 1-line video reel game that is played on the bonus screen. The “Double Money” symbol substitutes for all symbols in a winning combination. One “Double Money” symbol doubles the winning combination and two “Double Money” symbols pays four times the winning combination, except for the “Double Money” symbol pays already shown. All winning combinations are paid as advertised on the bonus screen. Amounts shown are multiplied by the total credits bet, except progressive jackpots.

“Triple Money”

“Triple Money” is a 3-reel, 1-line video reel game that is played on the bonus screen. The “Triple Money” symbol substitutes for all symbols in a winning combination. One “Triple Money” symbol triples the winning combination and two “Triple Money” symbols pay nine times the winning combination, except for the “Triple Money” symbol pays already shown. All winning combinations are paid as advertised on the bonus screen. Amounts shown are multiplied by the total credits bet, except progressive jackpots.

“Extra Money”

“Extra Money” is a 3-reel, 1-line video reel game that is played on bonus screen. The “Extra Money” symbol substitutes for all symbols in a winning combination. One “Extra” symbol pays seven times the winning combination and two “Extra Money” symbols pay 49 times the winning combination, except for the “Extra Money” symbol pays already shown. All winning combinations are paid as advertised on the bonus screen. Amounts shown are multiplied by the total credits bet, except progressive jackpots.

MO-73-BLY-08-04

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-08-04	“ALPHA” “Winning Times Hot Shot Progressive” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Winning Times Hot Shot Progressive”

“Winning Times Hot Shot Progressive” is a 5-reel, 5, 9, 15, or 20-line mechanical or video reel game that features a “Game-In-Game” scatter bonus. All wins begin with the leftmost reel and are left to right only on adjacent reels, except scatters. All line wins are multiplied by the amount bet on the winning payline. Only the highest winner is paid per line. Scatter wins are multiplied by the total amount bet, pay in any position and are added to line pays.

The base game offers five different game theme symbols representing a 5-reel pay structure. Each game theme symbol is associated with one of the 5 reels in the base game. Each game theme symbol has its own respective progressive award. The player is only eligible for the progressive jackpot award when the “Game-In-Game” scatter bonus feature is triggered and the player obtains the respective progressive top award winning symbol combination on a played game theme with max bet played. Reels 1, 3 and 5 are the bonus reels containing the multipliers feature that enhances line wins. These symbols are wild and replace all the symbols, except “Game-In-Game” scatter symbols to form a winning combination on an active payline. The awards are as follows:

- The “5X” symbol pays 5 times the winning combination.
- The “3X” symbol pays 3 times the winning combination.
- The “2X” symbol pays 2 times the winning combination.

The “Game-In-Game” scatter bonus feature is initiated when any combination of three or more scattered game theme symbols appear on the screen. Once the bonus is initiated, each of the visible game themes are played in a left to right order until all the “Game-In-Game” scatter theme symbol games have been played. Each of the four 3-reel game themes listed below contains their own winning combination pay out schedules for the particular game.

“Bonus Times”

“Bonus Times” is a 3-reel, 1-line video reel game that is played on the bonus screen. All winning combinations, which are paid as advertised on the bonus screen, begin with the leftmost reel and are left to right only on adjacent reels. Three “Bonus Times” symbols on the payline with max bet played trigger the “Bonus Times” progressive jackpot.

“Wild Times”

“Wild Times” is a 3-reel, 1 center payline and 1 diamond payline video reel game that is played on the bonus screen. All winning combinations, which are paid as advertised on the bonus screen, begin with the leftmost reel and are left to right only on adjacent reels. Four “Blazing 7’s” symbols on the diamond pay-line with max bet played trigger the “Wild Times” progressive jackpot.

“2 Times”

“2 Times” is a 3-reel, 1-line video reel game that is played on the bonus screen. All winning combinations, which are paid as advertised on the bonus screen, begin with the leftmost reel and are left to right only on adjacent reels. The “2 Times” symbol is wild and replaces all symbols to form winning combinations except any “2 Times” win already shown. One “2 Times” symbol doubles winning combinations and two “2 Times” symbols pay 4 times the winning combination. Three “2 Times” symbols on the payline with max bet played trigger the “2 Times” progressive jackpot.

“3 Times”

“3 Times” is a 3-reel, 1-line video reel game that is played on the bonus screen. All winning combinations, which are paid as advertised on the bonus screen, begin with the leftmost reel and are left to right only on adjacent reels. The “3 Times” symbol is wild and replaces all symbols to form winning combination except any “3 Times” win already shown. One “3 Times” symbol triples the winning combinations and two “3 Times” symbols pay 9 times the winning combination. Three “3 Times” symbols on the pay-line with max bet played trigger the “3 Times” progressive jackpot.

“Hot Times”

“Hot Times” is a 3-reel, 1-line video reel game that is played on the bonus screen. All winning combinations, which are paid as advertised on the bonus screen, begin with the leftmost reel and are left to right only on adjacent reels. The “Hot Times” symbol is wild and replaces all symbols to form winning combination except any “Hot Times” win already shown. One “Hot Times” symbol pays 7 times the winning combination and two “Hot Times” symbols pay 49 times the winning combination. Three “Hot Times” symbols on the payline with max bet played trigger the “Hot Times” progressive jackpot.

MO-73-BLY-08-10

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-08-10	“ALPHA” “Lucky Lamp” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Lucky Lamp”

“Lucky Lamp” is a 5-reel, 40-line video reel game that contains bonus features. The “Lamp” symbol is wild and substitutes for all symbols except for the “Palace” and all ‘Starred’ symbols. All line wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatter pays. All line wins are multiplied by the credits bet per line. Only the highest winner paid per line played, except scatter pays, which are paid in addition to line pays. All scatter pays are multiplied by the total credits bet.

The ‘Free Spin’ bonus is initiated when three “Palace” symbols appear in any position on the center three reels, awarding the player five free spins. The ‘Free Spin’ bonus feature can be re-triggered with three scattered “Palace” symbols, awarding the player an additional five free spins. During the ‘Free Spin’ bonus, an alternative set of reels are used. All free spins are played at the lines and bet of the initiating game. The bonus ends and normal play resumes when all free spins have been completed, or 55 spins have been played.

The ‘Flying Carpet’ bonus is initiated when a “Starred Carpet” symbol appears on the screen at the same time as one or more “Starred Ace”, “Starred King”, “Starred Queen”, “Starred Jack”, “Starred Ten” and/or “Starred Nine” symbols. When this bonus feature is triggered, the carpet in the “Starred Carpet” symbol will fly over all other ‘Starred’ symbols and award the player the advertised amount multiplied by the total number of credits bet. Multiple ‘Flying Carpet’ wins will be added together for a total award received from the ‘Flying Carpet’ bonus.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-09-08

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-08	“ALPHA” “Fireball” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Fireball”

“Fireball” is a 5-reel, 10, 20 or 40-line video reel game that offers a game-in-game bonus feature. The “Wild” symbol is wild and substitutes for all symbols, except for the “Fireball” symbol. The “Wild” symbol appears on reels 2, 3 and 4 only. All line pays are adjacent on an active payline. All line pays are from left to right on an active payline starting with the leftmost reel. Only the highest winner is paid per line played. Scatter win pays are added to line pays. Line wins are multiplied by the number of credits bet on the payline except for progressives. Multipliers or pays on the 4th reel are not added to progressives.

The ‘Fireball’ bonus feature is initiated when three or more “Fireball” symbols appear anywhere on the reels. Up to eight “Fireball” symbols can appear on the main game reels at one time. The bonus play will continue on the upper screen, where a number of mini games are randomly selected by shooting fireballs. The number of mini games that are selected correlates to the number of “Fireball” trigger symbols appearing in the base game. Separately, each mini game will then display a paytable and automatically spin once and pay any associated wins to the credit meter. Re-spins that are awarded will automatically re-spin and pay as required. All displayed mini game pays and wins are already multiplied by the initiating base game total bet. Mini game progressives are only eligible to be won during the ‘Fireball’ bonus feature with max credits bet. Mini games are one line games and pay on the center payline only, unless otherwise noted.

“Blazing 7’s”

“Blazing 7’s” is a standard 3-reel, 1-line video reel game that is played on the bonus screen. All winning combinations are paid as advertised on the bonus screen. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Bonus Frenzy”

“Bonus Frenzy” is a 4-reel, 1-line video reel game that is played on the bonus screen. All winning combinations on the first three reels are paid as advertised on the bonus screen. The 4th reel bonus is only with winning combinations on the first three reels. The bonuses are as follows:

The “3X” pays three times the winning combination.

The “2X” pays two times the winning combination.

The “3 pay” pays three credits plus the winning combination.

The “2 pay” pays two credits plus the winning combination.

When the “Re-spin” symbol appears on or within one position of the payline with a winning combination, the ‘Re-spin’ feature is triggered. The game will first pay the winning combination and will then re-spin, paying the winning combination another one to three times. Each progressive jackpot will only be paid once during the re-spins. Any additional progressive jackpot hit at the same level will pay the reset value. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Blazing 7’s Diamond Line”

“Blazing 7’s Diamond Line” is a 3-reel, 2-line video reel game that is played on the bonus screen. The payline for this game appears in a diamond shape. All winning combinations are paid as advertised on the bonus screen. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the diamond shape payline with max bet played.

“Blazing 7’s Double Jackpot”

“Blazing 7’s Double Jackpot” is a 3-reel, 1-line video reel game that is played on the bonus screen. The “Double Jackpot” symbol substitutes for all symbols in a winning combination. One “Double Jackpot” symbol doubles the winning combination and two “Double Jackpot” symbols pays four times the winning combination, except for the “Double Jackpot” symbol pays already shown. All winning combinations are paid as advertised on the bonus screen. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Triple Bonus Frenzy”

“Triple Bonus Frenzy” is a 4-reel, 1-line video reel game that is played on the bonus screen. All winning combinations on the first three reels are paid as advertised on the bonus screen. The 4th reel bonus is only with winning combinations on the first three reels. The bonuses are as follows:

- The “9X” pays nine times the winning combination.
- The “6X” pays six times the winning combination.
- The “3X” pays three times the winning combination.
- The “30 pay” pays thirty credits plus the winning combination.
- The “5 pay” pays five credits plus the winning combination.

When the “Re-spin” symbol appears on or within one position of the payline with a winning combination, the ‘Re-spin’ feature is triggered. The game will first pay the winning combination and will then re-spin, paying the winning combination another one to three times. Each progressive jackpot will only be paid once during the re-spins. Any additional progressive jackpot hit at the same level will pay the reset value. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Blazing 7’s Triple Jackpot”

“Blazing 7’s Triple Jackpot” is a 3-reel, 1-line video reel game that is played on the bonus screen. The “Triple Jackpot” symbol substitutes for all symbols in a winning combination. One “Triple Jackpot” symbol triples the winning combination and two “Triple Jackpot” symbols pay nine times the winning combination, except for the “Triple Jackpot” symbol pays already shown. All winning combinations are paid as advertised on the bonus screen. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Fireball Frenzy”

“Fireball Frenzy” is a 4-reel, 1-line video reel game that is played on the bonus screen. All winning combinations on the first three reels are paid as advertised on the bonus screen. The 4th reel bonus is only with winning combinations on the first three reels. The bonuses are as follows:

- The “10X” pays ten times the winning combination.
- The “5X” pays five times the winning combination.
- The “3X” pays three times the winning combination.
- The “2X” pays two times the winning combination.
- The “10 pay” pays ten credits plus the winning combination

When the “Re-spin” symbol appears on or within one position of the payline with a winning combination, the ‘Re-spin’ feature is triggered. The game will first pay the winning combination and will then re-spin, paying the winning combination another one to three times. Each progressive jackpot will only be paid once during the re-spins. Any additional progressive jackpot hit at the same level will pay the reset value. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Blazing 7s Seven Times Pay”

“Blazing 7s Seven Times Pay” is a 3-reel, 1-line video reel game that is played on the bonus screen. The “Seven Times Pay” symbol substitutes for all symbols in a winning combination. One “Seven Times Pay” symbol pays seven times the winning combination and two “Seven Times Pay” symbol pays forty-nine times the winning combination, except for the “Seven Times Pay” symbol pays already shown. All winning combinations are paid as advertised on the bonus screen. Amounts shown have been multiplied by the current total bet, except progressive jackpots. The progressive is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

MO-73-BLY-09-10

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-10	“ALPHA” “Blazing 7’s Hot Shot Progressive” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Blazing 7’s Hot Shot Progressive”

“Blazing 7’s Hot Shot Progressive” is a 5-reel, 5, 9, 15 or 20-line, video reel game that offers a ‘Game-in-Game Scatter’ bonus feature. All pays are adjacent on an active payline. All pays are left to right on an active payline starting with the leftmost reel, except for scatters which pay in any position. Only the highest winner paid per line played. Scatter win pays are added to line pays. Line wins are multiplied by the number of credits bet on the payline.

The base game contains five different game theme symbols, each representing a 3-reel, game theme. The particular game theme symbol is associated with 1 of the 5 reels on the base game. Each game theme has its own respective progressive award. The player is only eligible for the progressive jackpot award when the 'Game-in-Game Scatter' bonus feature is triggered and by obtaining the respective progressive top award winning symbol combination on a played game theme during one of the five game themes offered with max bet played.

The 'Game-in-Game Scatter' bonus feature is initiated when any three or more scattered game theme symbols appear in any position during the base game. Once the bonus is initiated, each of the visible game themes are played in a left to right order until all the 'Game-in-Game' theme symbol games have been played. The player receives one spin for each game theme symbol that initiated the bonus feature. Each of the five (3-reel) game themes listed below contains their own winning combination pay out schedules for the particular game.

"Blazing 7's"

"Blazing 7's" is a standard 3-reel, 1-line video reel game that is played on the 1st reel of the base game. The progressive award is displayed at the top of the base games 1st reel, and is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

"Blazing 7's Diamond Line"

"Blazing 7's Diamond Line" is a 3-reel, 1-line video reel game that is played on the 2nd reel of the base game. The payline for this game appears in a diamond shape. The progressive award is displayed at the top of the base games 2nd reel, and is awarded to the player when the top award symbol combination appears on the diamond shape payline with max bet played.

"Blazing 7's Double Jackpot"

"Blazing 7's Double Jackpot" is a 3-reel, 1-line video reel game that is played on the 3rd reel of the base game. The "Double Jackpot" symbol substitutes for all symbols in a winning combination. One "Double Jackpot" symbol doubles the winning combination and two "Double Jackpot" symbols pays four times the winning combination, except for the "Double Jackpot" symbol pays already shown. The progressive award is displayed at the top of the base games 3rd reel, and is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Blazing 7’s Triple Jackpot”

“Blazing 7’s Triple Jackpot” is a 3-reel, 1-line video reel game that is played on the 4th reel of the base game. The “Triple Jackpot” symbol substitutes for all symbols in a winning combination. One “Triple Jackpot” symbol triples the winning combination and two “Triple Jackpot” symbols pay nine times the winning combination, except for the “Triple Jackpot” symbol pays already shown. The progressive award is displayed at the top of the base games 4th reel, and is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

“Blazing 7’s Seven Times Pay”

“Blazing 7’s Seven Times Pay” is a 3-reel, 1-line video reel game that is played on the 5th reel of the base game. The “Seven Times Pay” symbol substitutes for all symbols in a winning combination. One “Seven Times Pay” symbol pays seven times the winning combination and two “Seven Times Pay” symbol pays forty-nine times the winning combination, except for the “Seven Times Pay” symbol pays already shown. The progressive award is displayed at the top of the base games 5th reel, and is awarded to the player when the top award symbol combination appears on the center payline with max bet played.

MO-73-BLY-09-13

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-13	“ALPHA” “Greek Heroes - Heracles” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Greek Heroes – Heracles”

“Greek Heroes – Heracles” is a 5-reel, 20, 30, or 40-line video reel game with a bonus feature. The “Hydra” symbol is wild, appears on reels 2, 3, & 4 only and substitutes for all symbols except for the scatter “Coin” symbol. All wins begin with the left most reel and pay left to right only on adjacent reels, except for scatters All line wins are multiplied by the credits bet per line.. Only the highest win is paid per line played.

The ‘Free Spin’ bonus feature is initiated when three, four or five scattered “Coin” symbols appear, awarding the player ten, twenty-five or one hundred free spins, respectively. The free spins are played on alternate reels, with an increased number of “Heracles” and “Hydra” symbols. Free spins are played with the same lines and bet that were in play when the bonus feature was initiated. Additional free spins can be triggered during the bonus feature and are added to the remaining free spins. The bonus feature ends when no free spins remain or when a maximum of 200 free spins have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-09-16

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-16	“ALPHA” “Greek Heroes - Perseus” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Greek Heroes – Perseus”

“Greek Heroes – Perseus” is a 5-reel, 20, 30, or 40-line video reel game with a bonus feature. The “Medusa” symbol is wild, appears on reels 2, 3, & 4 only and substitutes for all symbols except for the scatter “Coin” symbol. All wins begin with the left most reel and pay left to right only on adjacent reels, except for scatters. All line wins are multiplied by the credits bet per line. Only the highest win is paid per line played.

The ‘Free Spin’ bonus feature is initiated when three, four or five scattered “Coin” symbols appear, awarding the player ten, twenty-five or one hundred free spins, respectively. The free spins are played on alternate reels, with an increased number of “Perseus” and “Medusa” symbols. Free spins are played with the same lines and bet that were in play when the bonus feature was initiated. Additional free spins can be triggered during the bonus feature and are added to the remaining free spins. The bonus feature ends when no free spins remain or when a maximum of 200 free spins have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-09-17

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-17	“ALPHA” “Greek Heroes - Jason” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Greek Heroes – Jason”

“Greek Heroes – Jason” is a 5-reel, 20, 30, or 40-line video reel game with a bonus feature. The “Golden Fleece” symbol is wild, appears on reels 2, 3, & 4 only and substitutes for all symbols except for the scatter “Coin” symbol. All wins begin with the left most reel and pay left to right only on adjacent reels, except for scatters. All line wins are multiplied by the credits bet per line. Only the highest win is paid per line played.

The ‘Free Spin’ bonus feature is initiated when three, four or five scattered “Coin” symbols appear, awarding the player ten, twenty-five or one hundred free spins, respectively. The free spins are played on alternate reels, with an increased number of “Jason” and “Golden Fleece” symbols. Free spins are played with the same lines and bet that were in play when the bonus feature was initiated. Additional free spins can be triggered during the bonus feature and are added to the remaining free spins. The bonus feature ends when no free spins remain or when a maximum of 200 free spins have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-09-18

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-18	“ALPHA” “Greek Heroes – Bellerophon” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Greek Heroes – Bellerophon”

“Greek Heroes – Bellerophon” is a 5-reel, 20, 30, or 40-line video reel game with a bonus feature. The “Pegasus” symbol is wild, appears on reels 2, 3, & 4 only and substitutes for all symbols except for the scatter “Coin” symbol. All wins begin with the left most reel and pay left to right only on adjacent reels, except for scatters. All line wins are multiplied by the credits bet per line. Only the highest win is paid per line played.

The ‘Free Spin’ bonus feature is initiated when three, four or five scattered “Coin” symbols appear, awarding the player ten, twenty-five or one hundred free spins, respectively. The free spins are played on alternate reels, with an increased number of “Bellerophon” and “Pegasus” symbols. Free spins are played with the same lines and bet that were in play when the bonus feature was initiated. Additional free spins can be triggered during the bonus feature and are added to the remaining free spins. The bonus feature ends when no free spins remain or when a maximum of 200 free spins have been played.

‘Beat the Dealer Feature’

To play the ‘Beat the Dealer’ feature, press the gamble button and gamble the current win. Once the gamble button is selected the player must play the ‘Beat the Dealer’ feature. At the start of the feature, five cards are drawn from a single 52 card deck. The first card is given to the dealer and is revealed. The player then selects one card from the remaining four cards. The gamble amount is doubled if the selected card is higher in rank than the dealer’s card. The gamble amount is forfeited if the selected card is lower in rank than the dealer’s card. Selecting a card of equal rank (push) results in a restart of the gamble feature. No wild cards are used. Aces are high and twos are low. Press the ‘Take Win’ button to keep the current win and return to the game.

MO-73-BLY-09-33

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-BLY-09-33	"ALPHA" "77777 Jackpot" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“77777 Jackpot”

“77777 Jackpot” is a 5-reel, 30-line hybrid game that contains a bonus feature. All line wins begin with the leftmost reel and pay left to right only on adjacent reels. All line wins are multiplied by the credits bet per line. Only the highest win is paid per line played.

The ‘77777 Jackpot’ bonus feature is initiated when three “77777” symbols appear on the middle three reels. The bonus feature screen has nine sets of three reels in which each set represents a different level. Level 1 is at the bottom of the screen and the highest level is at the top of the screen. To the left of each set of reels is the pay amount of that level and to the right of each set of reels is a status area. The status area contains information of the spins that are remaining, the target combination for that level and an indication as to whether or not the target combination has been scored or held. During the bonus feature, the player watches as the reels rapidly spin in an attempt to score as many different pay combinations as possible. The player begins on level 1 and scoring certain combinations moves the player to higher levels. The higher the level the player reaches, the more the player wins. For each level, the player has 7 spins to hit the target combination. Once the target combination is hit for the current level, that level is scored and the player moves on to the next level. The spins remaining count reset to 7 for the new level and the player is awarded the amount associated with the highest level scored. If a target combination is hit for a level higher than the current level, the status area for that higher level will indicate that it is held and the spins remaining count are then reset to 7 for the current level being played. If the player reaches a held level, the player automatically scores that level and moves on to the next level. Levels held are not scored until the player reaches that level. If no levels are hit, the player is awarded one credit. All wins are multiplied by the total number of credits bet.

SY-282-SDS-09-05/SY-282-SDS-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
SY-282-SDS-09-05	Bally Integration Gateway (BIG)	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards
SY-282-SDS-09-02		

BIG

Bally Integration Gateway (BIG) is a message oriented middleware solution that allows the application to create, send, receive and read messages in a distributed enterprise system. BIG integrates third-party host/legacy applications with Bally products.

big.jar

Java archive containing the required java packages/classes.

bigui.jar

This is a .jar file which contains the BIG client.

bigsvc.jar

This is a java archive which contains the Enterprise Java Bean (Service Bean) which will be deployed in the Application server. Enterprise JavaBean is a managed, server-side component architecture for modular construction of enterprise applications.

SY-282-SDS-09-06

GLI File Number	DESCRIPTION	Standards Tested Against
SY-282-SDS-09-06	Bally Technologies SDS System	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards

The Bally Slot Data System (SDS) is a slot-accounting/ticketing system. It is an integrated information system that continually monitors gaming machines, other gaming devices, and patron gaming activity. SDS has the ability to interface to multiple player tracking systems such as CMP or CMS. SDS offers single-wire functionality that works on machines from a variety of manufacturers. This enables operators to integrate the entire slot accounting, security event tracking, ticketing, player tracking, centralized reporting, database marketing, and cashless functions on one network. SDS provides real-time data, accurate automated meter and jackpot/fill functions, and hard/soft count reconciliation. The constant monitoring of floor activity allows for increased game security and employee accountability, as well as immediate notification of needed machine maintenance, hopper fills, and jackpots.

Bally SDS version 11.x is based on a platform-independent Java technology, thus allowing deployment on various hardware and operating system platforms. Although IBM AIX and Microsoft Windows are the primary target operating systems, SDS supports most other platforms. These versions of SDS are deployable against the IBM DB2 and Microsoft SQL databases.

The application is scalable. SDS will support both serially attached games as well as the new high-speed interfaced (LAN attached) games, and is capable of handling operations with greater than 10,000 games.

The Bally SDS System version 11.1.2 and higher has two main components that are responsible for the overall functionality of the Bally SDS System:

SDS.ear

This is the primary condensed file that is responsible for all general SDS functionality. The condensed file contains multiple .JAR files that are each ultimately responsible for an individual functionality. To reduce the work load and consumption of the system resources multiple SDS.ear instances are used.

¹ The first instance is responsible for all UI (User Interface) functionality and resides in the **:jboss-4.2.3.GA\server\all\deploy** folder.

² The second instance is responsible for all floor functionality and resides in the **:jboss-4.2.3.GA\server\all\deploy** folder.

FloorServer.bar

This is responsible for all communications between the GameNet Server and the SDS System when the serial “slot line” configuration is being used. The FloorServer.bar file will typically reside in the **:jboss-4.2.3.GA\server\all\deploy** folder.

SY-85-SDS-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
SY-85-SDS-09-02	Power Promotions and Power Bank Functionality for use in the Casino Marketplace	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards And GLI-16 V2.0 Cashless Systems in Casinos, in addition to KRGC proprietary standards And GLI-18 V2.0 Promotional Systems in Casinos, in addition to KRGC proprietary standards

Bally Power Promotions and Power Bank

Bally Power Promotions (formally ePROMO) and Bally Power Bank offer two-way transfer of credits from a casino management system to electronic gaming machines. Primary functionality for Power Bank and Power Promotions resides primarily in Casino Marketplace (CMP), a Bally player tracking system. Power Promotions is used to transfer earned or promotional credits which may be cashable or non-cashable. Non-Cashable credits can be sent back to the management system using Power Promotions. Power Bank is used to transfer front money in the form of credits from the casino management system to the gaming machine and back. Power Promotions and Power Bank can be used as stand-alone products or in conjunction with each other. Power Promotions as a stand-alone product offers two-way transfer of non-cashable credits only. Power Bank is required to perform two-way transfer of cashable credits.

Power Bank is the two-way transfer of cashable electronic funds. The product allows a customer to deposit money (front money) into a player account, maintained within the player tracking system, then download and upload those funds to and from the electronic gaming machine. These funds can then be accessed using the player interface on the machine and electronically downloaded as cashable credits to the game. When the player is finished playing, any remaining credit balance can be uploaded back into the player's account. Power Bank also allows deposit of funds to a player's account even if no funds were withdrawn. This feature uses Wager Account Transfer (WAT) SAS protocol for transfers.

CMPDesktop.exe

This is the CMP client application.

ConnectionManager.exe

This is used to set a secure connection to the database. It encrypts the database connection information and only through this application can information be modified again.

Bally.CMP.Players.dll

Bally.CMP.Players.dll controls the entire player module of CMP. Any player changes use Bally.CMP.Players.dll.

Bally.CMP.Tools.dll

Bally.CMP.Tools.dll controls the entire tools module of CMP. Any modifications made are done using Bally.CMP.Tools.dll.

MO-15-BAL-06-47

GLI File Number	DESCRIPTION	Standards Tested Against
MO-15-BAL-06-47	“ALPHA” “Super Fireball Frenzy – Two Way” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Super Fireball Frenzy - Two Way”

“Super Fireball Frenzy – Two Way” is a 7-reel, 50–line video reel game that contains a ‘Frenzy Reel’ (4th reel) feature and a bonus feature. The ‘Frenzy Reel’ (4th reel) consists of the “2X”, “3X”, “5X”, “10X” and “Pay 10” symbols. When the “2X”, “3X”, “5X”, “10X” symbols appear on an active payline with a winning combination, the win is multiplied by, 2, 3, 5 or 10 times, respectively. When the “Pay 10” symbol appears on an active payline with a winning combination, the pay is 10 times the line bet plus the winning combination. All pays are adjacent on an active payline except for “Cherry” symbol wins. All pays on reels 1-4, paylines 1-25, are left to right beginning with the leftmost (1st) reel. All bonus game pays, except for “Cherry” symbol wins, on the bonus reels 4-7, paylines 26-50, pay right to left, beginning with the rightmost (7th) reel. Bonus game wins on reels 4-7, paylines 26-50, pay from the same paytable as non-bonus game wins on reels 1-4, paylines 1-25. Bonus game paylines 26-50 mirror non-bonus game paylines 1-25. Bonus game paylines 26-50 payline wager is equal to non-bonus game paylines 1-25 payline wager. Paylines 1-25 must be played in order to play the bonus game paylines 26-50. Only the highest win is paid per line played. Line pays are multiplied by the number or credits bet on the payline.

The “Pick A Fireball Bonus” feature is initiated when a “Fireball Bonus” symbol appears on an active payline on the ‘Frenzy Reel’ (4th reel) at the same time as a winning combination. The player is prompted to select 1 of 3 fireballs to reveal a bonus award. The bonus award shown on the selected fireball is pre-multiplied by the line bet and the number of triggering paylines. Total bonus awards range from 50-500 times the line bet, times the number of triggering paylines. If the “Pick A Fireball Bonus” feature is triggered on multiple active paylines at the same time, the bonus feature is played once.

MO-22-BAL-06-99

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-BAL-06-99	“ALPHA” “Double Dragon – Two Way Frenzy” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Double Dragon - Two Way Frenzy”

“Double Dragon - Two Way Frenzy” is a 7-reel 50-line video reel game that contains a bonus reel feature. The 4th reel consists of the “Respin”, “2X”, “5X”, “10X”, “10 Pay” and “100 Pay” symbols. The “2X”, “5X” and “10X” symbols when on an active payline with a winning combination, multiply the win by 2, 5 or 10, respectively. The “10 Pay” and “100 Pay” symbols when on an active payline with a winning combination, pay 10 times or 100 times the line bet plus the winning combination, respectively. All pays are adjacent on an active payline. All pays on reels 1-4, paylines 1-25, are left to right beginning with the left most (1st) reel. All bonus game pays on reels 4-7, paylines 26-50, pay right to left on an active payline beginning with the right most (7th) reel. Bonus game wins on reels 4-7, paylines 26-50, pay from the same payable as non-bonus game wins on reels 1-4, paylines 1-25. Bonus game paylines, 26-50, mirror non-bonus game paylines 1-25. Bonus game paylines 26-50 payline wager is equal to non-bonus game paylines 1-25 payline wager. Paylines 1-25 must be played in order to play bonus game paylines 26-50. Only the highest win is paid per line played. Line pays are multiplied by the number of credits bet on the payline.

The ‘Respin’ bonus feature is initiated when a “Respin” symbol appears in any position on the bonus reel with at least one winning combination on an active payline. The game will pay all winning combinations. The game will then respin and repay those winning combinations from two to four additional times.

SY-12-SDS-09-01

GLI File Number	DESCRIPTION	Standards Tested Against
SY-12-SDS-09-01	Download Configuration Manager (DCM)	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards

The Download Configuration Manager (DCM) system enables the scheduled and unattended download of software packages from a centralized database to each iVIEW or gaming machine. The DCM system will enable the casino to update the iVIEW graphics based on the most current promotions, player centric advertisement, hotel and restaurant specials, etc. DCM also enables rapid deployment of new games, fixes and enhancements to existing games and the addition of new features to gaming machines.

Download to the iVIEW will be transparent to the player and graphics will not update until the current player session ends (player removes their card). The gaming machine download will only be an interruption to the availability of the game when the new software is activated on the gaming machine. Download and error detection and recovery operations will be automatic and executed in the background undetected by the game player.

The download and configuration product allows the sending of software files, packages or modules to one or more clients via the casino network using the Gaming Standards Association's (GSA's) game to system (G2S) message protocols. The DCM system will be used to select specific settings and options on one or more clients using GSA's G2S protocols. These subsystems will share a common User Interface (UI) application known as the Download and Configuration Manager.

SY-15-SDS-09-01

GLI File Number	DESCRIPTION	Standards Tested Against
SY-15-SDS-09-01	GMU Code Download Application Software	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards

The CodeDownload application (CodeDownload.exe) is used to download Game Monitoring Unit (GMU) code and options to the Bally MasterCom 300 GMU Hardware. CodeDownload is not specific to any particular Bally system. The CodeDownload application can be used in one of two environments. The first is used in conjunction with a controlled laptop to download the content directly to GMUs attached to the laptop via the comm port. The second is used in conjunction with either the GameNet Server running Karlos 16F and higher for the GameNet Server or the GameNet Bridge running Karlos 1.0 or higher for the GameNet Bridge. In this manner the GMU code and options can be pushed from the SDS network down to all the slots on a single slot line or to an individual slot on the slot line.

This application is password protected at the Operating System level by each user's access rights to the application. In other words, whoever logs in to the computer is the only user who will have access to run the application. The content downloaded is verified before it is applied to the MasterCom 300. If a download is unsuccessful, the CodeDownload application will revert back to the original content running on the MasterCom prior to the download attempt.

SY-22-SDS-06-22

GLI File Number	DESCRIPTION	Standards Tested Against
SY-22-SDS-06-22	SDS MasterCom 300 Game Monitoring Unit (GMU)	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards

The MasterCom (Maintenance Accounting Security Player Tracking Event Recorder Communicator) 300 unit is located inside each gaming machine. They are microprocessor controlled and connected directly to the circuitry of the game enabling the transmission of data to the system. To accommodate a wide variety of gaming devices, communication protocol or manufacturer specific firmware is installed into the MasterCom units. Also, a magnetic stripe card reader with display provides employee and customer identity and information using magnetic striped cards. The MasterCom 300 is built with the addition of downloadable firmware, EPROM firmware is no longer used. This is accomplished through a controlled laptop and the Codedownload.exe application. The MasterCom unit sends monitored information to the Game Net or the CIU (Computer Interface Unit) in the computer room, via a hardware connection when an exceptional/special event occurs. This includes employee or customer card in, card out, any door to the game being opened or closed, handpay jackpot, reel tilts, etc. If no exceptional/special event occurs within a preset time, the unit sends the game information by generating an update message or forced periodic response. In addition to identifying each event, the messages produced by the MasterCom include coin in, coin out, coin drop, bills in, and handle pulls. This information is not read directly from the game meters but rather stored and communicated in a delta or change format.

The previously approved Codedownload Application (Codedownload.exe V1.X or higher) is used in conjunction with a controlled laptop to download the gaming machine firmware to the MasterCom 300. This application is password protected at the Operating System level by each user's access rights to the application. In other words, whoever logs into the laptop is the only user who will have access to run the application. The firmware downloaded is verified before it is applied to the MasterCom 300. If a download is unsuccessful, the Codedownload application will revert the firmware running on the MasterCom back to the version previously running.

SY-22-SDS-09-07

GLI File Number	DESCRIPTION	Standards Tested Against
SY-22-SDS-09-07	SDS MasterCom 300 Game Monitoring Unit (GMU) Firmware designated as ECO 2139D	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards

The primary function of SDS is slot-accounting and player-tracking data collection. It is an integrated information system that continually monitors gaming machines, other gaming devices and customer gaming activity. SDS offers single-wire functionality that works on older machines from a variety of manufacturers. This enables operators to integrate the entire slot accounting, player tracking, centralized reporting, database marketing, and cashless functions on one network. SDS provides real-time data, accurate automated meter and jackpot/fill functions and hard/soft count reconciliation. The constant monitoring of floor activity allows for increased game security and employee accountability, as well as immediate notification of needed machine maintenance, hopper fills, and jackpots.

The MasterCom (Maintenance Accounting Security Player Tracking Event Recorder Communicator) 300 unit is located inside each gaming machine. They are microprocessor controlled and connected directly to the circuitry of the game enabling the transmission of data to the system. To accommodate a wide variety of gaming devices, communication protocol or manufacturer specific firmware is installed into the MasterCom units. Also, a magnetic stripe card reader with display provides employee and customer identity and information using magnetic striped cards. The MasterCom 300 is built with the addition of downloadable firmware, EPROM firmware is no longer used. This is accomplished through a controlled laptop and the Codedownload.exe application. The MasterCom unit sends monitored information to the Game Net or the CIU (Computer Interface Unit) in the computer room, via a hardware connection when an exceptional/special event occurs. This includes employee or customer card in, card out, any door to the game being opened or closed, handpay jackpot, reel tilts, etc. If no exceptional/special event occurs within a preset time, the unit sends the game information by generating an update message or forced periodic response. In addition to identifying each event, the messages produced by the MasterCom include coin in, coin out, coin drop, bills in, and handle pulls. This information is not read directly from the game meters but rather stored and communicated in a delta or change format.

The previously approved Codedownload Application (Codedownload.exe V1.X or higher) is used in conjunction with a controlled laptop to download the gaming machine firmware to the MasterCom 300. This application is password protected at the Operating System level by each user's access rights to the application. In other words, whoever logs into the laptop is the only user who will have access to run the application. The firmware downloaded is verified before it is applied to the MasterCom 300. If a download is unsuccessful, the Codedownload application will revert the firmware running on the MasterCom back to the version previously running.

SY-73-SDS-09-17

GLI File Number	DESCRIPTION	Standards Tested Against
SY-73-SDS-09-17	iVIEW 2.0 Hardware	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards
	IVIEW Display Manager (DM) 2.0 Hardware DVI	
	IVIEW Display Manager (DM) 2.0 Hardware VGA	
	iVIEW 2.0 Software	

iVIEW 2.0

The iVIEW 2.0 product is a color touch screen display that combines the keypad and LCD display currently residing in standalone display devices on the Enhanced Player Interface (EPI). It is compatible with the existing SDS environment. The plug and play upgrade kit consists of an independently powered iVIEW 2.0 hardware board which connects to the Gaming Monitoring Unit (GMU) using the standard EPI bus. The iVIEW 2.0 is a Microsoft Windows CE device. The operating system and content reside on a Secure Disk (SD) card. The card holds the iVIEW applications which can be customized for promotional ads, which may be viewed on a laptop or PC. The minimum recommended SD size is 256MB. The iVIEW 2.0 hardware verifies the signatures of the OS and content. It launches the operating system and applications after the files are verified. If any of the files on the SD card are modified, the iVIEW 2.0 will display an error screen upon boot up. The casino can modify the content file (Bally folder in the SD card) but the new content must be re-signed using the Bally Technologies DSA file signer (Lever III signing). The operating system files can not be modified by the casino.

Players insert their cards to activate a standard player screen and request services, assistance or other information with unavailable/non-supported items being grayed out. The employee card activates a standard interface screen with associated operator, regulator and diagnostic/installation functions. Although presentation is changed, the underlying options remain the same as those previously supported in prior Gaming Monitoring Unit (GMU) software.

Display Manager 2.0

The iVIEW Display Manager (DM) allows for the iVIEW display and functionality to co-exist on the EGM's video display. The Display Manager (DM) is a video mixing board which mixes the video outputs from the iVIEW and the main game, and displays the combined image on the game screen. The iVIEW OS controls the screen layouts via serial link to the Display Manager (DM) board. Touch screen inputs from the video area corresponding to the main game are routed to the game and inputs from the iVIEW area are routed to the iVIEW application. The touch screen management is performed by the DM board. The serial inputs from the main game connect directly to the DM board.

PA-22-BAL-05-02

GLI File Number	DESCRIPTION	Standards Tested Against
PA-22-BAL-05-02	"ALPHA" Cinevision Upright Video Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The ALPHA Cinevision (C9-1) machine is an upright video cabinet which houses a widescreen LCD monitor. The LCD is a touch screen. The exterior of the cabinet has a key switch. The key switch is used to access the attendant menu and reset jackpots and error conditions. On the front of the door there is an interchangeable multi-function button panel.

The cabinet contains a logic board, bill acceptor and printer. The interior of the machine can be accessed through two doors or three doors depending on the button panel. The main doors and the belly door, each with its own separate lock. Each of the doors has a two way switch and their status is monitored by the logic board. The belly door on the button panel allows access to the bill stacker which also has its own separate lock. The main door allows access to all internal components, including the logic compartment.

In order to access the monitor the main door must be opened and the fascia must be removed. The fascia is also monitored by a two way switch and its status is monitored by the logic board. The logic compartment is located behind the button panel.

The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a two way door switch. The logic board includes two separate compact flash slots. The CF card position labeled J5 contains the main program. The CF card position labeled J20 is used to house the personality program which also contains the sound and graphics files. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

PA-22-BAL-05-01

GLI File Number	DESCRIPTION	Standards Tested Against
PA-22-BAL-05-01	“ALPHA” Hybrid Upright Video Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The S9-1 Alpha Hybrid machine is an upright video cabinet which houses a widescreen LCD monitor and reel door frame with bezel. The LCD is a touch screen. The exterior of the cabinet has a coin tray and key switch. The key switch is used to access the attendant menu and reset jackpots and error conditions. On the front of the door there is an interchangeable multi-function button panel and depending upon button panel configuration, a coin slot.

The cabinet contains a reel kit, reel control unit, logic board, bill acceptor and printer. A hopper may also be installed depending upon door configuration. The interior of the machine can be accessed through two doors, the main door and the belly door, each with its own separate lock. Each of the doors has a two way switch and their status is monitored by the logic board. The belly door allows access to the bill stacker which also has its own separate lock. The main door allows access to all internal components, including the logic compartment.

In order to access the monitor the main door must be opened and the fascia must be removed. The fascia is also monitored by a two way switch and its status is monitored by the logic board. The logic compartment is located below the monitor.

The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a two way door switch. The logic board includes two separate compact flash slots. The CF card position labeled J5 contains the main program. The CF card position labeled J20 is used to house the personality program which also contains the sound and graphics files. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

PA-73-BAL-07-01/MO-22-BAL-08-11

GLI File Number	DESCRIPTION	Standards Tested Against
PA-73-BAL-07-01	“ALPHA” AV-1 Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-BAL-08-11	Reel Control Unit Program	

The “ALPHA” Vision (AV-1) Cabinet is a slant cabinet, which houses up to seven mechanical reels and a widescreen LCD touch screen monitor. The exterior of the cabinet has a key switch located just below the button deck. The key switch is used to access the attendant menu, reset jackpots and error conditions. On the front of the main door, there is an interchangeable button deck.

The cabinet contains a logic board, bill acceptor and printer. The interior of the machine can be accessed through three doors. The main door consists of the door below the button deck, the door that holds the button deck and the door in which the monitor drops down, which all have their own separate lock. Each of the doors has a three-way switch, except for the door in which the monitor drops down has a two-way switch and the logic board monitors its status. The belly door, which is accessed by opening the arm-stand and flipping up the button panel, allows access to the bill staker, which also has its own separate lock. The main door allows access to all internal components, including the logic compartment.

For access to the monitor, the door on the topper must be removed in order to access the two pins that hold the monitor up and then the monitor door flips down. A two-way switch also monitors the topper door and the logic board monitors its status. The logic compartment is located behind the main door that contains the button panel.

The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a three-way door switch. The logic board includes two separate compact flash slots. The CF card position labeled J5 contains the main program. The CF card position labeled J20 is used to house the personality program, which also contains the sound and graphics files. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

Should you have any questions regarding this information, please feel free to contact our office.

Sincerely,

GAMING LABORATORIES INTERNATIONAL, LLC



Christine M. Gallo

Sr. Director of Technical Compliance & Quality Assurance