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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 Konami Gaming, Inc. hardware and software meets the corresponding Kansas Racing and Gaming standards as referenced within the charts below:

MO-07-KON-07-18

GLI File Number	Description	Standards Tested Against
MO-07-KON-07-18	“Super Golden Jackpot 5X” Advantage+ 3-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Super Golden Jackpot 5X” Sound/Graphics Program	

“Super Golden Jackpot 5X”

“Super Golden Jackpot 5X” is a 3-reel, 5-line spinning reel game. The “5X Pay” and “Wild” symbols are wild and substitute for all symbols except for the “5X Pay” symbol. The “5X Pay” wild symbol only appears on the 2nd reel and pays five times when appearing in a winning combination, except for “5X Pay” pays already shown. All winning combinations pay from left to right on adjacent reels. Wins are multiplied by the number of credits bet on the winning line. Pays are only on active paylines. Only the highest win is paid per active line.

MO-07-KON-07-23

GLI File Number	Description	Standards Tested Against
MO-07-KON-07-23	“Diamond Solitaire Deluxe” Advantage+ 3-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Diamond Solitaire Deluxe” Sound/Graphics	

“Diamond Solitaire Deluxe”

“Diamond Solitaire Deluxe” is a 3-reel, 5-line spinning reel game with a bonus feature. The “Five Times Pay” and “Wild” symbols are wild and substitute for any other symbol except for the “Diamond Bonus” and “Five Times Pay” symbols. The “Five Times Pay” symbol pays five times when appearing in a winning combination, except for “Five Times Pay” symbol pays already shown. The “Five Times Pay” symbol only appears on the second reel. All pays are from left to right on adjacent reels. Wins are multiplied by the number of credits bet on the winning payline. Only the highest win is paid per active line.

The ‘Diamond Bonus’ feature is initiated when three “Diamond Bonus” symbols appear in any position. The player is prompted to select one of the three diamonds that are displayed on the LCD screen to determine the number of bonus spins won. The bonus spins start when the ‘Spin’ button is pressed. During the bonus spins, the bonus pays are determined by the symbol that appears in the center of the 2nd reel only. The “Diamond Bonus” symbol is not a scatter during the bonus feature. The values earned with each spin are multiplied by the total bet.

MO-07-KON-07-51

GLI File Number	Description	Standards Tested Against
MO-07-KON-07-51	“Mystical Temple” Mystery Progressive Feature Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And
	“Mystical Temple” Sound/Graphics	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-07-KON-07-53

GLI File Number	Description	Standards Tested Against
MO-07-KON-07-53	“Pirates Loot” Mystery Progressive Feature Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And
	“Pirates Loot” Sound/Graphics Program	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-07-KON-08-01

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-01	“Egyptian Eyes” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Egyptian Eyes” Sound/Graphics	

“Egyptian Eyes”

“Egyptian Eyes” is a 5-reel, 20 or 30-line video reel game that contains scatter pays and bonus features. The “Mask” symbol is wild and substitutes for all symbols except for the scatter “Eye” symbol. The player is awarded the advertised scatter pay when three or more “Eye” symbols appear in any position. All pays are on selected lines only from leftmost reel to the right on adjacent reels, except for scatters. All wins are multiplied by the credits bet per line, except for scatters. Scatter wins are multiplied by the total bet less the ‘Xtra Reward’ bet. The highest win is only on each lit payline. Wins on different lit paylines are added. Scatter wins are added to line wins.

The ‘Free Game’ bonus feature is initiated when three or more “Eye” symbols appear in any position on the reels. The player is awarded 15 free games. During the ‘Free Game’ bonus feature all wins are doubled. Additional free games can be won during the ‘Free Game’ bonus feature. The credits bet and lines played remain the same as the game that initiated the bonus.

The ‘Xtra Reward’ bonus feature is initiated by selecting the maximum lines available and betting additional credits. The bet for the ‘Xtra Reward’ bonus feature is (10 credits + the number of lines played) multiplied by credits bet per line when the maximum lines played are 20 and (15 credits + the number of lines played) multiplied by credits bet per line when the maximum lines played are 30. During the feature, the “Woman”, “Dog”, “Insect” and/or “Flower” symbols randomly change to a wild symbol which substitutes for a “Mask”, “Woman”, “Dog”, “Insect”, “Flower”, “Ace”, “King”, “Queen”, “Jack”, “10” and a “9” symbol.

MO-07-KON-08-10

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-10	“Rawhide” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Rawhide” Sound/Graphics	

“Rawhide”

“Rawhide” is a 5-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The “Reward” symbol appears on reels 2, 3, 4 and 5 only and substitutes for all symbols except for the scattered “Marshal Badge” symbol. The player is awarded the advertised scatter pay when two or more “Marshal Badge” symbols appear in any position. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Man”, “Gold”, “Wagon”, “Windmill”, “A”, “K”, “Q”, “J”, “10” and “9” before the reel spin is initiated. All replacement positions are filled with the same symbol. All pays are on selected lines only from the leftmost reel to the right on adjacent reels, except for scatters. All wins are multiplied by the credits bet per line, except for scatters which are multiplied by the total bet. The highest win is only on each lit payline. Wins on different lit lines are added. Scatter wins are added to line wins.

The ‘Free Game’ bonus feature is initiated when any three, four or five scattered “Marshal Badge” symbols appear in any position and awards the player 10, 15 or 25 free games, respectively. All wins are doubled during the free games. Additional free games can be won during the free games. The credits bet and lines played are the same as the game that initiated the feature.

MO-07-KON-08-100

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-100	“Arctic Diamonds” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Arctic Diamonds” Sound/Graphics	

“Arctic Diamonds”

“Arctic Diamonds” is a 5-reel, 20 or 30-line video reel game that offers scatter pays and bonus features. The “Diamond” symbol substitutes for all symbols, except for the scatter “Coin” symbol. The player is awarded the advertised scatter pay when two or more “Coin” symbols appear in any position. All pays are only on selected lines from leftmost reel to the right on adjacent reels, except for scatters. All wins are multiplied by the credits bet per line, except for scatters. Scatter wins are multiplied by the lines played times the bet per line. The highest win is only on each lit payline. Wins on different lit lines are added. Scatter wins are added to line wins.

The 'Free Game' bonus feature is initiated when three or more scatter "Coin" symbols appear in any position on the reels. The player is awarded 15 free games. All wins except for the "Diamond" symbol during the 'Free Game' bonus feature are tripled. Additional free games can be won during the free games. The credits bet and lines played remain the same as the game that initiated the bonus.

The 'Xtra Reward' feature is initiated when the player plays the maximum number of lines plus the 'Xtra Reward'. The bet for the 'Xtra Reward' is 10 credits for 20 lines or 15 credits for 30 lines plus the number of lines played, multiplied by the credits wagered per line. During the 'Xtra Reward' feature all symbols on reel 5 changes to the "Diamond" symbol except for the "Coin" symbol. The "Diamond" symbol substitutes for all symbols, except for the "Coin" symbol. The "Coin" symbol on reel 5 is changed to a "Diamond & Coin" symbol which substitutes for all symbols.

MO-07-KON-08-13

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-13	"China Shores" Personality Program "China Shores" Sound/Graphics	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"China Shores"

"China Shores" is a 5-reel, 20, 25 or 30-line video reel game that offers a bonus feature. The "Panda" symbol only appears on reels 2, 3, 4 or 5 and substitutes for all symbols. All pays are only on selected lines from the leftmost reel to the right on adjacent reels. All wins are multiplied by the credits bet per line. The highest win is paid only on each lit payline. Wins on different lit lines are added. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: "Ball", "Mark", "Turtle", "Pot", "Lantern", "A", "K", "Q", "J", "10" or "9" before reel spin initiated. All replacement positions are filled with the same symbol.

The 'Free Game' bonus feature is initiated when 3, 4 or 5 "Ball" symbols appear on a played line. The player is awarded 8, 10 or 15 free games, respectively. All wins during the bonus feature are doubled. All pays are on all lines. Additional free games can be won during the 'Free Game' bonus feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-07-KON-08-14

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-14	“Club Moulin” Personality Program “Club Moulin” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Club Moulin”

“Club Moulin” is a 5-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The “Woman” symbol appears only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except for the scattered “Windmill” symbol. The player is awarded the advertised scatter pay when two or more “Windmill” symbols appear in any position. All pays are on selected lines only from the leftmost reel to the right on adjacent reels except for scatters. All wins are multiplied by the credits bet per line except for scatters, which are multiplied by the total bet. The highest win is paid on any lit payline except for scatters, which are added to the payline wins. Wins on different lit lines are added. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Man”, “Rings”, “Champaign”, “Rose”, “A”, “K”, “Q”, “J”, “10” and “9” before the reel spin is initiated. All replacement positions are filled with the same symbol.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 “Windmill” symbols appear in any position and awards the player 13, 20 or 25 free games, respectively. All wins are doubled during the free games. Additional free games can be won during the free games. During the free games the credits bet and lines played are the same as the game that initiated the feature.

MO-07-KON-08-18

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-18	“Stand & Deliver” Personality Program “Stand & Deliver” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Stand & Deliver”

“Stand & Deliver” is a 5-reel, 10, 20, 25 or 30-line video reel game that contains scatter pays and a bonus feature. The “Woman” symbol substitutes for all symbols except for the scatter “Coin” symbol. The “Woman” symbol only appears on reels 2, 3, 4 and 5. The player is awarded the advertised scatter pay when two or more “Coin” symbols appear in any position. All pays are only on selected lines from the leftmost reel to the right on adjacent reels, except scatters. The highest win is only on each lit payline. Wins on different lit lines are added. Scatter wins are added to line wins. All wins except scatters are multiplied by credits bet per line. Scatter wins are multiplied by total credits bet. Each reel contains a number of adjacent positions that are randomly replaced with the following symbols: “Chest”, “Bag”, “Gun”, “Mask”, “A”, “K”, “Q”, “J”, “10” and “9” symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 “Coin” symbols appear in any position awarding the player with 13, 20 or 25 games, respectively. During the ‘Free Game’ bonus feature all wins are doubled. Free games can be initiated again during ‘Free Game’ bonus feature. The credits bet and lines played are the same as the game that initiated the free games.

MO-07-KON-08-20

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-20	“Diamond Quest” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Diamond Quest” Sound/Graphics Program	

“Diamond Quest”

“Diamond Quest” is a 5-reel, 5, 10, 15, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The “Princess” symbol substitutes for all symbols, except for the scattered “Diamond” symbol. The player is awarded the advertised scatter pay when three or more “Diamond” symbols appear in any position. All pays are on selected lines only from the leftmost reel to the right on adjacent reels, except scatter pays. All wins except scatters are multiplied by credits bet per line. Only the highest win is on each lit line. Wins on different lines are added. Scatter wins are multiplied by total credits bet and are added to line wins.

The 'Free Game' bonus feature is initiated when any three or more scattered "Diamond" symbols appear. The player is presented with 14 "Treasure Boxes" that contain "10 Free Games", "15 Free Games", "20 Free Games", "25 Free Games", "30 Free Games", "50 Free Games" or "1000 Free Games". The free games start when two matching "10 Free Games", "15 Free Games", "20 Free Games", "25 Free Games", "30 Free Games", "50 Free Games" or "1000 Free Games" are selected. During each free game all line wins and scatter wins are doubled. This feature can be initiated again during the free games. During the free games the number of credits and lines played are the same as the game that initiated the 'Free Game' bonus feature.

MO-07-KON-08-21

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-21	"Chip City" Personality Program "Chip City" Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Chip City"

"Chip City" is a 5-reel, 10, 20, 25 or 30-line video reel game that contains scatter pays and a bonus feature. The "Woman" symbol only appears on reels 2, 3, 4 and 5. The "Woman" symbol substitutes for all symbols except for the scatter "Coin" symbol. The player is awarded the advertised scatter pay when two or more "Coin" symbols appear in any position. All pays are only on selected lines from the leftmost reel to the right on adjacent reels, except scatters. The highest win is only on each lit line. Wins on different lit lines are added. Scatter wins are added to line wins. All wins are multiplied by credits bet per line, except for scatters. Scatter wins are multiplied by total credits bet. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: "Jewel", "Roulette", "Chips", "Dice", "A", "K", "Q", "J", "10" and "9" symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The 'Free Game' bonus feature is initiated when 3, 4 or 5 "Coin" symbols appear in any position awarding the player 13, 20 or 25 games, respectively. During the 'Free Game' bonus feature all wins are doubled. Free games can be initiated again during 'Free Game' bonus feature. The credits bet and lines played are the same as the game that initiated the 'Free Game' bonus feature.

MO-07-KON-08-28

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-28	“Norse Warrior” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Norse Warrior” Sound/Graphics Program	

“Norse Warrior”

“Norse Warrior” is a 5-reel, 10, 20, 25 or 30-line video reel game that contains scatter pays and a bonus feature. The “Man” symbol appears on reels 2, 3, 4 and 5 only and substitutes for all symbols, except for the scatter “Gem” symbol. The player is awarded the advertised scatter pay when two or more “Gem” symbols appear in any position. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Horse”, “Shield”, “Horn”, “Hammer”, “A”, “K”, “Q”, “J”, “10” and “9” before the reel spin is initiated. All replacement positions are filled with the same symbol. All pays are on selected lines only from leftmost reel to right on adjacent reels except for scatters. All wins are multiplied by the credits bet per line except for scatters pays, which are multiplied by the total bet. The highest win is only on each lit line. Wins on different lit lines are added. Scatter wins are added to line wins.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 “Gem” symbols appear in any position and awards the player 10, 15 or 25 free games, respectively. All wins are doubled during the free games. Additional free games can be won during the bonus feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-07-KON-08-30

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-30	“Diamond Spinner” Advantage+ 5-Reel 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
	“Diamond Spinner” Sound/Graphics Program	

“Diamond Spinner”

“Diamond Spinner” is a 5-reel, 25-line spinning reel game with scatter pays and bonus features. The minimum bet per game is 25 credits. The “Diamond” symbol can appear on the reels in red, blue or green color and the payouts vary based on color. The “3X Wild” symbol appears on the center reel only, matches any other symbol in a winning combination and pays three times the advertised pay when appearing in a winning combination. The “(1)” – “(9)” symbols are only used in the number bonus feature and there are no pays associated with these symbols during the base game. All pays are from the leftmost reel to the right on adjacent reels, except during the ‘Re-Spin Event’. All wins are multiplied by the credits bet per line. Only the highest win is paid per active payline. All wins are added. The direction of the reel spin can randomly change during game play and has no effect on the outcome of the game.

The ‘Re-Spin Event’ bonus feature is initiated when two “Diamond” symbols appear in any color on the center payline on reels 1 and 2. Reels 1 and 2 are held and reels 3, 4 and 5 are re-spun once. If a red “Diamond” symbol appears on reels 1 and 2, all “Diamond” symbols appearing during the ‘Re-Spin Event’ are red. If a blue “Diamond” symbol appears on reels 1 and 2, all “Diamond” symbols appearing during the ‘Re-Spin Event’ are blue. If a green “Diamond” symbol appears on reels 1 and 2, all “Diamond” symbols appearing during the ‘Re-Spin Event’ are green. If mixed colored “Diamond” symbols appear on reels 1 and 2, all “Diamond” symbols appearing during the ‘Re-Spin Event’ will randomly be either red, blue or green. All “Diamond” symbols wins during the re-spin game pay as scatter and pay two times. Only the “Diamond” symbol can be won during the ‘Re-Spin Event’. The ‘Re-Spin Event’ cannot be initiated during the feature.

The ‘Number Bonus Feature’ is initiated by any five “Diamond” symbols appearing on an active payline. This feature is only available when the extra bet is wagered, which is an additional 10 credits per game. The ‘Number Bonus Feature’ can be won either during the base game or during the ‘Re-Spin Event’. During the ‘Number Bonus Feature’ reel 3 will spin to determine the number called. The player is prompted to press the ‘Spin’ button to stop the reel to reveal the bonus number. If after 120 seconds the ‘Spin’ button is not pressed, the reel will automatically be stopped. Each bonus number obtained will be marked off on the number card. After the reel stops five times, extra spins may be randomly awarded. During the ‘Number Bonus Feature’ no other wins will occur. Only the highest progressive jackpot is won during the ‘Number Bonus Feature’.

The Progressive Jackpot wins are determined as follows:

- 7 or 8 number bonus lines awards the MAXI
- 5 or 6 number bonus lines awards the MEGA
- 3 or 4 number bonus lines awards the MAJOR
- 1 or 2 number bonus lines awards the MINI

MO-07-KON-08-31

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-31	“Rapa Nui Riches” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Rapa Nui Riches” Sound/Graphics Program	

“Rapa Nui Riches”

“Rapa Nui Riches” is a 5-reel, 10, 20, 25 or 30-line video reel game that contains scatter pays and a bonus feature. The “Sunset” symbol substitutes for all symbols except for the scatter “Pearl” symbol. The “Sunset” symbol only appears on reels 2, 3, 4 and 5. The player is awarded the advertised scatter pay when two or more “Pearl” symbols appear in any position. All pays are on selected lines only from the leftmost reel to the right on adjacent reels, except scatters. Wins on different lit lines are added. Scatter wins are added to line wins. All wins except scatters are multiplied by credits bet per line. Scatter wins are multiplied by total credits bet. The highest win is only on each lit payline. Each reel contains a number of adjacent positions that are randomly replaced with the following symbols: “Statue”, “Bird”, “Turtle”, “Fish”, “A”, “K”, “Q”, “J”, “10” and “9” symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 “Pearl” symbols appear in any position awarding the player with 10, 15 or 25 games, respectively. During the ‘Free Game’ bonus feature all wins are doubled. Free games can be initiated again during ‘Free Game’ bonus feature. The credits bet and lines played are the same as the game that initiated the free games.

MO-07-KON-08-34

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-34	“Vibrant 7’s” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Vibrant 7’s” Sound/Graphics Program	

“Vibrant 7’s”

“Vibrant 7’s” is 5-reel, 25-line spinning reel game with scatter pays and bonus features. The minimum bet per game is 25 credits. The “2X” symbol matches any other symbol in a winning combination except for the “Free Spin Bonus” symbol. The “2X” symbol pays double when appearing in a winning combination, except for “2X” symbol pays already shown. Two “2X” symbol pays four times when appearing in a winning combination, except for “2X” symbol pays already shown. The “Free Spin Bonus” symbol wins are multiplied by the total credits bet excluding the extra bet wager. “Free Bonus” symbol wins are added to line wins. The “(1)” – “(9)” symbols are used in the number bonus feature only. There are no pays associated with these symbols during the base game. All pays are from the leftmost reel to the right on adjacent reels. All values are showed in credits, except for the progressive amount shown. Only the highest winner is paid per active pay line. All wins are multiplied by the credits wagered per line. All wins are added. The direction of the reel spin changes randomly during game play and has no affect on the outcome of the game.

The ‘Free Game’ bonus feature is initiated when three or more “Free Spin Bonus” symbols appear from the leftmost reel to the right on adjacent reels. The player is awarded 15 free games. During the free games chances of getting “Red 7”, “Blue 7”, “Green 7” and initiating the ‘Number’ bonus feature are increased. Additional free games can be won during the free games.

The ‘Number’ bonus feature is initiated when the player bets an extra 10 credits per game and five “Green 7” symbols appear on an active pay line. The ‘Number’ bonus feature can be won either during normal game play or the ‘Free Game’ bonus feature. During the ‘Number’ bonus feature each reel will individually spin to determine the number called. The player presses the ‘Spin’ button to stop each individual reel to reveal the bonus number. If the spin button is not pressed, the reel will automatically be stopped. Each bonus number obtained is marked off the number card. After the 5th reel stops, extra spins may be randomly awarded. During the number bonus feature, no other wins occur. Only the highest progressive jackpot is won during the ‘Number’ bonus feature. The progressive level jackpot wins are determined by the number of winning lines. If there are no winning lines, no bonus is awarded.

The Progressive Jackpot wins are determined as follows:

- 7 or 8 number bonus lines awards the MAXI
- 5 or 6 number bonus lines awards the MEGA
- 3 or 4 number bonus lines awards the MAJOR
- 1 or 2 number bonus lines awards the MINI

MO-07-KON-08-38

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-38	“Viking Legend” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Viking Legend” Sound/Graphics Program	

“Viking Legend”

“Viking Legend” is a 5-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The “Man” symbol only appears on the reels 2, 3, 4 and 5 and substitutes for all symbols except for the scatter “Dragon” symbol. The player is awarded the advertised scatter pay when two or more “Dragon” symbols appear in any position. All pays on selected lines only from the leftmost reel to the right on adjacent reels except scatters. Wins on different lit lines are added. Scatter wins are added to line wins. All wins except scatters are multiplied by credits bet per line. Scatter wins are multiplied by total credit bet. The highest win is only on each lit payline. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Ship”, “Crown”, “Swords”, “Horn”, “A”, “K”, “Q”, “J”, “10” and “9” symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 “Dragon” symbols appear in any position awarding 13, 20 or 25 free games, respectively. All wins are doubled during the free games. Free games can be initiated again during the free games. During the free games the credits bet and lines played are the same as the game that initiated the feature.

MO-07-KON-08-46

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-46	“Thunder Warrior” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Thunder Warrior” Sound/Graphics Program	

“Thunder Warrior”

“Thunder Warrior is a 5-reel, 10, 20, 25 or 30-line spinning reel game with scatter pays and bonus features. The “Wild” symbol only appears on reels 2, 3 and 4 and substitutes for all symbols except for the “Bonus” symbol. All pays are from the leftmost reel to the right on adjacent reels except, scatters. All wins are multiplied by the number of credits bet on a winning payline, except for scatters. Scatter wins are multiplied by the total credits bet. Only the highest win is on each lit line. Wins on different lit lines are added.

The ‘Thunder Bonus’ feature is initiated when three “Bonus” symbols appear in any position on reels 2, 3 and 4. The player is awarded four free spins plus 2X the total bet. Once the bonus game is triggered, the game chooses one or more reels randomly to be held during the free spins. The selected reel flashes to indicate that it is a “Full Reel Wild” (the bonus symbols expand to the entire reel as wild) and then four free spins begin. If during the free spins the “Bonus” symbol appears in any position on a reel that is not held, then the reel is held and becomes “Full Reel Wild.” The reel is also held for the remainder of the free spins. Scatter wins are not paid and the ‘Thunder Bonus’ can not be initiated again during the free spins.

MO-07-KON-08-51

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-51	“Rawhide Marshal’s Bounty” Advantage+ 5-Reel Personality Program “Rawhide Marshal’s Bounty” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Rawhide Marshal’s Bounty”

“Rawhide Marshal’s Bounty” is a 5-reel, 10, 20, 25 or 30-line spinning reel game that offers scatter pays and a bonus feature. The “Wild Lady” symbol appears only on reels 2, 3, 4 and 5 and substitutes for all symbols except for the “Badge” symbol. The player is awarded the advertised scatter pay when two or more “Badge” symbols appear in any position on any reel. All line pays are from the leftmost reel to the right on adjacent reels. Only the highest win is paid per active payline. Only the highest scatter win is paid on each spin. All lines wins are multiplied by the credits bet per line, except for scatters. Scatter pays are multiplied by the total bet per spin. All winning line pays and scatter pays are added together.

The 'Free Spin' bonus feature is initiated when three, four or five "Badge" symbols appear in any position on any reel, awarding the player ten, fifteen or twenty-five free games, respectively. During the free spins all line wins are doubled. Additional free spins can be won during the feature. The bet level during the 'Free Spin' bonus feature is the same as the game that initiated the feature.

MO-07-KON-08-60

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-60	"African Diamond" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"African Diamond" Sound/Graphics Program	

"African Diamond"

"African Diamond" is a 5-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The "Diamond" symbol appears on reels 2, 3, 4, and 5 only and substitutes for all except the "Map" symbol. The player is awarded the advertised scatter pay when two or more "Map" symbols appear in any position. All pays are on selected lines only from the leftmost reel to the right on adjacent reels except for scatters. The highest win is only on each lit payline. Wins on different lit paylines are added. Scatter wins are added to line wins. All wins are multiplied by the credits bet per line except for scatters, which are multiplied by the total credits bet. Each reel contains a number of adjacent positions that are randomly replaced with the "Gorilla", "Man", "Bird", "Butterfly", "A", "K", "Q", "J", "10" or "9" symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The 'Free Game' bonus feature is initiated when 3, 4 or 5 "Map" symbols appear in any position on the reels, awarding the player 10, 15 or 25 free games, respectively. All wins are doubled during the free games. Additional free games can be won during the 'Free Game' bonus feature. The credits bet and lines played are the same as the game that initiated the bonus.

MO-07-KON-08-64

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-64	“African Diamond Jewels of the Wild” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“African Diamond Jewels of the Wild” Sound/Graphics Program	

“African Diamond Jewels of the Wild”

“African Diamond Jewels of the Wild” is a 5-reel, 10, 20, 25 or 30-line spinning reel game which contains scatter pays and a bonus feature. The “Diamond” symbol is wild and appears on reels 2, 3, 4 and 5 and substitutes for all symbols, except for the “Bonus” symbol. The player is awarded the advertised scatter pay when two or more “Bonus” symbols appear on any reel in any position. Line pays are from the leftmost reel to the right on adjacent reels. All line wins are multiplied by the credits bet per line. All scatter wins are multiplied by the total credits bet per spin. All winning line pays and scatter pays are added together. Only the highest scatter win is paid for each spin. Only the highest line win is paid per active payline.

The ‘Free Spin’ bonus feature is initiated when 3, 4 or 5 “Bonus” symbols appear in any position on any reel, awarding the player 10, 15 or 25 free spins, respectively. All line wins are doubled during free spins. Additional free spins can be won during the feature. The bet level during the ‘Free Spin’ bonus feature is the same as that of the initiating spin.

MO-07-KON-08-66

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-66	“Pele Hawaiian Goddess” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Pele Hawaiian Goddess” Sound/Graphics Program	

“Pele Hawaiian Goddess”

“Pele Hawaiian Goddess” is a 5-reel, 25-line spinning reel game with scatter pays and a bonus feature. The minimum bet per game is 25 credits. The “Double Goddess” symbol only appears on reels 2 and 4 and substitutes for all symbols, except for the “Volcano Bonus” symbol. The “Double Goddess” symbol doubles the winning combination, except when two “Double Goddess” symbols appear on payline. Two “Double Goddess” symbols pay four times the winning combination. All pays are from the leftmost reel to the right on adjacent reels except for scatters. Only the highest win is paid on each lit line. All wins are multiplied by the credits bet per line, except scatters. Wins on different lit lines are added.

The ‘Volcano Bonus’ feature is initiated when the “Volcano Bonus” symbol appears in any position on the 2nd, 3rd or 4th reels. The player is awarded two times the total bet. Once the bonus game is initiated the bonus symbols will cycle through the colors: green, yellow and red automatically. After the ‘Spin’ button is pressed, the bonus symbols’ color will be chosen. The colors: green, yellow and red result in awards of 12, 18 and 25 free spins, respectively. During each free game, all wins are multiplied by a value between 2 and 15, randomly selected prior to each spin. Free spins can be won again during the feature game. Credits bet and lines played are the same as the game that initiated the bonus game.

MO-07-KON-08-67

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-67	“Dragon Crystal” Advantage+ 5-Reel Personality Program “Dragon Crystal” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Dragon Crystal”

“Dragon Crystal” is a 5-reel, 25-line spinning reel game that contains scatter pays and a bonus feature. The “Double Dragon” symbol only appears on reels 2 and 4. The “Double Dragon” symbol substitutes for all symbols in a winning combination, except for the “Free Spin Bonus” symbol. The “Double Dragon” symbol pays double when appearing in a winning combination, except when two “Double Dragon” symbols appear on a payline. Two “Double Dragon” symbols pay four times when appearing in a winning combination, except for “Double Dragon” symbol pays already shown. All wins are from the leftmost reel to the right on adjacent reels, except for scatters. All wins are multiplied by the number of credits bet on a winning payline. Wins on different lit lines are added. Only the highest win on each lit line.

The ‘Dragon Bonus’ feature is initiated when the “Dragon Bonus” symbol appears on the 2nd, 3rd and 4th reels in any position, awarding the player 2X the total bet. Once the bonus feature is initiated the player is prompted to select a button to determine the color of each of the three bonus symbols. The total multiplier and free spins are determined after selecting all three bonus symbols. The number of free spins awarded will range from 6 to 12 and the multiplier awarded will range from 3X to 6X. The “Red 7”, “Double Dragon”, “Red 7”, “Double Dragon”, “Red 7” combination in the bonus game is multiplied by the initiating game bet per line and not the multiplier coming from the “Dragon Bonus” symbol. During the free games when a yellow or pink bonus symbol appears anywhere on the screen awards the player additional 1 or 2 free spins, respectively. The ‘Dragon Bonus’ feature cannot be initiated again during the free spins.

MO-07-KON-08-75

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-75	“Pirate’s Rose” Personality Program “Pirate’s Rose” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Pirate’s Rose”

“Pirate’s Rose” is a 5-reel, 20 or 30-line video reel game that contains scatter pays and bonus features. The “Woman” symbol appears on the reels 2, 3 and 4 and substitutes for all symbols except for the scattered “Rose” symbol. If one or more “Woman” symbols substitutes in a win the pay for that win is doubled. The player is awarded the advertised scatter pay when two or more “Rose” symbols appear in any position. All pays are on selected lines only from the leftmost reel to the right on adjacent reels, except scatters. All wins are multiplied by credit bet per line, except scatters. Scatter wins are multiplied by the total credits bet less the ‘XTRA REWARD’ bet. Scatter wins are added to line wins. Wins on different lit lines are added. The highest win is only on each lit payline. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Medal”, “Chest”, “Sword” or “Flag” symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The ‘Free Game’ bonus feature is initiated when three or more “Rose” symbols appear in any position on the reels, awarding the player 12 free games. Different reels are used during the free games. Only reels 1 and 5 contain randomly replaced symbols. Additional free games can be won during the “Free Game’ bonus feature. The credits bet and lines played remain the same as the game that initiated the bonus.

The 'XTRA REWARD' feature is initiated when maximum lines plus 'XTRA REWARD' is played. The bet for the 'XTRA REWARD' is (10 credits + the number of lines played) multiplied by the credits bet per line or (15 credits + the number of line played) multiplied by credits bet per line. The spin feature is awarded and initiated after the spin button is pressed. The prize that the light stops on is awarded.

MO-07-KON-08-90

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-90	"Gold Frenzy" Advantage+ 5-Reel Personality Program and	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"Gold Frenzy" Sound/Graphics Program	

"Gold Frenzy"

"Gold Frenzy" is a 5-reel, 10, 20, 25 or 30-line spinning reel game with bonus features. The "Wild" symbol substitutes for all symbols except for the "Bonus" symbol. All pays are awarded from the leftmost reel to the right on adjacent reels. Only the highest win is paid on each lit line. All wins except bonus triggers are multiplied by credits bet per line. Wins on different lit lines are added.

The 'Gold Miner' bonus is initiated by three "Bonus" symbols appearing in any position on reels 2, 3, and 4. The player is immediately awarded 8 free spins and 2X the total bet credits. The bonus feature is a board game where the player begins at the indicated start point on the map and ends when the player reaches the free spin area on the edge of the map. The player navigates through the map by selecting one of three barrels which reveals a LEFT, RIGHT or UP direction symbol. These direction symbols determine the player's position on the map. The direction symbol selected by the player will never point back to a previous position on the map. There are three kinds of items on the map which the player wins when the item is on an area pointed by a selected direction symbol. These symbols determine any additional free spins, extra credits and the total number of "BAR" symbols which will become wild during the free spins. The "Miner" symbols makes the "BAR" symbols wild. The first "Miner" symbol makes the "1BAR" symbol wild. The second "Miner" symbol makes the "2BAR" symbol wild. The third "Miner" symbol makes the "3BAR" symbol wild. Four or more "Miner" symbols award the player with an additional 5X the total bet credits. The "Mule" symbol awards an additional free spin. Up to 3 additional free spins can be awarded. The "Cart" symbol awards the player an additional 1X total bet credits. Up to 6X additional total bet credits can be awarded.

The 'Free Spins' bonus begins once the player reaches the edge of the map in the 'Gold Miner' bonus. The free spins start with the total number of spins and wild conditions that the player obtained through the 'Gold Miner' bonus. During the free spins, if the player initiates the bonus, the player is immediately awarded the same number of free spins won on the initial 'Gold Miner' bonus. The awarded free spins are added to the remaining number of free spins being played currently. Credits bet and lines played are the same as the game that initiated the bonus game.

MO-07-KON-08-92

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-92	"Secrets of Egypt" Advantage+ 5-Reel Personality Program "Secrets of Egypt" Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Secrets of Egypt"

"Secrets of Egypt" is a 5-reel, 10, 20, 25 or 30-line spinning reel game with a bonus feature. The "Wild" symbol substitutes for all symbols except for the "Bonus" symbol. Pays from the leftmost reel to the right on adjacent reels. All wins except Bonus Triggers are multiplied by credits bet per line. Only the highest win is on each lit line. Wins on different lit lines are added.

The 'Pyramid Quest Bonus' feature is initiated when 3 "Bonus" symbols appear in any position on reels 2, 3 and 4. The player is immediately awarded 8 free spins and 2X total credits bet. The bonus feature is a board game where the player begins at the indicated start point on the map and ends when the player reaches the free spin area on the edge of the map. The player navigates through the map by selecting one of three Cartouches which reveals one of three direction symbols, a LEFT, RIGHT or UP direction symbol. These direction symbols determine the player's position on the map. The resulting direction symbol selected by the player will never point back to previous positions in the map. There are three kinds of items on the map which the player wins when the item is on an area pointed by a selected direction symbol. These symbols determine any additional free spins, extra credits, and the number of "BAR" symbols which will become wild during the free spins. The first "Pharaoh" symbol makes the "1BAR" symbol wild. The second "Pharaoh" symbol makes the "2BAR" symbol wild. The third "Pharaoh" symbol makes the "3BAR" symbol wild. Four or more "Pharaoh" symbols award the player with an additional 5X total credits bet. The "Pyramid" symbol awards an additional free spin. Up to 3 additional free spins can be awarded. The "Gold Pot" symbol awards the player an additional 1X total credits bet. Up to 6X additional total credits bet can be awarded.

The 'Free Spins' bonus feature begins once the player reaches the edge of the map in the 'Pyramid Quest Bonus' feature. The free spins start with the total number of spins and wild conditions that the player obtained through the 'Pyramid Quest Bonus' feature. The awarded free spins are added to the remaining number of free spins being played currently. Credits bet and lines played are the same as the game that initiated the bonus game. The 'Free Spins' bonus feature ends when 0 free spins remain. All credits won are paid in addition to any line wins accrued during the base game.

MO-07-KON-08-98

GLI File Number	Description	Standards Tested Against
MO-07-KON-08-98	"Golden Theater Deluxe" Advantage+ 3-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"Golden Theater Deluxe" Sound/Graphics Program	

"Golden Theater Deluxe"

"Golden Theater Deluxe" is a 3-reel, 5-line spinning reel game with a bonus feature. The "Golden Theater Deluxe Wild" symbol and the "Five Times Pay" symbol are wild and substitutes for any other symbol except for the "Bonus" and "Five Times Pay" symbols. The "Five Times Pay" symbol appears on the second reel only. One "Five Times Pay" symbol pays five times when appearing in a winning combination except for the "Five Times Pay" symbol pays already shown. All pays are from left to right on adjacent reels. All pays are only on active paylines. Only the highest win is paid per active payline. Wins are multiplied by the number of credits bet on a winning payline.

The 'Showbiz' bonus is initiated when three "Bonus" symbols appear in any position and on any payline. The player is prompted to select one of three characters to determine if three, four or five bonus spins will be awarded. The bonus spins start when the spin button is pressed. During the bonus, the first and third reels are held and only the middle reel will spin. The bonus pays are determined by the symbol that appears centered on the middle reel only. The values earned with each spin are multiplied by the total bet. The winning pays from each spin are added together and the total is awarded to the player. During the bonus spins the "Bonus" symbol does not act as a scatter symbol.

MO-07-KON-09-21

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-21	“Jackpot Safari - Free Game Hunt” Personality Program “Jackpot Safari - Free Game Hunt” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

Jackpot Safari - Free Game Hunt

“Jackpot Safari - Free Game Hunt” is a 5-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The “Panther” symbol substitutes for all symbols, except for the scattered “Moon” symbol. The player is awarded the advertised scatter pay when three or more “Moon” symbols appear in any position. All pays are only on selected lines from the leftmost reel to the right on adjacent reels, except for scatters. All wins are multiplied by the credits bet per line, except for scatters. Scatter wins are multiplied by the lines played times the bet per line. The highest win is paid only on each lit payline. Wins on different lit lines are added. Scatter wins are added to line wins.

The ‘Free Game’ bonus feature is initiated when three or more scatter “Moon” symbols appear in any position on the reels. At the end of a feature spin 5-15 “Butterfly” symbols appear in any position on the reels. The player is awarded 15, 18, 21, 24, 27, 30, 33, 36, 50, 75 or 100 free games, respectively. The free games will commence when the feature spin is completed.

Three or more “Moon” symbols while playing maximum lines initiates the ‘XTRA REWARD’ bonus feature. When the bonus feature is initiated, the player is given the option to bet an additional 300 credits multiplied by credits wagered per line. Additional credits bet are charged from the credit meter. Money can be inserted when the credit for additional credits bet is not enough. Additional credits bet cannot be bet from win credits. If the player chooses the additional credit bet the player will be awarded 21, 24, 27, 30, 33, 36, 50, 75 or 100 free games, respectively.

Additional free games can be won during the free games. Credits bet and lines played remain the same as the game that initiated the bonus. All wins during the free games are doubled.

MO-07-KON-09-38

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-38	<p>“African Treasure Deluxe - Tiki Tiki Adventure” Advantage+ 3-Reel Personality Program</p> <p>“African Treasure Deluxe - Tiki Tiki Adventure” Sound/Graphics Program</p>	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“African Treasure Deluxe - Tiki Tiki Adventure”

“African Treasure Deluxe - Tiki Tiki Adventure” is a 3-reel 5-line spinning reel game with bonus features and a Multi-Mystery XTRA REWARD feature. This game offers 5-lines and 5 bet levels with a minimum bet of 1 credit for level one play. The “5X” symbol only appears on the 2nd reel and pays 5X when appearing in a winning combination, except for “5X” pays already shown. The “5X” and “Wild” symbols are wild for any symbol, except for the “Bonus” and “5X” symbols. Pays are from left to right on adjacent reels, except for “Wild” and “5X” symbols. Pays are only on active lines. Line wins are multiplied by the number of credits bet on a winning payline. Only the highest win is paid per active line.

The bonus game feature is initiated when three “Bonus” symbols appear in any position on the reels. The player is prompted to select one of three animals to determine the number of bonus spins won. During bonus spins, the bonus pays are determined by the symbol that appears in the center of the 2nd reel only. The “Bonus” symbol is not scatter during bonus game. A minimum of three spins and maximum of five spins can be awarded. The “5X” symbol awards 20X, “Wild” symbol awards 8X, “Bonus” symbol awards 7X, any “7” symbol awards 6X, any “Bar” symbol awards 5X and “Blank” awards 4X. The values earned with each spin are multiplied by bet per line times the number of lines played. The bonus game can be initiated on active and inactive paylines.

Maximum lines plus Multi-Mystery XTRA REWARD must be played to be eligible for Tiki Tiki Adventure. The bet for Multi-Mystery XTRA REWARD is 5 credits + 5 lines multiplied by credits bet per line. Tiki Tiki Adventure will randomly appear at the end of a game to give the player one of five bonus features:

- Shake the Monkey: The player uses the ‘Spin’ button to start shaking the trees where the monkeys are hanging from. There are four stages to play. The player can shake off only one monkey per stage. The player can win 10, 50, 100, 200 and 400 credits if a monkey falls into the corresponding pot. If a monkey falls on the ground, the player is awarded 5 credits. All credits won per stage are added up on the total won meter and are multiplied by the line bet at the end of the bonus game.
- Pika Tiki: The player selects a Tiki by touching the Tiki Heads on the screen or by using the ‘Navigation’ buttons. There are five stages to play. The player can only select one Tiki per stage. After a Tiki is selected in a stage, the stage multiplier increases by one (up to 5X). The credit values 1, 2, 5, 10, 20, 50 and 100 are hidden, randomly, inside 12 Tiki heads. All credits won per stage are added up on the total won meter and are multiplied by the bet per line at the end of the bonus game.
- Tiki Tiki Wheel: The player selects one of three tiles on the screen. The selection tiles contain values 1, 2 and 3. These values determine how many increments the bonus wheel moves. The bonus wheel only moves clockwise. The bonus wheel has blank spaces with no value and spaces occupied by the Tiki Heads which determine the credit value to be won by the player. When the arrow indicator on top of the bonus wheel is aligned to a space with Tiki Heads then that space is won. The number of Tiki Heads on the space won is tallied and piled into a column next to the credit values. The column determines the winning credit value which is horizontally aligned to it. The player has five chances to increase the credit value to be won. ‘Double Bonus’ is initiated randomly at the beginning of the tile selection. When the ‘Double Bonus’ is initiated, all the Tiki Heads on the bonus wheel are doubled in number: 0-1 Heads awards 50X, 2-3 Heads awards 80X, 4-5 Heads awards 100X, 6-7 Heads awards 200X, 8-9 heads awards 300X, 10 Heads awards 500X, 11 Heads awards 1000X and 12-13 heads awards 5000X. The final credit won is multiplied by the bet per line at the end of the bonus game.
- Tiki Free Spin: In the beginning of the Tiki Free Spin feature the player is awarded five free spins and an initial bonus of 5X the bet per line credits. All pays are doubled and multiplied by the bet per line. Only the highest win is paid on each line played. The ‘Mystery Bonus’ is initiated when three “Bonus” symbols appear in any position and pays between 10X and 40X the bet per line times the number of lines played. Two “Bonus” symbols in any position pays 5X the bet per line times the number of lines played. One “Bonus” symbol in any position pays 2X the bet per line times the number of lines played. During Tiki Free Spin feature, the bet per line and the active paylines remain the same as the spin that initiated the bonus. Winning combinations are identical to the base game except bonus scatter.

- Super Scatter Tiki Free Spin: In the beginning of Super Scatter Tiki Free Spin feature the player is awarded 10 free spins and an initial bonus of five times the bet per line. The feature is played as a 27-way game. Only the highest paying scatter combination for each symbol is paid per game. The ‘Mystery Bonus’ is initiated when three “Bonus” symbols appear in any position and pays between 100X and 400X bet per line. Winning combinations are identical to the base game.

MO-07-KON-09-40

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-40	“African Diamond - Glittering Jewels” Personality Program “African Diamond - Glittering Jewels” Sound/Graphics Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“African Diamond – Glittering Jewels”

“African Diamond – Glittering Jewels” is a 5-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and bonus features. The “Diamond” symbol appears only on reels 2, 3, 4, and 5 and substitutes for all symbols, except for the scatter “Map” symbol. The player is awarded the advertised scatter pay when two or more “Map” symbols appear in any position. All pays are only on selected lines from the leftmost reel to the right on adjacent reels, except for scatters. Line wins are multiplied by the credits bet per line. Scatter wins are multiplied by the lines played times the bet per line. The highest win is only on each lit payline. Wins on different lit paylines are added. Scatter wins are added to line wins. All wins are shown in credits, except progressive amounts shown. The ‘XTRA REWARD’ bet does not contribute to the progressive. (Please note, progressive amounts will only be shown when the game is used in conjunction with a feature chip). Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Gorilla”, “Man”, “Bird”, “Butterfly”, “A”, “K”, “Q”, “J”, “10”, or “9” symbols before the reel spin is initiated. All replacement positions are filled with the same symbol.

The 'Free Game' bonus feature is initiated when 3, 4 or 5 "Map" symbols appear in any position on the reels, awarding the player 10, 15 or 25 free games, respectively. Line and scatter wins during the free games are doubled. Additional free games can be won during the 'Free Game' bonus feature. The credits bet and lines played are the same as the game that initiated the 'Free Game' bonus feature.

The 'XTRA REWARD' feature is an option to the 'Free Game' bonus feature if initiated by the base game where the maximum lines have been played. To play the 'XTRA REWARD' feature the player must select to pay an additional 50, 100, 125 or 150 credits multiplied by the credit bet per line for maximum line configurations of 10, 20, 25 and 30, respectively. The 'XTRA REWARD' wager awarded the player an additional 5 free games. Additional credits bet are charged from the credit meter. Money can be inserted when the credit for additional credits bet is not enough. Additional credits bet cannot be bet from win credits.

MO-07-KON-09-41

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-41	"Quick Strike" Mystery Progressive Feature Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"Quick Strike" Sound/Graphics Program	And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-07-KON-09-50

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-50	"Super Ruins of Gold - Tiki Tiki Adventure" Advantage+ 3-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"Super Ruins of Gold - Tiki Tiki Adventure" Sound/Graphics Program	

“Super Ruins of Gold - Tiki Tiki Adventure”

“Super Ruins of Gold - Tiki Tiki Adventure” is a 3-reel 5-line spinning reel game with bonus features and a Multi-Mystery XTRA REWARD feature. The “2X” and “Wild” symbols are wild for any symbol, except for the “Bonus” and “2X” symbols. One “2X” symbol pays 2X when appearing in a winning combination, except for the “2X” symbol pays already shown. Two “2X” symbols pay 4X when appearing in a winning combination, except for the “2X symbol pays already shown. All pays are from left to right on adjacent reels, except for the “Wild” and “2X” symbols. Line wins are multiplied by the number of credits bet on a winning payline. Only the highest win is paid per active line. Pays are on active lines only.

The ‘Free Spin’ bonus feature is initiated when three “Free Spin Bonus” symbols appear in any position on the reels. The player is prompted to select one of three objects displayed on the LCD screen to determine the number of free spins won. The player is awarded 2 - 4 free spins. The free spins begin when the ‘Spin’ button is pressed. During free spins, only the middle reel will spin and the symbol appearing on this reel will determine the amount won, which could be 5X – 20X the total credits bet. Bonus multipliers are randomly awarded during the free spin and are added to the initially awarded multiplier value. When this occurs, the center position of the free spin payable on the LCD display, will reveal a multiplier of 3X – 5X. The ‘Free Spin’ bonus feature can be initiated again on active and inactive paylines.

Maximum lines plus Multi-Mystery XTRA REWARD must be played to be eligible for Tiki Tiki Adventure. The bet for Multi-Mystery XTRA REWARD is 5 credits + 5 lines multiplied by credits bet per line. Tiki Tiki Adventure will randomly appear at the end of a game to give the player one of five bonus features:

- Shake the Monkey: The player uses the ‘Spin’ button to start shaking the trees where the monkeys are hanging from. There are four stages to play. The player can shake off only one monkey per stage. The player can win 10, 50, 100, 200 and 400 credits if a monkey falls into the corresponding pot. If a monkey falls on the ground, the player is awarded 5 credits. All credits won per stage are added up on the total won meter and are multiplied by the line bet at the end of the bonus game.
- Pika Tiki: The player selects a Tiki by touching the Tiki Heads on the screen or by using the ‘Navigation’ buttons. There are five stages to play. The player can only select one Tiki per stage. After a Tiki is selected in a stage, the stage multiplier increases by one (up to 5X). The credit values 1, 2, 5, 10, 20, 50 and 100 are hidden, randomly, inside 12 Tiki heads. All credits won per stage are added up on the total won meter and are multiplied by the bet per line at the end of the bonus game.

- Tiki Tiki Wheel: The player selects one of three tiles on the screen. The selection tiles contain values 1, 2 and 3. These values determine how many increments the bonus wheel moves. The bonus wheel only moves clockwise. The bonus wheel has blank spaces with no value and spaces occupied by the Tiki Heads which determine the credit value to be won by the player. When the arrow indicator on top of the bonus wheel is aligned to a space with Tiki Heads then that space is won. The number of Tiki Heads on the space won is tallied and piled into a column next to the credit values. The column determines the winning credit value which is horizontally aligned to it. The player has five chances to increase the credit value to be won. 'Double Bonus' is initiated randomly at the beginning of the tile selection. When the 'Double Bonus' is initiated, all the Tiki Heads on the bonus wheel are doubled in number: 0-1 Heads awards 50X, 2-3 Heads awards 80X, 4-5 Heads awards 100X, 6-7 Heads awards 200X, 8-9 heads awards 300X, 10 Heads awards 500X, 11 Heads awards 1000X and 12-13 heads awards 5000X. The final credit won is multiplied by the bet per line at the end of the bonus game.
- Tiki Free Spin: In the beginning of the Tiki Free Spin feature the player is awarded five free spins and an initial bonus of 5X the bet per line credits. All pays are doubled and multiplied by the bet per line. Only the highest win is paid on each line played. The 'Mystery Bonus' is initiated when three "Bonus" symbols appear in any position and pays between 10X and 40X the bet per line times the number of lines played. Two "Bonus" symbols in any position pays 5X the bet per line times the number of lines played. One "Bonus" symbol in any position pays 2X the bet per line times the number of lines played. During Tiki Free Spin feature, the bet per line and the active paylines remain the same as the spin that initiated the bonus. Winning combinations are identical to the base game except bonus scatter.
- Super Scatter Tiki Free Spin: In the beginning of Super Scatter Tiki Free Spin feature the player is awarded 10 free spins and an initial bonus of five times the bet per line. The feature is played as a 27-way game. Only the highest paying scatter combination for each symbol is paid per game. The 'Mystery Bonus' is initiated when three "Bonus" symbols appear in any position and pays between 100X and 400X bet per line. Winning combinations are identical to the base game.

MO-07-KON-09-51/MO-05-KON-09-03/MO-22-KON-06-112

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-51	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-05-KON-09-03	Main Program	
MO-22-KON-06-112	Main Program	

MO-07-KON-09-52

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-52	“Challenge of Perseus” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Challenge of Perseus” Sound/Graphics Program	

“Challenge of Perseus”

“Challenge of Perseus” is a 5-reel, 10, 20 or 25-line spinning reel game with bonus features. The “Medusa” symbol only appears on reels 2, 3 and 4 and substitutes for any other symbol, except for the “Cyclops Bonus” symbol. Line pays are from the leftmost reel to the right on adjacent reels. All line wins are multiplied by the credits bet per line. All winning line pays and bonus trigger pays are added together. Only the highest line win paid per active payline.

The ‘Mirror Reels Free Spin Feature’ is initiated when three “Green Cyclops Bonus” symbols appear in any position on reels 2, 3 and 4, awarding the player five free spins and 2X the total credits bet. A different set of reels are used during the feature. During the feature, reels 1 and 5 will display the same symbols and reels 2 and 4 will display the same symbols. Additional free spins can be won during the feature. Three “Medusa” symbols in a winning combination will pay 3X. The credits bet and lines played are the same as the primary game that initiated the feature. The ‘Medusa Bonus Feature’ feature can be triggered within the ‘Mirror Reels Free Spin Feature’.

The ‘Medusa Feature’ is initiated when three “Red Cyclops Bonus” symbols appear in any position on reels 2, 3 and 4, awarding the player 2X the total credits bet. The player is prompted to select tiles from a set of eight. Hidden within this set are six keys and two “Snake” symbols. If the player selects a snake, the game is over and a bonus prize multiplied by the total credits bet is awarded based on the table below:

<u>Pick</u>	<u>Prize</u>
1 st	8X
2 nd or 3 rd	4X
4 th , 5 th or 6 th	3X

Each key that is found awards a prize that ranges from 3X to 12X the total credits bet. If the player finds all six keys without finding a snake they complete the bonus game and are awarded an additional bonus prize that ranges from 100X to 1000X the total credits bet. The player can win up to 1042X the total credits bet.

MO-07-KON-09-53

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-53	“African Diamond” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“African Diamond” Sound/Graphics Program	

“African Diamond”

“African Diamond” is a 5-reel, 50 or 100-line video reel game that offers scatter pays and a bonus feature. The “Diamond” symbol appears on reels 2, 3, 4, and 5 only and substitutes for all symbols, except for the “Map” symbol. The player is awarded the advertised scatter pay when two or more “Map” symbols appear in any position. All pays are on selected lines only from the leftmost reel to the right on adjacent reels except for scatters. The highest win is only on each lit payline. Wins on different lit paylines are added. Scatter wins are added to line wins. All wins are multiplied by the credits bet per line except for scatters, which are multiplied by the total credits bet. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: “Gorilla”, “Man”, “Bird”, “Butterfly”, “A”, “K”, “Q”, “J”, “10” or “9” symbols before the reel spin is initiated. All replacement positions are filled with the same symbol. All wins are shown in credits, except for progressive amounts shown (Please note, progressive amounts will only be shown when the game is used in conjunction with a feature chip).

The 'Free Game' bonus feature is initiated when 3, 4 or 5 "Map" symbols appear in any position on the reels, awarding the player 10, 15 or 25 free games, respectively. All wins are doubled during the free games. Additional free games can be won during the 'Free Game' bonus feature. The credits bet and lines played are the same as the game that initiated the bonus.

MO-07-KON-09-57

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-57	"Jumpin' Jalapenos" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"Jumpin' Jalapenos" Sound/Graphics Program	

"Jumpin' Jalapenos"

"Jumpin' Jalapenos" is a 5-reel, 50 or 100-line video reel game with scatter pays and a bonus feature. The "Man" symbol substitutes for all symbols, except for the scatter "Chili" symbol. One credit buys two lines. The player is awarded the advertised scatter pay when the "Chile" symbol only appears on reels 2, 3 and 4. Each reel contains a number of adjacent positions that are randomly replaced with one of the following symbols: "Bull", "House", "Inner", "Guitar", "Cactus", "A", "K", "Q", "J", "10", and "9" before the reel spin is initiated. All replacement positions are filled with the same symbol. All pays are on selected lines only from the leftmost reel to the right on adjacent reels, except scatters. All wins are multiplied by the number of credits wagered per two lines, except for scatters. Scatter wins are multiplied by the total credits bet. Only the highest win is on each lit line. Wins on different lit lines are added. Scatter wins are added to line wins.

The 'Free game' bonus feature is initiated when any three scatter "Chile" symbols appear, awarding the player 12 free games. During the free games, any reel that has stopped with a "Man" symbol appearing on them will be nudged until all symbols on that reel are "Man" symbols. All resulting wins are only paid after the nudge. Additional free games can be won during the free games. The credits bet and lines played are the same as the game that initiated the 'Free Game' bonus feature.

MO-07-KON-09-58/MO-22-KON-07-118

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-58	Advantage+ 5-Reel 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-KON-07-118	Advantage+ 5-Reel Main Program	

MO-07-KON-09-59

GLI File Number	Description	Standards Tested Against
MO-07-KON-09-59	Advantage+ 3-Reel 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-KON-05-26

GLI File Number	Description	Standards Tested Against
MO-22-KON-05-26	Seiko/FutureLogic GEN2 Single Barcode Printer Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-KON-06-41

GLI File Number	Description	Standards Tested Against
MO-22-KON-06-41	Future Logic GEN2 Dual Barcode Printer Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-KON-07-117/MO-22-KON-09-08

GLI File Number	Description	Standards Tested Against
MO-22-KON-07-117	Tombstone Top Box with LCD	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	PCB, KS-M5R, RLHB	
	Button Panel	
	PCB, LED Display	
	PCB, KS-M5R, VFD, Touch Panel	
	ASSY, VFD, HSG, Door, CRS-Member	
	PCB, KS-M5R, LED, Reel Light	
MO-22-KON-09-08	PCB, KS-M5R, LED Artwork	
	Reel Mechanism Assembly	

Tombstone Top Box with LCD P/N 330627

The Tombstone Top Box with LCD resides on top of the main machine cabinet. The 19" LCD provides for display of pay glass, help screens, progressive meters and/or bonus features as well as touch screen functionality for configuration, diagnostic and attendant menus. The top box provide for mounting any card reader and/or system player tracking interface. It is a passive top box and it does not contain any logic or electronic components related to the game play. It has a switch monitoring access to the top box area.

PCB, KS-M5R, RLHB P/N 530260

The RLHB is a LED hub board located on the back wall of the cabinet behind the reel assembly controlling the different LED's in the cabinet.

Button Panel P/N 330631

This is a 10-button button panel for the 5-reel Advantage+ machine. It consists of five bet per line buttons and an extra bet (progressive feature) button, as well as cash out, change, help and spin buttons.

PCB, LED Display P/N 530255

This is a LED display located on the top of the belly door.

PCB, KS-M5R, VFD, Touch Panel P/N 530261

This is the Vacuum Fluorescent Display (VFD) located on the front door above the button panel and is used for display of credit, bet, win and other meters as well as winning line configurations.

ASSY, VFD, HSG, Door, CRS-Member P/N 330608

This is the housing assembly and brackets for the VFD display.

PCB, KS-M5R, LED, Reel Light P/N 530265

This is a LED display located above the reel glass and used for illuminating additional game rule decals and or other information to the player as well as the reel assembly from above.

PCB, KS-M5R, LED Artwork P/N 530266

This is the PCB controlling the Artwork LED's located on top of the VFD display illuminating the reel assembly located above it.

Reel Mechanism Assembly P/N 310198(B)

The Reel Mechanism Assembly is a 24 stop reel assembly for the Advantage+ 5 reel machine. The Reel Mechanism Assembly consists of the following: bracketing that makes up the foundation of the reels, a 24V step motor, Reel and LED driver PCB, reel LED backlights and extra designs that ensures for easy adjustment of the reel to the center payline.

MO-22-KON-08-02

GLI File Number	Description	Standards Tested Against
MO-22-KON-08-02	JCM Bill Acceptor Software (Flash Version)	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-KON-08-06

GLI File Number	Description	Standards Tested Against
MO-22-KON-08-06	Advantage+ 5-Reel Button Panel	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

Button Panel

This is a 16 button panel for use with 30 line games on the 5-Reel Advantage+ machine. It consists of five bet per line buttons, five "Select Line" buttons, a "Multi-Denom" button, a "Bet Max" button, as well as cash out, change, help and spin buttons.

MO-22-KON-08-07/MO-22-KON-04-45

GLI File Number	Description	Standards Tested Against
MO-22-KON-08-07	MARS Bill Validator Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	MARS Bill Validator Software (Flash Version)	
MO-22-KON-04-45	MARS SC6607 Cashflow Bill Validator Unit	

The MEI SC66 Bill Validator handles notes of up to 66 millimeters wide and consists of an acceptor module, chassis and cash box. The flash version of the bill validator or can be updated using the MEI STS Tool application or by using the PPM (Portable Programming Module) hand held device. The flash versions of the Cashflow units can be updated in the field by using a PPM.

The PROM versions of the Cashflow units can be updated by replacing the PROM chip. Once a PROM chip is used with the SC66, the Flash functionality will be disabled and the only way to update the firmware version is to replace the PROM chip.

Mars Cashflow Bill Validator Software with Easitrax SC Implementation

The Mars Cashflow Bill validator software supports 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 top 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. In addition to asset number allocation, the Easitrax feature can also track performance, acceptance rate and note acceptor software revisions by machine.

MO-22-KON-09-07

GLI File Number	Description	Standards Tested Against
MO-22-KON-09-07	Advantage+ 3-Reel Mechanism Assembly	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

Reel Mechanism Assembly

The Reel Mechanism Assembly is a 22 stop reel assembly for the Advantage+ 3 reel machine. The Reel Mechanism Assembly consists of the following: bracketing that makes up the foundation of the reels, a 22V step motor, reel LED backlights and extra designs that ensures for easy adjustment of the reel to the center payline.

MO-22-KON-09-15/MO-15-KON-08-01

GLI File Number	Description	Standards Tested Against
MO-22-KON-09-15	FutureLogic GEN2 Printer Firmware	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-15-KON-08-01	FutureLogic GEN2 Printer	

FutureLogic GEN2 Universal Printer

The FutureLogic GEN2 Universal Printer (PSA-66-ST2RU) is a flash-able thermal printer capable of printing online/offline/promotional vouchers or tickets and has the ability to communicate through USB.

MO-73-KON-09-10

GLI File Number	Description	Standards Tested Against
MO-73-KON-09-10	“Diamond Solitaire Deluxe - Tiki Tiki Adventure” Advantage+ 3-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Diamond Solitaire Deluxe - Tiki Tiki Adventure” Sound/Graphics	

“Diamond Solitaire Deluxe – Tiki Tiki Adventure”

“Diamond Solitaire Deluxe – Tiki Tiki Adventure” is a 3-reel, 5-line spinning reel game with bonus features. The “Five Times Pay” and “Wild” symbols are wild and substitute for any other symbol, except for the “Diamond Bonus” and “Five Times Pay” symbols. The “Five Times Pay” symbol pays five times when appearing in a winning combination, except for “Five Times Pay” symbol pays already shown. “The Five Times Pay” symbol only appears on the second reel. All pays are from left to right on adjacent reels, except for “Wild” and “Five Times pay” symbols. Line wins are multiplied by the number of credits bet on the winning payline. Only the highest win is paid per active line. Pays are only on active lines.

The 'Diamond Bonus' feature is initiated when three "Diamond Bonus" symbols appear in any position. The player is prompted to select one of the three diamonds that are displayed on the LCD screen to determine the number of bonus spins won. Depending on the diamond selected, the player is awarded 3-5 bonus spins. The bonus spins begin when the 'Spin' button is pressed. During the bonus spins, the bonus pays are determined by the symbol that appears in the center of the 2nd reel only. The "Diamond Bonus" symbol is not a scatter during the bonus feature. The values earned with each spin are multiplied by the bet per line times the number of lines played.

Maximum lines plus Multi-Mystery XTRA REWARD must be played to be eligible for Tiki Tiki Adventure. The bet for Multi-Mystery XTRA REWARD is 5 credits + 5 lines multiplied by credits bet per line. The Tiki Tiki Adventure will randomly appear at the end of a game to give the player one of five bonus features:

- Shake the Monkey: The player uses the 'Spin' button to start shaking the trees where the monkeys are hanging from. There are four stages to play. The player can shake off only one monkey per stage. The player can win 10, 50, 100, 200 and 400 credits if a monkey falls into the corresponding pot. If a monkey falls on the ground, the player is awarded five credits. All credits won per stage are added up on the total won meter and are multiplied by the bet per line at the end of the bonus game.
- Pika Tiki: The player selects a Tiki by touching the Tiki Heads on the screen or by using the 'Navigation' buttons. There are five stages to play. The player can only select one Tiki per stage. After a Tiki is selected in a stage, the stage multiplier increases by one (up to 5X). The credit values 1, 2, 5, 10, 20, 50 and 100 are hidden, randomly, inside 12 Tiki heads. All credits won per stage are added up on the total won meter and are multiplied by the bet per line at the end of the bonus game.
- Tiki Tiki Wheel: The player selects one of three tiles on the screen. The selection tiles contain values 1, 2 and 3. These values determine how many increments the bonus wheel moves. The bonus wheel only moves clockwise. The bonus wheel has blank spaces with no value and spaces occupied by the Tiki Heads which determine the credit value to be won by the player. When the arrow indicator on top of the bonus wheel is aligned to a space with Tiki Heads then that space is won. The number of Tiki Heads on the space won is tallied and piled into a column next to the credit values. The column determines the winning credit value which is horizontally aligned to it. The player has five chances to increase the credit value to be won. The 'Double Bonus' is initiated randomly at the beginning of the tile selection. When the 'Double Bonus' is initiated, all the Tiki Heads on the bonus wheel are doubled in number: 0-1 Heads awards 50X, 2-3 Heads awards 80X, 4-5 Heads awards 100X, 6-7 Heads awards 200X, 8-9 heads awards 300X, 10 Heads awards 500X, 11 Heads awards 1000X and 12-13 heads awards 5000X. The final credit won is multiplied by the bet per line at the end of the bonus game.

- Tiki Free Spin: In the beginning of the Tiki Free Spin feature the player is awarded five free spins and an initial bonus of 5X the bet per line credits. All pays are doubled and are multiplied by the bet per line. Only the highest win is paid on each line played. The ‘Mystery Bonus’ is initiated when three “Diamond Bonus” symbols appear in any position and pays between 10X and 40X the bet per line times the number of lines played. Two “Diamond Bonus” symbols in any position pays 5X the bet per line times the number of lines played. One “Diamond Bonus” symbol in any position pays 2X the bet per line times the number of lines played. During Tiki Free Spin feature, the bet per line and the active paylines remain the same as the spin that initiated the bonus. Winning combinations are identical to the base game, except for bonus scatter.
- Super Scatter Tiki Free Spin: In the beginning of Super Scatter Tiki Free Spin feature the player is awarded 10 free spins and an initial bonus of five times the bet per line. The feature is played as a 27-way game. Only the highest paying scatter combination for each symbol is paid per game. The ‘Mystery Bonus’ is initiated when three “Diamond Bonus” symbols appear in any position and pays between 100X and 400X bet per line. Winning combinations are identical to the base game.

MO-73-KON-09-21

GLI File Number	Description	Standards Tested Against
MO-73-KON-09-21	“Gigantic Dragons™” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And
	“Gigantic Dragons™” Sound/Graphics	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Gigantic Dragons™”

“Gigantic Dragons™” is a 5-reel, 30-line spinning reel game with scatter pays and bonus features. The minimum bet per game is 40 credits. The “Dragon” symbol can appear on all the reels in red, blue or green. The color of the “Dragon” symbol is determined after the reel stops and payouts vary based on color. The “2X” symbols only appear on reels 2 and 4, and substitutes for any color of “Dragon” symbol or any “Bar” symbol and pays two times the advertised pay when appearing in a winning combination, except when two “2X” symbols are showing on a payline. Two “2X” symbols pay four times the winning combination, except when “2X” symbol pays are already shown. The “Gigantic Dragons” symbols are equivalent to “Dragon” symbols for line wins. Line wins are from the leftmost reel to the right on adjacent reels. All line wins are multiplied by the credits bet per line. Scatter wins are multiplied by the bet per line times the number of lines played. All winning line pays and scatter pays are added together. Only the highest scatter win is paid each spin. Only the highest win is paid per active payline. All wins are shown in credits, except for progressive amounts shown. Progressive wins are not multiplied by the credits bet on winning paylines.

The ‘Gold Dragon Bonus’ feature is initiated when 3, 4 or 5 “Bonus” symbols appear in any position on any reel, awarding the player 10, 15 or 20 free spins, respectively. Additional free spins can be won during the ‘Gold Dragon Bonus’ feature. The credits bet and lines played are the same as the primary game that initiated the feature. During the free games, all “Dragon” symbols are changed to gold in color. The ‘Jackpot Gigantic Dragons Bonus’ cannot be initiated during the free games.

The ‘Jackpot Gigantic Dragons Bonus’ feature is initiated when three “Gigantic Dragon” symbols of any color touch the center line of the 2nd, 3rd and 4th reels. The extra bet is 10 credits per game. The ‘Jackpot Gigantic Dragons Bonus’ feature can only be won in the primary game. When the feature begins, the three “Gigantic Dragon” symbols that initiated the feature will spin to determine their color: red, blue or green. Once they each have a color, the player may select to hold any reels, then can spin the non-held reels again to determine their final color. The number of each colored dragon on the wheel indicates the likelihood that colored dragons will appear on the physical reels. Depending on the final color combination, one of the progressive prizes or other prizes is determined. The final color evaluation does not involve the symbols on the 1st and 5th reels. The player can access a hint table for the best strategy by pushing the ‘Hint’ button on the bonus game screen, which will show the best reels to hold before the second spin. Only the highest prize win is paid during the bonus game.

The progressive Jackpot wins are determines as follows:

- Three red “Dragon” symbols awards the MAXI.
- Three blue “Dragon” symbols awards the MEGA.
- Any two red or blue “Dragon” symbols awards the MAJOR.
- Three green “Dragon” symbols awards the MINI.
- Any two Green “Dragon” symbols awards 350 credits
- Any combination of three red, blue or green “Dragon” symbols award 200 credits

MO-73-KON-09-22

GLI File Number	Description	Standards Tested Against
MO-73-KON-09-22	“Gigantic 7s™” Advantage+ 5-Reel Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And
	“Gigantic 7s™” Sound/Graphics	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Gigantic 7s™”

“Gigantic 7s™” is a 5-reel, 30-line spinning reel game with scatter pays and bonus features. The minimum bet per game is 40 credits. The “7” symbol can appear on all the reels in red, blue or green. The color of the “7” is determined after the reel stops and payouts vary based on color. The “2X” symbol only appears on reels 2 and 4 and substitutes for any color of “7” or any “Bar” symbol and pays two times the advertised pay when appearing in a winning combination. If two “2X” symbols appear in a winning combination then the pay is 4X. The “Gigantic 7s” symbols are equivalent to “7” symbols for line wins. All line wins are from the leftmost reel to the right on adjacent reels. All line wins are multiplied by the credits bet per line. Scatter wins are multiplied by the bet per line times the number of lines played. All winning line pays and scatter pays are added together. Only the highest scatter win is paid each spin. Only the highest line win is paid per active payline. All wins are shown in credits, except for progressive amounts shown. Progressive wins are not multiplied by the credits bet on the wining paylines.

The ‘Gold 7 Bonus’ feature is initiated when 3, 4 or 5 “Bonus” symbols appear in any position on any reel, awarding the player 10, 15 or 20 free spins, respectively. Additional free spins can be won during the ‘Gold 7 Bonus’ feature. The credits bet and lines played are the same as the primary game that initiated the feature. During the free games all “7” symbols are gold in color. The ‘Jackpot Gigantic 7s Bonus’ cannot be initiated during the free games.

The ‘Jackpot Gigantic 7s Bonus’ feature is initiated when three “Gigantic 7s” symbols of any color touch the center line of the 2nd, 3rd and 4th reels. The extra bet is 10 credits per game. The ‘Jackpot Gigantic 7s Bonus’ feature can only be won in the primary game. When the feature starts, the three “Gigantic 7s” symbols that initiated the feature will spin to determine their color. Once they each have a color, the player may select to hold any reels, then can spin the non-held reels again to determine their final color. The number of each colored “7” on the feature wheel indicates the likelihood that colored “7s” will appear on the physical reels. Depending on the final color combination, one of the progressive prizes or other prizes is determined. The final color evaluation does not involve the symbols on the 1st and 5th reels. The player can access a hint table for the best strategy by pushing the ‘Hint’ button on the bonus game screen, which will show the best reels to hold before the second spin. Only the highest prize win is paid during the bonus game.

MO-73-KON-09-23

GLI File Number	Description	Standards Tested Against
MO-73-KON-09-23	“Ice Cap Cash” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Ice Cap Cash” Sound/Graphics Program	

“Ice Cap Cash”

“Ice Cap Cash” is a 15-reel, 10, 20, 25 or 30-line video reel game that offers scatter pays and a bonus feature. The “Snowflake” symbol is wild and substitutes for all symbols, except for the scatter “Mask” symbol and only appears on columns 2, 3, 4 and 5. The player is awarded the advertised scatter pay when three or more “Mask” symbols appear in any position. All pays are only on selected lines from the leftmost column to the right on adjacent columns, except for scatters. Line wins are multiplied by the credits bet per line. Scatter wins are multiplied by the total credits bet. Scatter wins are added to line wins. Only the highest win is awarded on each lit line. Wins on different lit lines are added. All wins are shown in credits, except for progressive amounts shown. (Please note, progressive amounts will only be shown when the game is used in conjunction with a feature chip).

The 'Free Game' bonus feature is initiated when three or more scattered "Mask" symbols appear, awarding the player ten free games. At the start of the feature, one feature spin is awarded with only "Penguin" symbols appearing on the reels. The reels displaying the "Penguin" symbols at the completion of the feature will be held during the free games. The free games will begin when the feature spin is completed. The feature and additional free games can be initiated again during the free games and will start when the current set of free games are completed. The credits bet and lines played are the same as the game that initiated the feature.

PA-22-KON-05-01

GLI File Number	Description	Standards Tested Against
PA-22-KON-05-01	Upright Video Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The K2V Video machine is an upright cabinet which houses an LCD display which is used for displaying game outcomes and "Attendant Menu" features. The exterior of the cabinet has a handle, a coin tray and one key switch. The key switch is used to access the "Attendant Menu" and reset jackpots. On the front of the door is an interchangeable button panel and coin slot. Several different top boxes can be used on the machine cabinet. These top boxes can be used with or without a top box LCD. If an LCD is used, the payglass and advertisements can be displayed in an electronic format. A candle is placed above the top box and illuminates for certain machine tilts such as paper out and hopper empty and events like handpays and call attendant controlled by the main program. 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.

The logic board is contained in a separate locked compartment inside the main cabinet monitored by a two-way door switch. The logic board consists of eight separate EPROM slots and two compact flash slots. The positions labeled ROM1 through ROM5 contain the main program, ROM6 and ROM7 house the personality program chips and ROM8 is an optional extended progressive feature chip. The compact flash card Position U7 is used to house the personality program sound and graphics. The compact flash card Position U16 is used for RAM clearing the machine with a jurisdictional RAM clear compact flash card. This position can also be used to house the optional progressive feature sound and graphics.

PA-22-KON-07-01

GLI File Number	Description	Standards Tested Against
PA-22-KON-07-01	Advantage+ Upright Reel Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The KGI 2.0 URS Advantage+ machine is an upright cabinet which houses three mechanical reels. Just to the right of the mechanical reels is a small 7" LCD display which is used for displaying game outcomes and attendant menu features. The exterior of the cabinet has a handle, a coin tray, and one key switch. The key switch is used to access the attendant menu and reset jackpots. On the front of the door is an interchangeable button panel and a coin slot.

Several different top boxes can be used on the machine cabinet. These top boxes can be used with or without a top box LCD. If an LCD is used, help screens and the payglass can be displayed in an electronic format. A candle is placed above the top box and illuminates for certain events controlled by the main program.

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.

The logic board is contained in a separate locked compartment inside of the main cabinet monitored by a 2 way door switch. The logic board consists of 8 separate EEPROM slots and two compact flash slots. The positions labeled ROM1 through ROM5 contain the main program. ROM6 and ROM7 house the personality program chips, and ROM8 is an optional extended progressive feature chip. The CF card Position U7 is used to house the personality program sound and graphics. The CF card Position U16 is used for RAM clearing the machine with a jurisdictional RAM clear CF card. This position can also be used to house the optional progressive feature sound and graphics.

SY-22-KON-08-01/SY-22-KON-09-01/SY-22-KON-09-02

GLI File Number	Description	Standards Tested Against
SY-22-KON-08-01	NAMB IIG Board	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards
SY-22-KON-09-01	Konami Casino Management System (KCMS)	
SY-22-KON-09-02	System Software	

NAMB IIG (Network Active Mother Board II)

NAMB IIG (Network Active Mother Board II) is the hardware resident in every gaming device on the system. The NAMB IIG is responsible for collecting data and interfacing with the players as well as slot technicians and attendants. The NAMB II will control the card reader, keypad and display. The NAMB IIG carrier board is the proprietary board that handles the functions required by Konami which are not available on the CPU modules. The NAMB IIG is the next generation hardware product and is based on the ETX standard.

The Konami Casino Management System (KCMS) is a standard on-line accounting/player tracking system that utilizes standard gaming protocols (SAS) to poll gaming machines and standard Server/PC architecture. Information that is generated as the game travels through the relevant harness to the NAMB board. This board is Konami proprietary hardware and operates via flash software that is also proprietary to Konami. From the board, the information is converted to TCP/IP protocol and sent to the Middleware Server. This is the server used to flash the NAMB boards' software and utilizes the Linux operating system. This server also operates as the floor "Poller", extracting information from the floor and shuttling it to the main database server. The Konami system uses an Oracle Database that uses a UNIX operating system. Once all the information is collected at the database, it can be accessed using the Konami proprietary software found on a Windows workstation. The user program is a Java based application that utilizes many security levels that allow the operator to assign specific tasks and jobs to the many different levels of casino personnel.

NAMB II

The Network Access Mother Board (NAMB) is the hub of interaction with the gaming machine, patron, jackpot/fill and slot maintenance. The NAMBII consists of the Namb2.bin software:

System Software

Namb2.bin

The Namb2.bin software is the resident program on the NAMB II boards in each gaming device. The program takes information from the game and converts it to TCP/IP protocol and sends it to the Middle Ware Servers. The software is flashed to the board from the Middle Ware Server.

Middleware

The Middleware is an application that connects the NAMB's to the database server. The Middleware performs business logic/functions based on Client request by reading and writing data to and from the Database and sending replies back to the client. The Middleware also performs configuration and administrative functions on clients and uploads firmware. The Middleware consists of the BoardCollector.jar software:

BoardCollector.jar

The BoardCollector.jar is Konami's proprietary software loaded on the Middleware (MW) servers. This software is responsible for collecting all information from the floor, passing and distributing that information back to the main database system.

EMSServlet

The Kiosk interface is an XML protocol interface using secure http which allows various vendor kiosks to communicate with the KCMS database for ticket, point and jackpot redemptions. The EMSServlet consists of the 4_EMSServlet.jar software:

4_EMSServlet.jar

The 4_EMSServlet.jar resides on the Wireless Application Server. The proprietary system is wired exclusively using standard derivative of CAT5 on a standard Ethernet network.

2_KCMSDBObjectClient.jar

The 2_KCMSDBObjectClient.jar contains the business logic for the GUI (graphical user interface).

Advanced Incentives

The Advanced Incentives (AI) are promo credits awarded to a patron that can be used at gaming machines. The Advanced Incentives can be configured as cashable or non-cashable promo credits and are awarded to the patron as they meet the defined criterion that has been set up in a certain incentive located in the Konami marketing module.

Electronic Point Redemption

The Electronic Point Redemption (EPR) is the conversion of patron points into playable credits. These credits can be setup to be cashable or non-cashable. If AI or EPR credits are non-cashable and the gaming machine allows credit upload, credits are automatically uploaded back to the player's account once the patron pulls their player card out of the card reader attached to the gaming machine.

SY-22-KON-09-05

GLI File Number	Description	Standards Tested Against
SY-22-KON-09-05	EMSServlet for use with the Konami Casino Management System (KCMS)	GLI-13 V2.0 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, in addition to KRGC proprietary standards

EMSServlet

The Kiosk interface is an XML protocol interface using secure http which allows various vendor kiosks to communicate with the KCMS database for ticket, point and jackpot redemptions.

4_EMSServlet.jar

The 4_EMSServlet.jar resides on the Wireless Application Server. The proprietary system is wired exclusively using standard derivative of CAT5 on a standard Ethernet network.

MO-286-KON-09-01

GLI File Number	Description	Standards Tested Against
MO-286-KON-09-01	RAM Clear Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

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

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