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

MO-08-WMS-09-04

GLI File Number	Description	Standards Tested Against
MO-08-WMS-09-04	"Treasures of Machu Picchu" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGK proprietary standards GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGK proprietary standards

"Treasures of Machu Picchu"

"Treasures of Machu Picchu" is a 5-reel, 20, 30 or 40-line Lava reel game that offers scatter pays and a bonus feature. The game can be configured as Stand Alone Progressive (SAP) or Non-Progressive mode. The "WILD" symbol is wild for all symbols except for the "BONUS" symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The 'Free Spin' bonus is initiated by three or more scattered "BONUS" symbols. During the bonus, two reels become wild reels and are wild for all symbols except for the "BONUS" symbol. In addition, three scattered "BONUS" symbols award additional free spins to the amount of the free spins remaining. The number of additional free spins awarded is identical to the number originally awarded. Three scattered "BONUS" symbols award five free spins. Four scattered "BONUS" symbols award seven free spins plus a "MINOR JACKPOT". Five scattered "BONUS" symbols award twenty free spins plus a "MEGA JACKPOT".

For the Stand Alone Progressive Mode, the “MINOR” and “MEGA” jackpot values increase as the bet increases when the maximum lines are played. On the other hand, the “MINOR” and “MEGA” jackpot values become fixed awards when less than maximum lines are played.

For the Non-Progressive mode, the “MINOR” and “MEGA” jackpot values are always fixed. The fixed award values do not increment during play. The “MINOR” jackpot value is equal to 40 times the total bet. The “MAJOR” jackpot value is equal to 400 times the total bet.

MO-08-WMS-09-05

GLI File Number	Description	Standards Tested Against
MO-08-WMS-09-05	“Rose of Cairo” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Rose of Cairo”

“Rose of Cairo” is a 5-reel, 20, 30 or 40-line Lava spinning reel game that offers scatter pays and a bonus feature. The game can be configured as Stand Alone Progressive (SAP) or Non-Progressive mode. The “WILD” symbol is wild for all symbols except for the “BONUS” symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reels. Only the highest winner is paid per winning combination.

The ‘Free Spin’ bonus is initiated by three or more scattered “BONUS” symbols. During the ‘Free Spin’ bonus, two reels become wild reels and are wild for all symbols except for the “BONUS” symbol. In addition, three scattered “BONUS” symbols award additional free spins to the amount of the free spins remaining. The number of additional free spins awarded is identical to the number originally awarded. Three scattered “BONUS” symbols award five free spins. Four scattered “BONUS” symbols award seven free spins plus a “MINOR JACKPOT”. Five scattered “BONUS” symbols award twenty free spins plus a “MEGA JACKPOT”.

For the Stand Alone Progressive Mode, the “MINOR” and “MEGA” jackpot values increase as the bet increases when the maximum lines are played. On the other hand, the “MINOR” and “MEGA” jackpot values become fixed awards when less than maximum lines are played.

For the Non-Progressive Mode, the “MINOR” and “MEGA” jackpot values are always fixed. The fixed award values do not increment during play. The “MINOR” jackpot value is equal to forty times the total bet. The “MAJOR” jackpot value is equal to four hundred times the total bet.

MO-15-WMS-08-02

GLI File Number	Description	Standards Tested Against
MO-15-WMS-08-02	“Swords of Honor” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Swords of Honor”

“Swords of Honor” is a 5-reel, 5, 9, 20, 25, 30 or 40-line video reel game that contains a bonus feature. The “Swords of Honor” symbol is wild for all symbols except for the “Castle” symbol. One or more substituting “Swords of Honor” symbols in a winning combination pays 2x. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner paid per winning combination.

The ‘Swords of Honor’ bonus is initiated when two or more scattered “Castle” symbols appear on any reel. The amount of “Castle” symbols appearing on the reels determines the amount of free spins won. During the free spins, the “Swords of Honor” symbol is wild for all symbols except for the “Castle” symbol. One or more substituting “Swords of Honor” symbols in a winning combination pays 10x. Two or more scattered “Castle” symbols awards additional free spins to the spins remaining. During the free spins an alternate set of reels is used. Winning combinations for these reels are identical to the base game. During the free spins the bet per line and the active paylines remain the same as the spin that initiated the bonus. Scatter awards must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

MO-166-WMS-09-20

GLI File Number	Description	Standards Tested Against
MO-166-WMS-09-20	“3 - Alarm Fire” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
		GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“3 - Alarm Fire”

“3 - Alarm Fire” is a 3-reel, 5 or 9-line progressive or non-progressive spinning reel game. The “Triple” symbol is wild and substitutes for all symbols except for multipliers. One “Triple” symbol pays three times any winning combinations except when two or three “Triple” combinations appear on the payline. Two “Triple” symbols pay nine times any winning combination except when three “Triple” combinations appear on the payline. Three “Triple” symbols at max bet awards the top award, which is progressive for progressive games. One, two, or three “Any Bar 2X” symbols appearing in a winning combination pay two, four, or eight times the winning combination, respectively. One “Seven 2X” symbol appearing in a winning combination pays two times the winning combination. One “Seven 5X” symbol appearing in a winning combination pays five times the winning combination. One “Seven 2X” and one “Seven 5X” symbol appearing in a winning combination pays ten times the winning combination. All winning combinations are multiplied by the line bet except for the top award which has already been multiplied by the line bet. Only the highest winner is paid when centered on a payline.

MO-22-WMS-06-06

GLI File Number	Description	Standards Tested Against
MO-22-WMS-06-06	Future Logic GEN 2 Single Barcode Printer Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-WMS-06-54

GLI File Number	Description	Standards Tested Against
MO-22-WMS-06-54	“Count Money” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Count Money”

“Count Money” is a 5-reel, 20 or 25-line video reel game that offers three bonus features. The “Mystery Wild” and “Wild” symbols are wild for all symbols, except for the “Count Money Bonus” symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel.

The ‘Mystery Wild’ feature is initiated when the “Mystery Wild” symbol appears scattered on reel three. The player is prompted to touch the screen or press any button to award a number of wilds that replace reel symbols on any of the reels into a wild symbol. The line wins are evaluated after the feature ends.

The ‘Tombstone’ feature is initiated when two scattered “County Money Bonus” symbols appear on reels 1, 3 or 5. The player is prompted to select one of the two tombstones shown. The selected tombstone can either award a credit amount or the ‘Count Money’ bonus. All credit awards appearing in the ‘Tombstone’ feature have already been multiplied by the total bet.

The ‘Count Money’ bonus is initiated when three scattered “Count Money Bonus” symbols appear on reels 1, 3 or 5. The player selects from a grid of 30 gems. The gems selected can either reveal credit amounts, a “Count” symbol or a “Garlic” symbol. Each time the “Count” symbol is revealed, the bonus multiplier doubles and any following credit amounts revealed will be multiplied by the bonus multiplier. The player picks gems until they are reveal two “Garlic” symbols. If the player selects two “Garlic” symbols before any credit amount have been awarded, a “Garlic” pay is awarded and the bonus ends. The “Garlic” pays awards 1X the total bet. All credit awards appearing in the ‘Count Money’ bonus have already been multiplied by the total bet.

MO-22-WMS-07-63

GLI File Number	Description	Standards Tested Against
MO-22-WMS-07-63	BIOS Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	RAM Clear Program	

MO-22-WMS-07-87

GLI File Number	Description	Standards Tested Against
MO-22-WMS-07-87	“Life of Luxury” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Life of Luxury”

“Life of Luxury” is a 5-reel, 9 or 20-line video reel game that contains scatter pays and a bonus feature. The “Diamond” symbol substitutes for all symbols, except for the “Coins” symbol. One or more “Diamond” symbol substituting in a winning combination doubles the pay, except for the five “Diamond” symbols winning combination. The player is awarded the advertised scatter pay when two or more “Coins” symbols appear in any position on any reels. All scatter pay credit awards are multiplied by the total bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line bet and only the highest winner is paid per winning combination.

The ‘Free Spins’ bonus is initiated when three or more “Coins” symbols appearing in any position on any reels. The player is awarded ten free spins plus scatter pays. All wins during the free spins bonus are tripled, except for a winning combination of five “Diamond” symbols. Additional free spins can only be initiated during the ‘Free Spins’ bonus in the 20-line configuration when three or more scattered “Coins” symbols appear in any position on the reels. During the free spins, the reels and winning combinations for these reels are identical to the base game. The bet per line and active paylines remain the same as the spin that initiated the bonus. The bonus ends when zero free spins remain.

MO-22-WMS-08-02/MO-22-WMS-08-10

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-02	BBU Video Top Box Dual Display 19" LCD “Zeus” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-08-10	“Palace of Riches II” Personality Program	

The Top Box, P/N TBOX-013084-030, contains the 19" LCD Widescreen Monitor used to display the glass art of the personality program. The top box contains no logic and does not affect game integrity.

“Zeus”

“Zeus” is a 5-reel, 5, 9, 20, 25 or 30-line video reel game with a bonus feature. The “Wild” symbol is wild for all symbols except for the “Hand” symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the left most reel.

The 'Zeus Bonus' feature is initiated when three or more "Hand" symbols appear in any position on any reel. The amount of "Hand" symbols appearing on the reels determines the amount of free spins won for the bonus. Three "Hand" symbols awards the player ten free spins, four "Hand" symbols awards the player twenty-five free spins and five "Hand" symbols awards the player one hundred free spins. Free spins can be re-triggered within the 'Zeus Bonus' feature. During the bonus feature an alternate set of reels are used and winning combinations for these reels are identical to the base game. The bet per line and the active paylines remain the same as the spin that triggered the bonus feature.

"Palace of Riches II"

"Palace of Riches II" is a 5-reel, 5, 9, 20, 25 or 30-line video reel game that contains a bonus feature. The "Palace of Riches II" symbol is wild for all symbols except for the "Key" symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the left most reel.

The 'Palace of Riches II' bonus feature is initiated when three, four or five scattered "Key" symbols appear in any position on any reel. The player is awarded 10, 25 or 100 free spins, respectively. During the free spins three or more scattered "Key" symbols will add additional free spins to the amount of free spins remaining. During the bonus feature an alternate set of reels are used and winning combinations for these reels are identical to the base game. The bet per line and the active paylines remain the same as the spin that triggered the bonus feature. The bonus ends when zero free spins remain.

MO-22-WMS-08-113

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-113	"The BIG MONEY \$HOW" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGK proprietary standards

"The BIG MONEY \$HOW"

"The BIG MONEY \$HOW" is a 5-reel, 5, 9, 20, 25, 30 or 40-line video reel game that contains scatter pays and a bonus feature. The "WILD" symbol is wild for all symbols except for the "The BIG MONEY \$HOW" symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

‘The BIG MONEY \$HOW’ bonus is initiated when three or more scattered “The BIG MONEY \$HOW” symbols appear in any position on the reels awarding twelve free spins plus a scatter award. During the free spins an alternate set of reels is used and winning combinations for these reels are identical to the base game. During the free spins the bet per line and the active pay lines remain the same as the spin that initiated the bonus. After each winning free spin, a random multiplier is applied to any wins. The initial multiplier of 2, 3, 4 or 5X applies to any winning combination except five “HOST” and five “WILD” symbol pays. If the watermark icon lands on reel 5, the multiplier increases to 4, 6, 8, 9, 10, 12, 15, 16, 18, 20, 24, 25 or 30X. This applies to all wins except five “HOST” and five “WILD” symbol pays. While in the bonus, three or more scattered “The BIG MONEY \$HOW” symbols appearing awards twelve additional free spins to the spins remaining. The watermark icon may appear with the “Boat”, “Car”, “Holiday”, “Bike”, “Ring”, “Juke Box” and “TV” symbols on reel 5, during the bonus. The watermark icon can only appear on reel 5. The “Wild” symbol does not substitute for any watermark icon appearing in reel 5. Coinciding watermark icons and five “The BIG MONEY \$HOW” symbol pays cannot occur.

MO-22-WMS-08-119

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-119	“Black Knight” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Black Knight”

“Black Knight” is a 5-reel, 5, 9, 20, 25, 30 or 40-line video reel game that contains scatter pays and a bonus feature. The “Black Knight” symbol appears on reels 2, 3 and 4 and is wild for all symbols. The player is awarded the advertised scatter pay when three or more “Shield” symbols appear on adjacent reels, beginning with the leftmost reel. All scatter pay credit awards are multiplied by the total bet. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest win is paid per winning combination.

The ‘Free Spin’ bonus is initiated when three or more scattered “Shield” symbols appear on adjacent reels, beginning with the leftmost reel. The player is awarded seven free spins. When a “Black Knight” symbol appears on reel 2, 3 or 4, it expands to fill the reel. The expanded wild is held for the remaining spins. During the free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game, except the bonus cannot be re-initiated. The bet per line and the active paylines remain the same as the spin that initiated the bonus. The bonus ends when zero free spins remain.

MO-22-WMS-08-12

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-12	“The Wizard of Oz” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“The Wizard of Oz”

The “The Wizard of Oz” is a 5-reel 20 or 30-line video reel game that contains bonus features. The “Logo” symbol is wild for all symbols except for the “Bonus” and “Jackpot” symbols. Only the highest winner is paid per winning combination. All line pays are multiplied by the line bet except for the jackpot award. Line pays must occur on adjacent reels, beginning with the leftmost reel. The total bet must be divided equally between each active payline. Therefore, all bet amounts are not available.

The ‘Glinda the Good Witch’ feature is randomly initiated as long as the “Bonus” or “Jackpot” symbols do not appear on the 3rd reel. When she appears she will change 1 to 5 reels into a wild reel. The wild reel is wild for all symbols except for the “Bonus” and “Jackpot” symbols. All line wins are evaluated at the end of the feature.

The ‘OZ Pick’ feature is initiated when three scattered “Bonus” symbols appear on reels 1, 3 and 5. When max lines are played, the player is prompted to pick one of the three “Bonus” symbols revealing a credit amount, the ‘Road to Emerald City’ bonus or the ‘Flying Monkey’ bonus. If played at less than max lines are played the player can win either a credit amount or the ‘Flying Monkey’ bonus. ‘OZ Pick’ credit awards range from 5 to 10 times the total bet when max lines are played and 5 to 25 times the total bet with less than max lines played.

When the ‘Flying Monkey’ bonus is picked during the ‘OZ Pick’ feature the player is awarded eight free spins. During the free spins the “Flying Monkey Wild” symbol scattered on reel 3 initiates the ‘Flying Monkey Wild’ feature. The player is prompted to press any button or the screen to cause flying monkeys to enter the screen and randomly turn 2-15 symbols into “Wild” symbols. The “Flying Monkey Wild” symbol is always the first symbol to be turned into a “Wild” symbol. The “Wild” is wild for all symbols except for the “Retrigger” and “Jackpot” symbols. All line wins are evaluated after the feature is completed. Three or more scattered “Retrigger” symbols on reels 1, 3 and 5 award eight additional free spins to the amount of free spins remaining. The bet per line and active paylines remain the same as the spin that initiated the bonus. The free spin feature uses an alternate set of reels. Winning combinations for these reels are identical to the base game except for the ‘Road to Emerald City’ bonus and the ‘Glinda the Good Witch’ features which cannot be initiated and the “Bonus” and “Jackpot” symbols do not appear. The bonus ends when zero free spins remain.

When the ‘Road to Emerald City’ bonus is picked during the ‘OZ Pick’ feature the player is prompted to select any emerald from a group of emeralds displayed on the screen. The selected emerald may either be a credit award, a character land or the emerald city. If they player reveals a character land they are taken to that land and prompted to select one of the two gold charms to reveal a character or credit award plus “Return to Yellow brick Road”. If the player reveals a character then that character is accrued and the game continues. The player keeps selecting emeralds until they reveal an emerald city. If the player has accrued one or more characters when the emerald city is found the gates will open and they will be sent to see the Wizard of Oz. For every character the player has, the wizard will prompt them to look up as one of four credit values associated with that character is awarded. If the player has not accrued any characters before finding the emerald city they are prompted to select one of the gold charms shown at the gate of emerald city to reveal either a credit award or Glinda the Good Witch. If Glinda the Good Witch is revealed she will randomly award one of the four characters and the player is sent to see the Wizard of Oz. All emerald and gold charm awards appearing in the ‘Road to Emerald City’ bonus have already been multiplied by the total bet. Top box awards will be multiplied by the line bet.

MO-22-WMS-08-127

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-127	“Game of Dragons II” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Game of Dragons II”

“Game of Dragons II” is a 5-reel, 9, 20, 25 or 30-line video reel game that contains scatter pays and bonus features. The “Dragon” symbol is wild for all symbols on reels 2, 3 and 4 and expands to fill the entire reel if a pay is created. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the left most reel. All scatter pay awards are multiplied by the total bet. Scatter pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Free Spin’ bonus is initiated when three or more scattered “Chest” symbols appear on adjacent reels, beginning with the leftmost reel, awarding eight free spins. The “Dragon” on reels 2, 3 and 4 is wild for all symbols and expands to fill the entire reel if a pay is created. During the bonus, three or more scattered “Chest” symbols on adjacent reels, beginning with the leftmost reel, awards eight additional spins. During the free spins an alternate set of reels is used. Winning combinations for these reels are identical to the base game. The bet per line and the active paylines remain the same as the spin that initiated the bonus.

MO-22-WMS-08-133

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-133	“Crystal Forest” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Crystal Forest”

“Crystal Forest” is a 5-reel, 25-line video reel game that features cascading reels and a bonus feature. The “Wild” symbol appears on reels 2, 3, 4 and 5 only and is wild for all symbols. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

This game contains a symbol drop feature called ‘Cascading Reels’. Instead of the traditional reel spins, the symbols drop down into the reel symbols as if they were cascading. The first reel cascades the symbols down first and each of the reels will follow one after the other. The winning combinations form as a traditional game would and all winning combinations are highlighted at the same time. Any symbol that takes part in any winning combination disappears. The symbols above them then drop down into their spot and any new symbols come in from the top to fill in any gaps. If any new winning combinations form, they are added to the paid meter. There is no limit to how many times the reels will cascade. The reels stop cascading when no more winning combinations are formed.

The ‘Crystal’ bonus is initiated when four or more consecutive cascades occur. Four, five, six, seven and eight consecutive cascades awards the player 7, 10, 15, 25 and 50 free spins, respectively. During the ‘Crystal’ bonus an alternate set of reels is used. The bet per line and the active paylines remain the same as the play that initiated the bonus. Winning combinations for the reels are identical to the base game. During the ‘Crystal’ bonus four or more consecutive cascades will add additional free spins to the amount of free spins remaining. The ‘Crystal’ bonus may also initiate randomly at the end of a play that does not initiate the bonus and award seven free spins. The bonus ends when zero free spins remain.

MO-22-WMS-08-135

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-135	“Queen’s KNIGHT” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Queen’s KNIGHT”

“Queen’s KNIGHT” is a 5-reel, 60-line video reel game using ‘Money Burst’ and offers scatter pays and a bonus feature. With ‘Money Burst’ every credit buys two lines and up to 30 credits for 60 lines. Additionally, the first two reels are two rows high, with reels 3–5 being four rows high. Each of the rows on the first two reels spin independently, thus the two individual rows on each of the first two reels randomly spin, selecting a stop from the first or second reel strip. The “Knight” symbol is wild and substitutes for all symbols except for the scatter “Shield” symbol. All line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line multiplier. Only the highest winner is paid per winning combination.

The ‘Free Spin’ bonus is initiated in three different ways:

- If reels 1a, 2a and 2b contains four matching symbols and three scattered “Shield” symbols on reels 3 4, and 5, twenty free spins are awarded with reels 1a, 1b, 2a and 2b held and two random columns turning into the wild “Knight” symbol on each spin. Columns turning wild may include held columns. During these free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game. The line multiplier and the active paylines remain the same as the spin that initiated the bonus. Three scattered “Shield” symbols on reels 3, 4 and 5 award twenty additional spins. Only the highest winner is paid per winning combination.
- If reels 1a, 1b, 2a and 2b contains four matching symbols, five free spins are awarded with reels 1a, 1b, 2a and 2b held. During these free spins, the line multiplier and the active paylines remain the same as the spin that initiated the bonus. Three scattered “Shield” symbols on reels 3, 4 and 5 award five additional spins. Only the highest winner is paid per winning combination.
- If three scattered “Shield” symbols appear on reels 3, 4 and 5, five free spins are awarded with two random columns turning into the wild “Knight” symbol on each spin. During these free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game. The line multiplier and the active paylines remain the same as the spin that initiated the bonus. Three scattered “Shield” symbols on reels 3, 4 and 5 award five additional spins. Only the highest winner is paid per winning combination.

MO-22-WMS-08-150

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-150	“Eye of the Dragon” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Eye of the Dragon”

“Eye of the Dragon” is a 5-reel, 100-line video reel game which contains a bonus feature and a reel “Wrap-Around” feature. The “King of the Wild” symbol is wild and substitutes for all symbols, except for the “Bonus” symbol. Only the highest winner is paid per winning combination. All line pays are multiplied by the play multiplier. Line pays must occur on sequential reels, beginning with reel 1 for lines 1-20, reel 2 for lines 21-40, reel 3 for lines 41-60, reel 4 for lines 61-80 and reel 5 for lines 81-100.

The ‘Free Spin’ bonus is initiated when three or more scattered “Bonus” symbols appear in any position on the reels. The player is awarded 7, 10 or 15 free spins when 3, 4 or 5 “Bonus” symbols initiate the bonus, respectively. During the free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game, except that the “Bonus” symbol does not appear on the reels and free spins cannot be retriggered. During the free spins, the bet per line and active paylines remain the same as the spin that triggered the bonus.

During the ‘Free Spins’ bonus, whenever three “Eye of the Dragon” symbols land in all positions on a reel, that reel is held and one respin is awarded. During the respin, whenever three “Eye of the Dragon” symbols land in all positions on another reel, those reels are also held and one final respin is awarded. Line wins are evaluated after each spin. Whenever all reel positions are filled with the “Eye of the Dragon” symbols, all pays are evaluated and no respins are awarded.

MO-22-WMS-08-162

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-162	“Money Burst – Xerxes” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Money Burst – Xerxes”

“Money Burst – Xerxes” is a 5-reel, 60-line video reel game which offers scatter pays and a bonus feature. With ‘Money Burst’ every credit buys 2-lines. Additionally, reel columns 1 and 2 are only two symbols high, and made up of single-symbol reels. Reels 3, 4 and 5 are four symbols high, and are each on a single reel. The “Wild” symbol is wild for all symbols except for the scatter “Bonus” symbol. All line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line multiplier. Only the highest winner is paid per winning combination.

The 'Free Spin' bonus is initiated three different ways:

- When reel columns 1 and 2 contain four matching symbols and three scattered "Bonus" symbols appear on reels 3, 4 and 5, twenty free spins are awarded. Reel columns 1 and 2 are held as the matching symbols during the free spins. Three scattered "Bonus" symbols on reels 3, 4 and 5 awards twenty additional spins.
- When reel columns 1 and 2 contain four matching symbols five free spins are awarded with reel columns 1 and 2 held. During these free spins, the line multiplier and the active paylines remain the same as the spin that initiated the bonus. Three scattered "Bonus" symbols on reels 3, 4 and 5 awards five additional spins.
- When three scattered "Bonus" symbols appear on reels 3, 4 and 5, five free spins are awarded. Three scattered "Bonus" symbols on reels 3, 4 and 5 awards five additional spins.

During the free spins, the line multiplier and the active paylines remain the same as the spin that initiated the bonus.

MO-22-WMS-08-26/MO-22-WMS-08-27

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-26	"Kilauea" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-08-27	"China Moon" Personality Program	

"Kilauea"

"Kilauea" is a 5-reel, 5, 9, 20, 30 and 40-line video reel game that contains a bonus feature. The "Tiki" symbol appears on reels 1 thru 4 only and is wild for all symbols except for the "Wild 10X", "Wild 5X", "Wild 3X", "Wild 2X" and the 'Bonus Volcano' symbols. The "Wild 10X" symbol is wild for all symbols and multiplies any winning combination by 10X. The "Wild 5X" symbol is wild for all symbols, except for the "Wild 10X" symbol and multiplies any winning combination by 5X. The "Wild 3X" symbol is wild for all symbols except for the "Wild 10X" and "Wild 5X" symbols and multiplies any winning combination by 3X. The "Wild 2X" symbol is wild for all symbols except for the "Wild 10X", "Wild 5X" and "Wild 3X" symbols and multiplies any winning combination by 2X. The "Wild 10X", "Wild 5X", "Wild 3X" and "Wild 2X" symbols only appear on reel 5. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line bet. Only the highest win is paid per winning combination.

The 'Free Spin Eruption' bonus feature is initiated when two or more "Bonus Volcano" symbols appear scattered on adjacent reels starting with the leftmost reel and the "Wild 10X", "Wild 5X", "Wild 3X" or "Wild 2X" symbol appears on reel 5. If the bonus is initiated with 2, 3 or 4 scattered "Bonus Volcano" symbols the player is awarded 5, 10 or 50 free spins, respectively. During the free spins all wins are multiplied by the triggering 5th reel multiplier "10X", "5X", "3X" and "2X". During the free spins when two or more "Bonus Volcano" symbols appear scattered on adjacent reels starting with the leftmost reel adds to the amount of free spins remaining at the current free spin multiplier. During the free spins an alternate set of reels are used. Winning combinations for these reels are identical to the base game. During the bonus, the bet per line and the active paylines remain the same as the spin that initiated the bonus.

"China Moon"

"China Moon" is a 5-reel, 5, 9, 20, 30 and 40-line video reel game that contains scatter pays and a bonus feature. The "WILD" symbol appears on reels 1 thru 4 only and substitutes for all symbols except for the '10X', '5X', '3X', '2X' and the 'Bonus Pagodas' symbols. The "10X" symbol is wild for all symbols and multiplies any winning combination by 10X. The "5X" symbol is wild for all symbols, except for the "10X" symbol and multiplies any winning combination by 5X. The "3X" symbol is wild for all symbols except for the "10X" and "5X" symbols and multiplies any winning combination by 3X. The 2X" symbol is wild for all symbols except for the "10X", "5X" and "3X" symbols and multiplies any winning combination by 2X. The "10X", "5X", "3X" and "2X" symbols only appear on reel 5. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line bet. Only the highest win is paid per winning combination.

The 'China Moon Free Spin' bonus feature is initiated when 2, 3 or 4 scatter "Bonus Pagodas" symbols appear on reels 1 through 4 and the player is awarded 5, 10 or 50 free spins, respectively. During the free spins all wins are multiplied by the triggering 5th reel multiplier "10X", "5X", "3X" and "2X". During the free spins when two or more "Pagodas" symbols appear scattered on adjacent reels starting with the leftmost reel adds to the amount of free spins remaining at the current free spin multiplier. During the free spins an alternate set of reels are used. Winning combinations for these reels are identical to the base game. During the free spins the bet per line and the active paylines remain the same as the spin that initiated the bonus.

MO-22-WMS-08-41

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-41	"Silk Kimono" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Silk Kimono”

“Silk Kimono” is a 5-reel, 5, 9, 20, 25, 30 or 40-line video reel game that contains bonus features. The “Silk Kimono” symbol is wild and substitutes for all symbols except for the “Dragon” symbol. The “Dragon” symbol appears on reels 1, 2 and 3 only. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line bet. All scatter pays are multiplied by the total bet. Only the highest winner is paid per winning combination.

The ‘Second Chance Dragon’ bonus is initiated by two scattered “Dragon” symbols appearing on the reels. All line wins are awarded. The reels displaying “Dragon” symbols are held in place while the remaining three reels re-spin once. If three scattered “Dragon” symbols appear, the ‘Silk Kimono’ bonus is initiated. Line pays are evaluated before and after the re-spin.

The ‘Silk Kimono’ bonus is initiated by three scattered “Dragon” symbols and twelve Free Spins are awarded. The player is prompted to press the “Touch to Start Bonus” button to initialize the free spins. After each winning Free Spin, a random multiplier is applied to any wins, except for five Wild pays. The multiplier value will range from 2x up to 20x. During the Free Spins an alternate set of reels is used. Winning combinations are identical to the base game. During free spins the bet per line and the active paylines remain the same as the spin that triggered the bonus. Three scattered “Dragon” symbols awards twelve additional free spins to the spins remaining. The bonus wins are paid in addition to line and scatter wins.

MO-22-WMS-08-55

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-55	“Wolverton” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wolverton”

“Wolverton” is a 5-reel, 9, 20 or 25-line video reel game with a bonus feature. The “Welcome to Wolverton” symbol is wild for all symbols except for the “Bonus” symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

Two or three scattered “Bonus” symbols appearing on reels 1, 3 or 5 trigger a ‘Full Moon Bonus’ pick. The player is prompted to choose from the “Bonus” symbols on the reels. If choosing between two “Bonus” symbols, one will reveal 6 - 8 free spins and one will reveal 1X - 3X the total bet. If choosing between three “Bonus” symbols, each symbol will reveal 6 - 12 free spins. If free spins are awarded, the screen will transition to the ‘Full Moon Bonus’ feature.

Once the ‘Full Moon Bonus’ feature is initiated, a book will open on the screen and present the player with three “Wolf Silhouette” symbols to choose from. One of the three character symbols will be revealed. One of the character symbols will also reveal an additional 4 free spins. During the free spins, any time the chosen character appears on a reel, that character on that reel will transform into a “Wild” symbol before wins are evaluated. If that character appears on that reel on a subsequent spin, the “Wild” symbol will transform into a “3X Wild” symbol before wins are evaluated. Any subsequent appearances on that reel transform the character into a “5X Wild” symbol. During free spins, “Wild”, “3X Wild” and “5X Wild” symbols substitute for all symbols except the “Bonus” symbol. Moon images at the top of the reels indicate the level of transformation on each reel, and do not affect wins on the reels. All wins are evaluated using only the highest multiplier in the winning combination. Five “Welcome to Wolverton” symbol combination wins will not be multiplied.

During a free spin, if two scattered “Bonus” symbols appear, the player is prompted to choose one of the symbols. The symbol will either award 1X - 3X the total bet or 4 additional free spins. If three scattered “Bonus” symbols appear during a free spin, another ‘Full Moon Bonus’ feature pick will award 6 - 12 additional free spins. During free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game. During free spins the bet per line and the active paylines remain the same as the spin that triggered the bonus.

MO-22-WMS-08-67

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-67	“Palace of Riches III” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Palace of Riches III”

“Palace of Riches III” is a 5-reel, 50-line video reel game that contains bonus features. The “Palace of Riches III” symbol is wild for all symbols except for the scattered “Key” symbol. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line bet. Only the highest winner is paid per winning combination.

The ‘Palace of Riches III’ free spin bonus is initiated when three scattered “Key” symbols appear on the first three reels awarding the player ten free spins. Additional “King” and “Palace of Riches III” symbols are added to the reels for the bonus. ‘Hot Hot Super Respin’ can be triggered during the bonus. During the free spins, three scattered “Key” symbols add ten additional free spins to the amount of free spins remaining. The “Key” symbol only appears on reels 1, 2 and 3. During the free spins an alternate set of reels is used. Winning combinations for these reels are identical to the base game. During the free spins the play multiplier and the active paylines remain the same as the spin that initiated the bonus.

The ‘Hot Hot Super Respin’ feature is initiated when the “King” symbol appears in all positions on reel one, awarding two respins. ‘Hot Hot Super Respin’ plays at max lines with an additional fifteen credits times the play multiplier. During the respins all “King” and “Palace of Riches III” symbols are held. Line pays are evaluated at the end of the respin feature. The bet per line and the active pay lines remain the same as the spin that triggered the bonus feature. The “Hot Hot Super Respin” feature can be triggered in the base game and free spin bonus.

MO-22-WMS-08-68

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-68	“Zeus II” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Zeus II”

“Zeus II” is a 5-reel, 50-line video reel game with bonus features. The “Wild” symbol is wild for all symbols except for the “Hand” symbol. The “Wild” symbol only appears on reels 2, 3, 4 and 5. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the left most reel. Only the highest winner is paid per winning combination.

The ‘Zeus II’ bonus feature is initiated when three scattered “Hand” symbols appear in any position on the first three reels awarding ten free spins. Additional “Zeus II” and “Wild” symbols are added to the reels for the bonus. The ‘Hot Hot Super Respin’ feature can be triggered during the ‘Zeus II’ bonus feature. During the free spins, three scattered “Hand” symbols add ten additional free spins to the amount of free spins remaining. The “Hand” symbol only appears on reels 1, 2 and 3. During the free spins an alternate set of reels is used. Winning combinations for these reels are identical to the base game. The bet per line and the active pay lines remain the same as the spin that triggered the bonus feature.

The ‘Hot Hot Super Respin’ feature is initiated when the “Zeus II” symbol appears in all positions on reel one, awarding two respins. ‘Hot Hot Super Respin’ plays at max lines with an additional fifteen credits times the play multiplier. During the respins all “Zeus II” and “Wild” symbols are held. Line pays are evaluated at the end of the respin feature. The bet per line and the active pay lines remain the same as the spin that triggered the bonus feature. The ‘Hot Hot Super Respin’ feature can be triggered in the base game and free spin bonus.

MO-22-WMS-08-70/MO-22-WMS-08-71

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-70	“Great Eagle” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-08-71	“King of the Wild” Personality Program	

“Great Eagle”

“Great Eagle” is a 5-reel, 100-line video reel game which consists of a bonus, a reel Wrap-Around feature as well as scatter pays. The player is awarded the advertised scatter pays when three or more “Eagle Bonus” symbols appear in any position on the reels. Scatter wins are multiplied by the total bet. The “Wolf Wild” symbol is wild for all symbols except the “Eagle Bonus” symbol. Only highest winner paid per winning combination. All line pays are multiplied by the play multiplier. Line pays must occur on sequential reels, beginning with reel 1 for lines 1-20, reel 2 for lines 21-40, reel 3 for lines 41-60, reel 4 for lines 61-80 and reel 5 for lines 81-100.

The ‘Free Spins’ bonus is initiated when three or more “Eagle Bonus” symbols appear in any position on the reels. The player is awarded 10, 15 or 25 free spins when 3, 4 or 5 “Eagle Bonus” symbols initiate the bonus, respectively. During the ‘Free Spins’ an alternate set of reels is used. Winning combinations for these reels are identical to the base game. During the free spins the bet per line and active paylines remain the same as the spin that triggered the bonus.

“King of the Wild”

“King of the Wild” is a 5-reel, 100-line video reel game which consists of a bonus, a reel Wrap-Around feature as well as scatter pays. The player is awarded the advertised scatter pays when three or more “Elephant Bonus” symbols appear in any position on the reels. Scatter wins are multiplied by the total bet. The “King of the Wild” symbol is wild and substitutes for all symbols, except the “Elephant Bonus” symbol. Only highest winner paid per winning combination. All line pays are multiplied by the play multiplier. Line pays must occur on sequential reels, beginning with reel 1 for lines 1-20, reel 2 for lines 21-40, reel 3 for lines 41-60, reel 4 for lines 61-80 and reel 5 for lines 81-100.

The ‘Free Spins’ bonus is initiated when three or more “Elephant Bonus” symbols appear in any position on the reels. The player is awarded 10, 15 or 25 free spins when 3, 4 or 5 “Elephant Bonus” symbols initiate the bonus, respectively. During the ‘Free Spins’ an alternate set of reels is used. Winning combinations for these reels are identical to the base game, and the bet per line and active paylines remain the same as the spin that triggered the bonus. Additional ‘Free Spins’ can be re-triggered if 3, 4, or 5 “Elephant Bonus” appear in any position on the reels during ‘Free Spins.’ The bonus ends when the free spin counter reaches zero.

MO-22-WMS-08-72

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-72	Mars Cashflow Bill Acceptor Program (Flash Version)	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-WMS-08-95

GLI File Number	Description	Standards Tested Against
MO-22-WMS-08-95	“Hearts of Venice” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Hearts of Venice”

“Hearts of Venice” is a 5-reel 50-line video reel game that contains bonus features. The “Hearts of Venice” symbol is wild for all symbols except for the “Lovers” symbol and only appears on reels 2, 3, 4 and 5. All line pays are multiplied by the play multiplier. Line pays must occur on adjacent reels beginning with the leftmost reel. A mystery prize of twenty times the total bet may be awarded at the conclusion of any spin when the ‘Hot Hot Super Respin’ mode is not active, a bonus is not initiated or during free spins. Only the highest winner is paid per winning combination.

The ‘Heart’ feature occurs when a “Heart” symbol appears randomly on any reel and awards any pays. The “Heart” symbol will reveal any symbol except for the “Hearts of Venice” or “Lovers” symbols.

The ‘Hearts of Venice’ bonus is initiated when three “Lovers” symbols are scattered on reels 1, 2 and 3, awarding ten free spins. Additional “Heart” and “Hearts of Venice” symbols are added to the reels for the ‘Hearts of Venice’ bonus. The ‘Hot Hot Super Respin’ mode can be initiated during the bonus. During the free spins, three scattered “Lovers” symbols adds ten additional free spins to the amount of free spins remaining. During the free spins an alternate set of reels is used and winning combinations for these reels are identical to the base game. During the free spins the play multiplier and the active paylines remain the same as the spin that initiated the bonus. During the free spins, the “Hearts of Venice” symbol appears on reels 2, 3, 4 and 5. The “Lovers” symbols only appear on reels 1, 2 and 3.

Pressing the “Hot Hot Super Respin” mechanical button instantly plays in ‘Hot Hot Super Respin’ mode. When this mode is activated, the reels will burst into flames leaving the flaming dashboard on to denote that ‘Hot Hot Super Respin’ mode is enabled. Whenever the “Heart” symbol appears in all positions on reel 1, ‘Hot Hot Super Respin’ is activated, awarding the player two respins. Reel 1 is held and any “Heart” or “Hearts of Venice” symbols appearing on reels 2, 3, 4 and 5 are held, as the reels spin behind these held symbols. After the 1st respin, any additional “Heart” or “Hearts of Venice” symbols are held for the 2nd respin. At the end of the second respin, all of the “Heart” symbols will open to reveal the same random symbol awarding any pays. All line pays are evaluated at the end of the second respin. If all reel positions are filled with “Heart” and “Hearts of Venice” symbols then ‘Hot Hot Super Respin’ ends with all the pays immediately evaluated. The ‘Hot Hot Super Respin’ mode requires max lines and costs an extra fifteen credits times the play multiplier. Winning combinations in ‘Hot Hot Super Respin’ mode are identical to the base game. During ‘Hot Hot Super Respin’ mode respins, the play multiplier and the active paylines remain the same as the spin that triggered the respins. The “Heart” symbol will reveal any other symbol except for “Hearts of Venice” or “Lovers” symbols.

MO-22-WMS-09-07

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-07	“Chieftains” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Chieftains”

“Chieftains” is a 5-reel, 5, 9, 20, 25, 30 or 40-line video reel game that offers scatter pays and a bonus feature. The “Blue Chieftain” and “Orange Chieftain” symbols are wild and substitute for all symbols except for the “Chieftain” symbol. The “Chieftain” symbol appears only on reel two and once all reels have stopped spinning the “Chieftain” symbol will reveal a random symbol. Scatter awards must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line bet and occur on adjacent reels, beginning on the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Chieftains’ bonus feature is initiated when two or more scattered “Blue Chieftain” and/or “Orange Chieftain” symbols appear on the adjacent reels beginning on the leftmost reel. The number of “Blue Chieftain” and/or “Orange Chieftain” symbols appearing on the reels determines the total bet multiplier and number of free spins awarded. Five “Blue Chieftain” and/or “Orange Chieftain” symbols award the player 50x the total bet and 50 Free Spins, when a Maximum Bet (GL) payable is available five “Blue Chieftain” and/or “Orange Chieftain” symbols awards the player 65x the total bet and 50 Free Spins, four “Blue Chieftain” and/or “Orange Chieftain” symbols award the player 20x the total bet and 20 Free Spins, three “Blue Chieftain” and/or “Orange Chieftain” symbols award the player 2x the total bet and 10 Free Spins, and two “Blue Chieftain” and/or “Orange Chieftain” symbols award the player 5 Free Spins. During the ‘Chieftains’ bonus feature, all wins are doubled except five “Blue Chieftain” symbols or five “Orange Chieftain” symbols. All winning combinations are identical to the base game. During the Free Spins, the active paylines and bet per line remain the same as the spin that initiated the bonus feature. During the bonus, the bonus can be retriggered and the player can be awarded additional free spins when two or more “Blue Chieftain” and/or “Orange Chieftain” symbols appear on adjacent reels starting with the leftmost reel. The ‘Chieftains Bonus’ feature ends when no more free spins remain.

MO-22-WMS-09-08

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-08	“Blue Moon” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Blue Moon”

“Blue Moon” is a 5-reel, 5, 9, 20, 25, 30 or 40-line video reel game that offers scatter pays and bonus features. The “Moon Day” and “Moon Night” symbols are wild and substitute for all symbols except for the “Blue Moon” symbol. The “Blue Moon” symbol appearing on reel two only reveals a random symbol. All line pays are multiplied by the line bet. Scatter awards and line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Blue Moon’ bonus feature is initiated when two or more scattered “Moon Day” and/or “Moon Night” symbols appear on the adjacent reels beginning on the leftmost reel. The number of “Moon Day” and “Moon Night” symbols appearing on the reels will determine the total bet multiplier and number of free spins awarded. Five “Moon Day” and/or “Moon Night” symbols awards the player 50x the total bet and 50 Free Spins, when a Maximum Bet (GL) payable is available five “Moon Day” and/or “Moon Night” symbols awards the player 65x the total bet and 50 Free Spins, four “Moon Day” and/or “Moon Night” symbols awards the player 20x the total bet and 20 Free Spins, three “Moon Day” and/or “Moon Night” symbols awards the player 2x the total bet and 10 Free Spins, and two “Moon Day” and/or “Moon Night” symbols awards the player 5 Free Spins.

During the ‘Free Spins’ feature, all wins are doubled except for five “Moon Day” or five “Moon Night”. All winning combinations are identical to the base game. During the ‘Free Spins’ feature, the bet per line and the active pay lines remain the same as the spin that initiated the bonus feature. If two or more scattered “Moon Night” and/or “Moon Day” symbols appear, the player will be awarded additional free spins to the amount of free spins remaining. The number of free spins awarded is identical to the number of free spins that were initially awarded when the ‘Free Spins’ feature started. The bonus feature ends when there are no more free spins remaining.

MO-22-WMS-09-102/MO-22-WMS-09-104

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-102	“Triple Golden Cherries” Personality	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-09-104	“Gold Gold Gold” Personality Program	And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRG proprietary standards

“Triple Golden Cherries”

“Triple Golden Cherries” is a 3-reel, 5 or 9 line progressive or non-progressive spinning reel game. The “Triple” symbol is wild for all symbols and pays three times any winning combinations except two or three “Triple” combinations. Two “Triple” symbols pays nine times any winning combination except for three “Triple” combinations. Three “Triple” symbols awards the top award, which is progressive for progressive games. One, two or three “Any Bar 2X” symbols appearing in a winning combination pay two, four or eight times the winning combination, respectively. One “Seven 2X” symbol appearing in a winning combination pays two times the winning combination. One “Seven 5X” symbol appearing in a winning combination pays five times the winning combination. One “Seven 2X” and one “Seven 5X” symbol appearing in a winning combination pays ten times the winning combination. All winning combinations are multiplied by the line bet except for the top award which has already been multiplied by the line bet. Only the highest winner is paid when centered on a payline.

“Gold Gold Gold”

“Gold Gold Gold” is a 3-reel, 5 or 9-line mechanical reel game with a video overlay. The “Gold, Gold, Gold” symbol is wild and substitutes for any symbol except for the “ANY BARX” or “SEVEN X” symbol multipliers and pays three times the winning combination except when two or more “Gold, Gold, Gold” symbols appear on the pay line. Two “Gold, Gold, Gold” symbols pays nine times the winning combination except when three “Gold, Gold, Gold” symbols appear on the payline. One, two or three “ANY BAR 2X” symbols appearing in a winning combination pays two, four or eight times the win, respectively. One “SEVEN 2X” symbol appearing in a winning combination pays two times the win. One “SEVEN 5X” symbol appearing in a winning combination pays five times the win. One “SEVEN 2X” symbol and one “SEVEN 5X” symbol appearing in a winning combination together pays ten times the win.

MO-22-WMS-09-103

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-103	“Wild Zone” 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

“Wild Zone”

“Wild Zone” is a 3-reel, 5 or 9-line mechanical reel game with a video overlay. The game contains progressive and non-progressive paytables. The “Wild Zone” symbol is wild and substitutes for any symbol except for the “Double Wild” symbol. The “Double Wild” symbol is wild for any symbols and pays two times any winning combination except in 2 or 3 “Double Wild” pay combinations. Two “Double Wild” symbols pay four times any winning combination except in 3 “Double Wild” pay combinations. All line pays are multiplied by the line bet. Only the highest winner is paid per winning combination.

MO-22-WMS-09-29

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-29	Main Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-WMS-09-37/MO-22-WMS-09-38

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-37	“Triple American Spirit” 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 KRG proprietary standards
MO-22-WMS-09-38	“Triple Charms” Personality Program	

“Triple American Spirit”

“Triple American Spirit” is a 3-reel, 1, 5 or 9-line Lava reel game. The “Triple” symbol is wild for all symbols and pays 3x in a winning combination except for “Triple” combinations already shown. Two “Triple” symbols pay 9x in a winning combination except for “Triple” combinations already shown. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels beginning with the leftmost reel. Only the highest winner is paid per winning combination. All wins must consist of three symbols on a wagered payline.

“Triple Charms”

“Triple Charms” is a 3-reel, 1, 5 and 9-line Lava reel game. The “Triple Wild” symbol is wild for all symbols and pays 3X in a winning combination except for “Triple Wild” combinations already shown. Two “Triple Wild” symbols pay 9X in any winning combination except for “Triple Wild” combinations already shown. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels beginning with the leftmost reel. Only the highest winner is paid per winning combination. All wins must consist of three symbols on a wagered payline.

MO-22-WMS-09-43/MO-22-WMS-09-44

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-43	“John Wayne - Spinning Streak” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-09-44	“Kingdom of the Titans – Spinning Streak” Personality Program	

“John Wayne - Spinning Streak”

“John Wayne - Spinning Streak” is a 15-reel, 30-line video reel game with bonus features. The 15-reels are displayed in a layout of 3 rows and 5 columns. The “John Wayne Logo” symbol appears on reel columns 1, 3 and 5 only and is wild for all symbols, except for the “Coin” symbol. The player must play a minimum of 5 lines. All line pays are multiplied by the bet per line. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Spinning Streak’ feature is activated during each game if any payable defined win appears on the reels. During the ‘Spinning Streak’ feature, the reels containing the symbols that are a part of any payable-defined win hold in place and the remaining reels re-spin. As long as the re-spinning reels result in any new or increased payable-defined win, the feature will continue. When the feature ends, all active paylines are evaluated and paid.

The ‘Free Spin’ bonus is initiated when five or more scattered “Coin” symbols appear in any position on the reels. Three or more scattered “Coin” symbols pay 1x the total bet. Once eleven or more “Coin” symbols appear on the reels, any additional “Coin” symbols no longer hold on the reels. The player is awarded the advertised scatter pay in addition to a number of free spins determined by the number of “Coin” symbols on the reels. 5 to 7 symbols award 8 free spins, 8 to 9 symbols award 10 free spins, 10 symbols award 25 free spins and 11 to 15 symbols award 50 free spins. During the bonus, a random multiplier from 2x to 10x is awarded at the end of each spinning streak and multiplies all wins that appear on the reels. An alternate set of reels is used. Winning combinations for these reels are identical to the base game. The bet per line and the active paylines remain the same as the spin that triggered the bonus.

“Kingdom of the Titans – Spinning Streak”

“Kingdom of the Titans – Spinning Streak” is a 15-reel, 30-line video reel game with bonus features. The 15-reels are displayed in a layout of 3 rows and 5 columns. The “Kingdom of the Titans” symbol appears on reel columns 1, 3 and 5 only and is wild for all symbols except for the “Mt. Olympus” symbol. The player must play a minimum of 5 lines. All line pays are multiplied by the bet per line. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Spinning Streak’ feature is activated during each game if any payable-defined win appears on the reels. During the ‘Spinning Streak’ feature, the reels containing the symbols that are a part of any payable-defined win hold in place and the remaining reels re-spin. As long as the re-spinning reels result in any new or increased payable-defined wins, the feature will continue. When the feature ends, all active paylines are evaluated and paid.

Three or more scattered “Mt. Olympus” symbols in any position on the reels pay 1x the total bet. Once eleven or more “Mt. Olympus” symbols appear on the reels, any additional “Mt. Olympus” symbols no longer hold on the reels.

The ‘Free Spin’ bonus is initiated when five or more scattered “Mt. Olympus” symbols appear in any position on the reels. The player is awarded the advertised scatter pay in addition to a number of free spins determined by the number of “Mt. Olympus” symbols on the reels. 5 to 7 symbols award 8 free spins, 8 to 9 symbols award 10 free spins, 10 symbols award 25 free spins and 11 or more symbols award 50 free spins. During the bonus, a random multiplier from 2x to 10x is awarded at the end of each spinning streak and multiplies all wins that appear on the reels. An alternate set of reels is used. Winning combinations for these reels are identical to the base game. The bet per line and the active paylines remain the same as the spin that triggered the bonus.

MO-22-WMS-09-46

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-46	“Time Machine” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Time Machine”

“Time Machine” is a 20 or 30-line video reel game with bonus features. The “Logo” symbol is wild for all symbols except the “Bonus” and “Jackpot” symbols. Only the highest winner is paid per winning combination. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the left most reel. During game play the game will be left in the environment of the time period of the last warp bonus. The symbols and wins are identical in each environment.

Depending on the environment, the ‘Wild Reel’ feature will be showcased differently. The ‘Wild Reel’ feature may occur during a reel spin as long as the “Bonus” or “Jackpot” symbols do not appear on reel 3. In the ‘Past’ ‘Wild Reel’ feature, randomly a Triceratops will appear behind the reels during a reel spin and will change 1 to 5 of the reels into a wild reel. The WILD Reel is wild for all symbols except for the “Bonus” and “Jackpot” symbols. In the ‘Present’ ‘Wild Reel’ feature, randomly behind the reels during a reel spin the laboratory’s generators will change 1 to 5 of the reels into a wild reel. The WILD Reel is wild for all symbols except for the “Bonus” and “Jackpot” symbols. In the ‘Future’ ‘Wild Reel’ feature, randomly a robot will appear over the reels during a reel spin and will change 1 to 5 reels into a wild reel. The WILD Reel is wild for all symbols except for the “Bonus” and “Jackpot” symbols.

With max lines played, when the “Bonus” symbol appears on reels 1, 3, and 5 the ‘Warp Bonus’ pick is initiated. The player is prompted to select one of the three “Bonus” symbols to reveal a credit prize or two of the following time period bonuses: Past, Present, or Future. Depending on the time period the player is currently in, the two time period bonuses offered will not be the time period they are currently in. With less than max lines played, the bonus feature works the same except the player may only reveal a credit prize. All credit values displayed in the Warp Bonus’ pick are already multiplied by the total bet.

The ‘Present’ ‘Wild Reel’ feature utilizes two screens during play. On the bottom screen a handle lever is show highlighted. Above on the top screen are 3 reel dials presented vertically with a gold frame centered over them. The first leftmost dial contains multiplier values with blank spaces between them. The second dial contains single-digit number values and the third dial contains two-digit number values. The player is prompted to touch the lever on the bottom screen to activate the dials on the top screen. The dials will then begin to rotate and slow to a complete stop. Once all dials stop rotating the value displayed in the frame is the final credit amount awarded to the player. The final credit amount in the present bonus will be multiplied by the line bet.

The ‘Future’ ‘Wild Reel’ feature utilizes two screens during play. On the bottom screen the player is awarded five free spins and one future spin. During the five free spins, any “Logo” symbols that appear on the reels are collected above on the top screen. The position of where the “Logo” symbol appeared on the bottom screen’s reels is replicated on the top screen. If a “Logo” symbol re-appears on the reels where a “Logo” symbol has already been collected, then that “Logo” is not accumulated. Once the initial free spins are completed, the future spin becomes active. The player is prompted to press an on screen button to start the future spin which takes all collected “Logo” symbols in the top screen and places them back on the reels on the bottom screen in the same position. Then all reels spin with the “Logo” symbols locked in place. Once the reels stop all lines are evaluated. If no “Logo” symbols are collected during the initial five free spins, a consolation “Logo” is given for the final future spin that is placed on reel 3 in the center position. During the free spins an alternate set of symbols are used. Winning combinations for these reels are identical to the base game except that the ‘Warp’ bonus and ‘Wild Reel’ feature cannot be initiated and the “Bonus” and “Jackpot” symbols do not appear on the reels. The bet per line and active paylines remain the same as the spin that initiated the bonus.

The 'Past' 'Wild Reel' feature utilizes two screens during play. On the bottom screen the player advances through a prehistoric environment for bonus awards. Above shown on the top screen is a stone portal with four missing gem keys: ruby, emerald, amethyst, and sapphire. The bonus can start with either the player being prompted to select one of three path arrows or with immediately encountering the T-Rex. When a path arrow is selected the player advances through the path to reveal either a credit award, egg pick, ruin pick, gem key or a T-Rex encounter. If a gem key is revealed within an arrow path selection, egg pick, or ruin pick the gem moves up to the top screen and gets locked in the portal for a credit award. The credit award for each gem key found, increases in value. If the fourth and final gem key is found the gem key is moved up to the top screen and gets locked in the portal. The portal opens to reveal a final credit award and the bonus ends. If an egg pick is revealed, the player is prompted to select one of five eggs displayed on the screen. The eggs may reveal either a credit award, gem key, or a baby raptor. If the selected egg reveals a baby raptor the mother raptor enters to end the bonus. After the player makes an egg selection, a small dinosaur may appear to take an additional egg for either a credit award, gem key, or it may snatch the baby raptor away which continues the bonus. Sometimes after a path awards a credit award the mother raptor may appear to end the bonus. If the ruin pick is revealed, the player is prompted to select one of three ruins shown for a credit award or gem key. If the T-Rex is encountered, the player is awarded three chances to stun the T-Rex by emptying the T-Rex's energy meter that appears on the screen. For each chance the player is asked to select one of four toolboxes. Each selected toolbox may reveal a stick, wrench, flash can, or TNT. Each item reveals a credit award as well as decreases the T-Rex's energy meter. If the energy meter is not completely emptied at the end of the three picks, the T-Rex ends the bonus. If the energy meter is fully emptied after the three chances the T-Rex is stunned and the player has one final tool box selection. In the final tool box selection there are four tool boxes with one tool box containing TNT and the rest containing a credit award. If the player reveals a credit award the T-Rex leaves and the bonus continues. If the player reveals the TNT it stops the T-Rex and the T-Rex credit prize is awarded and the bonus continues. All awards appearing in the past bonus have already been multiplied by the line bet.

MO-22-WMS-09-47

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-47	Main Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-WMS-09-57

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-57	"Zeus" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Zeus”

“Zeus” is a 5-reel, 20, 30, or 40-line Lava spinning reel game that contains a bonus feature. The game can be configured as Stand Alone Progressive (SAP) or Non-Progressive mode. The “Wild” symbol is wild for all symbols except for the “Bonus” symbol. “Zeus” appears in a stacked format. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Free Spin’ bonus feature is initiated when three scattered “Bonus” symbols appear in any position on the first three reels awarding ten free spins. During the free spins, the ‘Zeus’ symbol acts as a ‘Wild’ in conjunction with the ‘Wild’ symbol. Additionally, during the free spins, three scattered “Bonus” symbols award ten free spins, four scattered “Bonus” symbols award twenty-five free spins plus a “MINOR” jackpot and five scattered “Bonus” symbols award one hundred free spins plus a “MEGA” jackpot. With max lines played, the MINOR and MEGA jackpots become progressive awards that comprises of a fixed award and increment that are displayed above the reels. The bet per line and the active paylines remain the same as the spin that triggered the bonus. As the player increases the Bet-per-Line, the amount of increment increases. With less than max lines played or non-progressive versions, the MINOR and MEGA jackpots become fixed awards. The fixed awards do not increment during play.

For the Stand Alone Progressive Mode, the “MINOR” and “MEGA” jackpot values increase as the bet increases when the maximum lines are played. On the other hand, the “MINOR” and “MEGA” jackpot values become fixed awards when less than maximum lines are played.

The Non-Progressive mode, the “MINOR” and “MEGA” jackpot values are always fixed. The fixed award values do not increment during play. The “MINOR” jackpot value is equal to forty-five times the total bet. The “MAJOR” jackpot value is equal to four hundred times the total bet.

MO-22-WMS-09-58

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-58	“Wild Safari” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wild Safari”

“Wild Safari” is a 5-reel, 20, 30 or 40-line Lava reel game that offers scatter pays and a bonus feature. The game can be configured as Stand Alone Progressive (SAP) mode or Non-Progressive mode. The “WILD” symbol is wild for all symbols except for the “BONUS” symbol. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the left most reels. Only the highest winner is paid per winning combination.

The ‘Free Spin’ bonus is initiated by three or more scattered “BONUS” symbols. During the ‘Free Spin’ bonus, the “Lion” symbol becomes wild for all symbols except for the “BONUS” symbol. In addition, three or more scattered “BONUS” symbols award additional free spins to the amount of the free spins remaining. Three scattered “BONUS” symbols award ten free spins. Four scattered “BONUS” symbols award twenty-five free spins plus a “MINOR JACKPOT”. Five scattered “BONUS” symbols award one-hundred free spins plus a “MEGA JACKPOT”. The ‘Free Spin’ bonus ends when the free spins remaining counter reaches zero.

For the Stand Alone Progressive mode, the “MINOR” and “MEGA” jackpot values increase as the bet increases when the maximum lines are played. On the other hand, the “MINOR” and “MEGA” jackpot values become fixed awards when less than maximum lines are played.

For the Non-Progressive mode, the “MINOR” and “MEGA” jackpot values are always fixed. The fixed award values do not increment during play. The “MINOR” jackpot value is equal to 40 times the total bet. The “MAJOR” jackpot value is equal to 400 times the total bet.

MO-22-WMS-09-69/MO-22-WMS-09-99

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-69	“Golden Pearl” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-09-99	“Cascade Mountain” Personality Program	

“Golden Pearl”

“Golden Pearl” is a 5-reel, 30-line video reel game with bonus features and a ‘Cascading Reels’ feature. During each game, the reel symbols cascade into place as if dropped from above. Winning combinations inside the game reels box are paid, and then, the symbols in all payable-defined combinations inside the game reels box disappear and new symbols cascade down to take their place. Any new winning combinations inside the game reels box formed are now paid. This process continues until no new payable-defined combinations form inside the game reels box. Only winning combinations formed inside the game reels box are paid. Symbols appearing above the game reels box will cascade down upon a cascade win. Only the highest winner is paid per winning combination. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Symbols cascading onto the game reels box use an alternate set of reels.

Two or more scattered “CLAM” symbols inside the game reels box expand to create four wilds in an upward direction and awards the ‘Expanding Wild’ feature. Wilds will be either “EXPANDED WILD” or “EXPANDED PEARL WILD” if the symbol was originally a “PEARL”. The “EXPANDED WILD” symbol inside the game reels box is wild for all symbols except for the “PEARL” symbol. The “EXPANDED PEARL WILD” symbol inside the game reels box is wild for all symbols. If a winning “EXPANDED PEARL WILD” symbol does not trigger the bonus, it will change back to a “PEARL”.

Three or more scattered “PEARL” symbols inside the game reels box trigger the ‘Free Plays Bonus’ with all wins doubled. During the Free Plays, an alternate set of reels is used. Winning combinations for these reels are identical to the base game. During the Free Plays, the bet per line and the active paylines remain the same as the play that triggered the bonus. The ‘Free Plays Bonus’ may also trigger randomly at the end of a play that does not trigger the bonus. All Scatter pays are multiplied by the total bet. Three or more scattered “PEARL” symbols inside the game reels box awards seven additional free plays to the plays remaining.

“Cascade Mountain”

“Cascade Mountain” is a 5-reel, 30-line video reel game with bonus features and a ‘Cascading Reels’ feature. During each game, the reel symbols cascade into place as if dropped from above. Winning combinations inside the game reels box are paid, and then, the symbols in all payable-defined combinations inside the game reels box disappear and new symbols cascade down to take their place. Any new winning combinations inside the game reels box formed are now paid. This process continues until no new payable-defined combinations form inside the game reels box. Only winning combinations formed inside the game reels box are paid. Symbols appearing above the game reels box will cascade down upon a cascade win. Only the highest winner is paid per winning combination. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reel. Symbols cascading onto the game reels box use an alternate set of reels.

Two or more scattered “FIRE” symbols inside the game reels box expand to create four wilds in an upward direction and awards the ‘Expanding Wild’ feature. Wilds will be either “EXPANDED WILD” or “EXPANDED MOUNTAIN WILD” if the symbol was originally a “MOUNTAIN”. The “EXPANDED WILD” symbol inside the game reels box is wild for all symbols except for the “MOUNTAIN” symbol. The “EXPANDED MOUNTAIN WILD” symbol inside the game reels box is wild for all symbols. If a winning “EXPANDED MOUNTAIN WILD” symbol does not trigger the bonus, it will change back to a “MOUNTAIN”.

Three or more scattered “MOUNTAIN” symbols inside the game reels box trigger the ‘Free Plays’ bonus with all wins doubled. During the Free Plays, an alternate set of reels is used. Winning combinations for these reels are identical to the base game. During the Free Plays, the bet per line and the active paylines remain the same as the play that triggered the bonus. The ‘Free Plays’ bonus may also trigger randomly at the end of a play that does not trigger the bonus. All scatter pays are multiplied by the total bet. Three or more scattered “MOUNTAIN” symbols inside the game reels box awards seven additional free plays to the plays remaining.

MO-22-WMS-09-74

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-74	Main Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-WMS-09-85/MO-22-WMS-09-84

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-85	"Lucky Penny – Bright Diamonds" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-WMS-09-84	"Lucky Penny – Treasure Ceremony" Personality Program	

“Lucky Penny – Bright Diamonds”

“Lucky Penny – Bright Diamonds” is a 5-reel, 15 or 25-line video reel game with bonus features. The game requires that All Lines + Feature be played. The feature bet for the 15-line configurations is 10, with a minimum total bet of 25 credits. The feature bet for the 25-line configurations is 15, with a minimum total bet of 40 credits. The “WILD” symbol is wild for all symbols except for the “BONUS” symbol. Only the highest winner is paid per winning combination. All line pays are multiplied by the line multiplier. Line pays must occur on adjacent reels, beginning with the leftmost reel.

The ‘Lucky Penny’ feature has penguins that award different types of bonus events. These penguins can appear anytime during a spin: at the first button press, while the reels are spinning, after they have finished spinning but before the pays are evaluated, after the pays have been evaluated once, and during the final pay bangup. Each of these features may animate in a number of different ways, and each animation may show a number of different features. There are eleven kinds of penguin features. Up to six Penguin features may be activated on a single spin, but not every possible combination is available.

The following Penguin Features are available:

- Changed Symbols – After a spin, one or more penguins may come out and change a symbol into another symbol. If a penguin feature that affects the symbols is activated after the symbol pays have been evaluated, the new combination of symbols also awards pays. Up to 10 symbols may be changed. Symbols may be turned into any symbol except a “BONUS” symbol. A “BONUS” symbol may also turn into a “WONUS” symbol, which is wild for all symbols, including the scatter “BONUS” symbol. “WILD” symbols are not changed.
- Wild Reels – While the reels are spinning, one or more penguins may turn up to 2 full reels into “WILD” symbols. A “BONUS” that becomes wild is turned into a “WONUS” symbol.
- Multiplier – Penguins may award a multiplier of 3x or 4x. The multiplier affects any line pays awarded on the spin. The multiplier does not multiply the ‘Free Spin’ bonus.
- Repeat Win – After a winning spin, penguins may award up to two respins. The reels will spin to show the same symbols that were on the reels immediately before the respin, and the pays will be awarded again.
- Winning Lines + X – In the 25-line configuration, penguins may award an extra 40 credits times the line multiplier for each winning payline on a spin. In the 15-line configuration, they will award an extra 25 credits times the line multiplier for each winning payline on a spin.

- Mystery Bonus – A whale may appear and award a 5 spin ‘Free Spin’ Bonus.
- Credit Pays – Penguins may award credits in the range of 25-1000 times line multiplier for the 15-line configurations and 25-1500 times line multiplier for the 25-line configurations.
- Meter Dive – Penguins may dive in the WIN meter and award credits directly in the range of 30-475 times line multiplier for the 15-line configurations and 50-750 times line multiplier for the 25-line configurations.
- Snow Slide – A penguin may slide across the top of the reels and award credits in the range of 30-475 times line multiplier for the 15-line configurations and 50-750 times line multiplier for the 25-line configurations.
- Ice Ice Baby – The ‘Ice Ice Baby’ bonus is initiated when a large iceberg appear over the reels. The player must pick from 12 “\$”symbols to reveal a credit prize and either a BONUS COMPLETE or a PICK AGAIN message. If all 8 PICK AGAINs are revealed, all remaining credit prizes are awarded at a 10x multiplier. Each credit prize will be in the range 10-1000 times line multiplier.
- How High Did He Fly – A penguin may fly onto the top screen and the credit prize will increase until the penguin begins to fall. The credit prize will be in the range 100-1000 times line multiplier for the 15-line configuration and 150-1500 times line multiplier for the 25-line configuration.

The ‘Free Spin’ bonus is initiated when 3 or more scattered “BONUS” or “WONUS” symbols appear on the reels. 5, 7, or 10 spins are awarded for 3, 4, and 5 symbols, respectively. On each free spin, penguins will turn up to 5 symbols wild. Penguins may also turn up to two reels wild or add a 3x or 4x multiplier for that spin. No additional Penguin Features are available. During the free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game.

“Lucky Penny – Treasure Ceremony”

“Lucky Penny – Treasure Ceremony” is a 5-reel, 15 or 25-line video reel game with bonus features. The game requires that All Lines + Feature be played. The feature bet for the 15-line configurations is 10, with a minimum total bet of 25 credits. The feature bet for the 25-line configurations is 15, with a minimum total bet of 40 credits. The “WILD” symbol is wild for all symbols except for the “BONUS” symbol. Only the highest winner is paid per winning combination. All line pays are multiplied by the line multiplier. Line pays must occur on adjacent reels, beginning with the leftmost reel.

The 'Lucky Penny' feature has penguins that award different types of bonus events. These penguins can appear anytime during a spin: at the first button press, while the reels are spinning, after they have finished spinning but before the pays are evaluated, after the pays have been evaluated once, and during the final pay bangup. Each of these features may animate in a number of different ways, and each animation may show a number of different features. There are eleven kinds of penguin features. Up to six Penguin features may be activated on a single spin, but not every possible combination is available.

The following Penguin Features are available:

Changed Symbols – After a spin, one or more penguins may come out and change a symbol into another symbol. If a penguin feature that affects the symbols is activated after the symbol pays have been evaluated, the new combination of symbols also awards pays. Up to 10 symbols may be changed. Symbols may be turned into any symbol except a "BONUS" symbol. A "BONUS" symbol may also turn into a "WONUS" symbol, which is wild for all symbols, including the "BONUS" symbol. "WILD" symbols are not changed.

Wild Reels – While the reels are spinning, one or more penguins may turn up to 2 full reels into "WILD" symbols. A "BONUS" symbol that becomes wild is turned into a "WONUS" symbol.

Multiplier – Penguins may award a multiplier of 3x or 4x. The multiplier affects any line pays awarded on the spin. The multiplier does not multiply the 'Free Spin' bonus.

Repeat Win – After a winning spin, penguins may award up to two respins. The reels will spin to show the same symbols that were on the reels immediately before the respin, and the pays will be awarded again.

Winning Lines + X – In the 25 line configuration, penguins may award an extra 40 credits times the line multiplier for each winning payline on a spin. In the 15 line configuration, they will award an extra 25 credits times the line multiplier for each winning payline on a spin.

Mystery Bonus – A whale may appear and award a 5 spin 'Free Spin' bonus.

Credit Pays – Penguins may award credits in the range of 25-1000 times line multiplier for the 15 line configurations and 25-1500 times line multiplier for the 25 line configuration.

Meter Dive – Penguins may dive in the WIN meter and award credits directly in the range of 30-475 times line multiplier for the 15 line configurations and 50-750 times line multiplier for the 25 line configurations.

Snow Slide - A penguin may slide across the top of the reels and award credits in the range of 30-475 times line multiplier for the 15 line configurations and 50-750 times line multiplier for the 25 line configurations.

Ice Ice Baby – The ‘Ice Ice Baby’ bonus is initiated when a large iceberg appear over the reels. The player must pick from 12 “\$” symbols to reveal a credit prize and either a “BONUS COMPLETE” or a “PICK AGAIN” message. If all 8 “PICK AGAINs” are revealed, all remaining credit prizes are awarded at a 10x multiplier. Each credit prize will be in the range 10-1000 times line multiplier.

How High Did He Fly – A penguin may fly onto the top screen and the credit prize will increase until the penguin begins to fall. The credit prize will be in the range 100-1000 times line multiplier for the 15 line configuration and 150-1500 time line multiplier for the 25 line configuration.

The ‘Free Spin’ bonus is initiated when 3 or more scattered “BONUS” or “WONUS” symbols appear on the reels. 5, 7, or 10 spins are awarded for 3, 4, and 5 symbols, respectively. On each free spin, penguins will turn up to 5 symbols wild. Penguins may also turn up to two reels wild or add a 3x or 4x multiplier for that spin. No additional Penguin Features are available. During the free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game.

MO-22-WMS-09-98

GLI File Number	Description	Standards Tested Against
MO-22-WMS-09-98	Main Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-286-WMS-09-02

GLI File Number	Description	Standards Tested Against
MO-286-WMS-09-02	Jurisdiction-Specific EEPROM SPI	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-66-WMS-08-08

GLI File Number	Description	Standards Tested Against
MO-66-WMS-08-08	BIOS Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-66-WMS-08-21/MO-66-WMS-08-22

GLI File Number	Description	Standards Tested Against
MO-66-WMS-08-21	“Reel RICH Devil” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-66-WMS-08-22	“Survivor” Personality Program	

“Reel RICH Devil”

“Reel RICH Devil” is a 15-reel, 25-line video reel game that contains scatter pays and bonus features. The “Reel RICH Devil Logo” symbol is wild and substitutes for all symbols except for the “Fireball” scatter symbol. The “Reel RICH Devil Logo” symbol appears on columns 1, 3 and 5 only. All line pays are multiplied by the bet per line. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner is paid per winning combination.

The ‘Spinning Streak’ bonus feature is initiated when a payable defined winning combination or three or more “Fireball” symbols appear on the screen. All symbols that are part of the triggering combination will hold their place and all other reels will respin. The reels will continue to respin as long as there is a new or increased payable defined win. Upon completion of the ‘Spinning Streak’ feature, all active paylines are evaluated and winning combinations are awarded.

The ‘Reel Hot’ bonus feature is initiated when five or more “Fireball” scatter symbols appear. When 5-6 “Fireball” scatter symbols appear on the screen at the same time only the bonus is initiated. When 7, 8, 9,10, or 11-15 “Fireball” scatter symbols appear on the screen at the same time, the player is awarded an additional 5x, 10x, 25x, 50x, and 200x the total bet, respectively, in addition to initiating the bonus.

The player is prompted to select one of four “Fireball” symbols on the bottom of the screen to reveal one of the following levels: “Hot”, “Super Hot”, “Extreme Hot” and “Blazing Hot”. The corresponding level prompts the player to select one of six items which will award a multiplier: “Award All Credits” or “Pick Again at 2X”. If a credit value is revealed, the player is awarded the credit value. If the “Award All Credits” is revealed then all credit awards on the level are awarded. If “Pick Again at 2X” is revealed the player is prompted to pick another item from the same level for double its award. Credit values awarded are as follows:

Hot Level:	2x-10x the total bet
Super Hot Level:	5x-15x the total bet
Extreme Hot Level:	5x-25x the total bet
Blazing Hot Level:	10x-40x the total bet

Randomly in one of the levels, “Award All Credits” is replaced by “Award All Credits + Fireball Pick”. If revealed, all credit values in that level are awarded and the player is prompted to pick another “Fireball” symbol from the bottom of the bonus screen. If the “Award All Credits + Fireball Pick” does not appear on the “Hot” level then the “Pick Again at 2X” is replaced with “Pick Again at 3X” on the “Hot” level. All level item credit awards appearing in the ‘Reel Hot’ bonus have already been multiplied by the total bet.

“Survivor”

“Survivor” is a 15-reel, 25-line video reel game with bonus features. The 15-reels are displayed in a layout of 3 rows and 5 columns. The “Survivor” symbol appears on reel columns 1, 3 and 5 only, and is wild for all symbols, except the “Gold Coin” symbol. All line pays are multiplied by the bet per line. Line pays must occur on adjacent reels, beginning with the leftmost reel. Only the highest winner paid per winning combination.

The ‘Spinning Streak’ feature is activated during each game if any payable defined win appears on the reels. During the ‘Spinning Streak’ feature, the reels containing the symbols that are a part of any payable defined win hold in place and the remaining reels re-spin. As long as the re-spinning reels result in any new or increased payable defined wins, the feature will continue. When the feature ends all active paylines are evaluated and paid.

The ‘Survivor Gold Challenge’ bonus is initiated when five or more scattered “Gold Coin” symbols appear in any position on the reels. The player is awarded the advertised scatter pay in addition to the bonus when seven or more “Gold Coin” symbols appear in any position on the reels. When three or more “Gold Coin” symbols appear scattered on the reels within a spin, they hold in place regardless of payable defined win condition. Once eleven or more “Gold Coin” symbols have accumulated, any additional “Gold Coin” symbols no longer hold and only contribute to the bonus trigger. The player is prompted to select one of four survivor logos shown. The selected logo can reveal one of the following levels: stone, copper, silver and gold. Once the level is revealed the corresponding level above the logos becomes active and the player is prompted to select one of the six items in that level. Possible item awards in each level are credit values, “Award all credits” and “Pick Again at 2X”. If a credit value is revealed the value is awarded. If the “Award all credits” is revealed then all credits awards in the level are awarded. If the “Pick Again at 2X” is revealed the player is prompted to pick another item from the same level for double its award. Randomly in one of the levels, the “Award all credits” is replaced with “All credits plus logo pick”. If revealed, all credit values in the level are awarded and the player is prompted to pick an unselected logo for another level. If the “All credits plus logo pick” does not appear in the stone level then the “Pick Again at 2X” in the stone level is replaced with “Pick Again at 3X”.

MO-66-WMS-08-37/MO-66-WMS-08-36

GLI File Number	Description	Standards Tested Against
MO-66-WMS-08-37	“Glitz” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-66-WMS-08-36	“Dean Martin’s Wild Party” Personality Program	

“Glitz”

“Glitz” is a 5-reel, 60-line video reel game using ‘Money Burst’ and offers scatter pays and a bonus feature. With ‘Money Burst’, every credit buys 2-lines and up to 30 credits for 60-lines. The “Wild” symbol is wild and substitutes for all symbols except for the scatter “Coin” symbol. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line multiplier. Only the highest winner paid per winning combination. Line pays must occur on adjacent reels, beginning with the leftmost reel.

The ‘Free Spin’ bonus is initiated three different ways:

- When the scatter “Coin” symbol appears on reels 3, 4 and 5 and reels 1A, 1B, 2A and 2B do not contain four matching symbols, five free spins are awarded. The player picks a jewelry box to reveal a symbol and four of that symbol replace the symbols on reels 1A, 1B, 2A and 2B are held during the free spins.
- When reels 1A, 1B, 2A and 2B contain four matching symbols and three scattered “Coin” symbols are not on reels 3, 4 and 5, five free spins are awarded with reels 1A, 1B, 2A and 2B held.
- When reels 1A, 1B, 2A and 2B contain four matching symbols and three scattered “Coin” symbols are on reels 3, 4 and 5, twenty free spins are awarded. If the symbol on reels 1A, 1B, 2A and 2B is not the “G” or “Wild” symbol, the player is to pick a jewelry box to reveal a symbol. If the pays for the chosen symbol are better than the symbol currently on reels 1A, 1B, 2A and 2B, the chosen symbol takes its place. During the free spins, four of that symbol is held on reels 1A, 1B, 2A and 2B.

During the free spins, the line multiplier and the active paylines remain the same as the spin that initiated the bonus. Three scattered “Coin” symbols on reels 3, 4 and 5 award five additional spins.

“Dean Martin’s Wild Party”

“Dean Martin’s Wild Party” is a 5-reel, 60-line video reel game using ‘Money Burst’ and offers scatter pays and a bonus feature. With ‘Money Burst’ every credit buys 2-lines and up to 30 credits for 60-lines. The “Wild Party” symbol is wild and substitutes for all symbols except for the scatter “Bonus” symbol. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line multiplier. Only the highest winner paid per winning combination.

The ‘Free Spin’ bonus is initiated three different ways:

- When the scatter “Bonus” symbol appears on reels 3, 4 and 5 and reels 1A, 1B, 2A and 2B do not contain four matching symbols, five free spins are awarded. The player picks a microphone to reveal a symbol. Four of that symbol replace the symbols on reels 1A, 1B, 2A and 2B and are then held during free spins.
- When reels 1A, 1B, 2A and 2B contain four matching symbols and three scattered “Bonus” symbols are not on reels 3, 4 and 5, five free spins are awarded with reels 1A, 1B, 2A and 2B held.
- When reels 1A, 1B, 2A and 2B contain four matching symbols and three scattered “Bonus” symbols are on reels 3, 4 and 5, twenty free spins are awarded. If the symbol on reels 1A, 1B, 2A and 2B is not the “Dean Martin” or the “Wild Party” symbol, the player picks a microphone to reveal a symbol. If the pays for the chosen symbol are better than the symbol currently on reels 1A, 1B, 2A and 2B, the chosen symbol takes its place. During the free spins, four of that symbol are held on reels 1A, 1B, 2A and 2B.

During the free spins, the line multiplier and the active paylines remain the same as the spin that initiated the bonus. Three scattered “Bonus” symbols on reels 3, 4 and 5 awards five additional spins.

MO-66-WMS-09-01

GLI File Number	Description	Standards Tested Against
MO-66-WMS-09-01	“Money Burst – Return to Planet Loot” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Money Burst – Return to Planet Loot”

“Money Burst – Return to Planet Loot” is a 5-reel, 60-line video reel game that offers scatter pays and a bonus feature. With ‘Money Burst’, one credit buys 2-lines and up to 30 credits for 60-lines. The “Logo” symbol is wild and substitutes for all symbols except for the scatter “Bonus” symbol. Line pays must occur on adjacent reels, beginning with the leftmost reel. All line pays are multiplied by the line multiplier. Only the highest winner is paid per winning combination.

The ‘Free Spin’ bonus is initiated in three different ways:

- When reels 1A, 1B, 2A and 2B contain four matching symbols and three scattered “Bonus” symbols on reels 3, 4 and 5, twenty free spins are awarded with reels 1A, 1B, 2A and 2B held.
- When reels 1A, 1B, 2A and 2B contain four matching symbols and three scattered “Bonus” symbols on reels 3, 4 and 5, five free spins are awarded with reels 1A, 1B, 2A and 2B held.
- When the scatter “Bonus” symbol appears on reels 3, 4 and 5, five free spins are awarded.

During the free spins, an alternate set of reels is used. Winning combinations for these reels are identical to the base game. The line multiplier and the active paylines remain the same as the spin that initiated the bonus.

MO-73-WMS-09-08/MO-73-WMS-09-07

GLI File Number	Description	Standards Tested Against
MO-73-WMS-09-08	“Gold Fish 2 – Mermaid’s Wonders” Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-WMS-09-07	"Gold Fish 2 - Armada" Personality Program	

“Gold Fish 2 – Mermaid’s Wonders”

“Gold Fish 2 – Mermaid’s Wonders” is a 5-reel, 15 or 30-line Lava mechanical reel game with bonus features. The “Mermaid” symbol is wild for all symbols except for the “Free Spins” symbol. When the “Mermaid” appears on reels 2-5, the entire reel will expand to make the entire reel wild. All line pays are multiplied by the line bet. Line wins must occur on adjacent reels, beginning with the leftmost reels. Only the highest winner is paid per winning combination.

The 'Mermaid's Wonders Free Spin' bonus is initiated when three or more scattered "Free Spins" symbols appear in any position. The patron will be awarded with 7, 10 or 15 free spins consecutively when 3, 4 or 5 scattered "Free Spins" bonus symbols appear on the screen. Before each free spin, a 'Wild Reel' appears on reel 1 or reel 5. This 'Wild Reel' is wild for all symbols except for the "Free Spins" symbol. When a 'Wild Reel' covers a "Free Spins" symbol during the bonus, the "Free Spins" symbol still counts toward scatter combinations. The winning combinations for these reels are identical to the base game. The line multiplier and active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered within the 'Mermaid's Wonders Free Spin' bonus.

The 'Fish' bonuses are triggered randomly after each spin not awarded by a bonus. If a fish bonus does not result in an award and does not trigger the free spins bonus, a consolation prize of 1X total bet is awarded. There are five different fish (Gold Fish, Red Fish, Purple Fish, Blue Fish, and Green Fish) swimming idly around until there is one fish remaining. Each fish gives a different bonus. They are as follows:

The 'Gold Fish' bonus is triggered on any spin where the bubbles clear and the Gold fish is the last fish left on the screen. The patron is prompted to pick a chest to reveal a number of free spins. Whenever the winning combination appears on the reels, the Gold Fish reveals a multiplier for that spin. During the 'Gold Fish' bonus, the patron will be awarded with 5, 8, 10, 15 or 20 free spins as well as 2X – 10X multipliers. The line multiplier and active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered during the 'Gold Fish' bonus.

The 'Red Fish' bonus is triggered on any spin where the bubbles clear and the Red fish is the last fish left on the screen. The patron is prompted to pick clams to reveal any 3 symbols except for "Mermaids" and "Free Spins" symbols. Whenever the symbols appear on the mechanical reels, they will be replaced with "WILD". If the Red Fish bonus triggers after a free spin bonus has completed, the free bonus retriggers and the replaced symbols are not "WILD". During the Red Fish bonus, the line multiplier and the active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered during the 'Red Fish' bonus.

The 'Purple Fish' bonus is triggered on any spin where the bubbles clear and the Purple fish is the last fish left on the screen. The Purple fish will blow a bubble containing a credit award. As the bubble grows, the credit award increases. When the bubble pops, the credit prize is awarded. The Purple fish awards 30-799 credits for the 15-Line or 50-999 credits for the 30-Line configuration. The Purple Fish credit award is multiplied by the line multiplier. Fish bonuses cannot be triggered during the 'Purple Fish' bonus.

The 'Blue Fish' bonus is triggered on any spin where the bubbles clear and the Blue fish is the last fish left on the screen. For each respin, the Blue fish kisses 1 to 5 reels which cause the reel(s) to respin. Multiplier begins at 1X and goes as high as 10X whenever the Blue fish kisses the heart. During the Blue Fish bonus, the line multiplier and the active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered during the 'Blue Fish' bonus.

The 'Green Fish' bonus is triggered on any spin where the bubbles clear and the Green fish is the last fish left on the screen. The player is prompted to pick a chest to find a squid, a pearl or a key. Finding a squid or a pearl will award the prize multiplied by any key multiplier and will then end the bonus. Finding keys can increase key multiplier. If the patron finds 3 keys, 3X multiplier will be awarded. If the patron finds 5 keys, 5X multiplier will be awarded. If the patron finds 7 keys, 10X pearl prize will be awarded. All awards appearing in the 'Green Fish' bonus have already been multiplied by the total bet. Fish bonuses cannot be triggered during the Green Fish bonus.

"Gold Fish 2 – Armada"

"Gold Fish 2 – Armada" is a 5-reel, 15 or 30-line Lava mechanical reel game with bonus features. The "Wild" symbol is wild for all symbols except for the "Bonus" symbol and only appears on reels 2 to 5. All line pays are multiplied by the line bet. Line pays must occur on adjacent reels, beginning with the leftmost reels. Only the highest winner is paid per winning combination.

The 'Armada Free Spin' bonus is initiated when three or more scattered "Bonus" symbols appear in any position. The patron will be awarded with 12, 20, or 30 free spins consecutively at a 3X multiplier when 3, 4, or 5 scattered "Bonus" symbols appear on the screen. The winning combinations for these reels are identical to the base game. The line multiplier and active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered within the 'Armada Free Spin' bonus.

The 'Fish' bonuses are triggered randomly after each spin not awarded by a bonus. If a fish bonus does not result in an award and does not trigger the free spins bonus, a consolation prize of 1X total bet is awarded. There are five different fish (Gold Fish, Red Fish, Purple Fish, Blue Fish, and Green Fish) swimming idly around until there is one fish remaining. Each fish gives a different bonus. They are as follows:

The 'Gold Fish' bonus is triggered on any spin where the bubbles clear and the Gold fish is the last fish left on the screen. The patron is prompted to pick a chest to reveal a number of free spins. Whenever the winning combination appears on the reels, the Gold Fish reveals a multiplier for that spin. During the 'Gold Fish' bonus, the patron will be awarded with 5, 8, 10, 15 or 20 free spins as well as 2X – 10X multipliers. The line multiplier and active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered during the 'Gold Fish' bonus.

The 'Red Fish' bonus is triggered on any spin where the bubbles clear and the Red fish is the last fish left on the screen. The patron is prompted to pick clams to reveal any 3 symbols except for the "WILD" and "Bonus" symbols. Whenever the symbols appear on the mechanical reels, they will be replaced with "WILD". If the Red Fish bonus triggers after a free spin bonus has completed, the free bonus retriggers and the replaced symbols are not "WILD". During the Red Fish bonus, the line multiplier and the active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered during the 'Red Fish' bonus.

The 'Purple Fish' bonus is triggered on any spin where the bubbles clear and the Purple fish is the last fish left on the screen. The Purple fish will blow a bubble containing a credit award. As the bubble grows, the credit award increases. When the bubble pops, the credit award is credited. The Purple fish awards 30-799 credits for the 15-Line or 50-999 credits for the 30-Line configuration. The Purple Fish credit award is multiplied by the line multiplier. Fish bonuses cannot be triggered during the 'Purple Fish' bonus.

The 'Blue Fish' bonus is triggered on any spin where the bubbles clear and the Blue fish is the last fish left on the screen. The Blue fish kisses 1 to 5 reels which cause the reel(s) to respin. Multiplier begins at 1X and goes as high as 10X whenever the Blue fish kisses the heart. During the 'Blue Fish' bonus, the line multiplier and the active paylines remain the same as the spin that triggered the bonus. Fish bonuses cannot be triggered during the 'Blue Fish' bonus.

The 'Green Fish' bonus is triggered on any spin where the bubbles clear and the Green fish is the last fish left on the screen. The player is prompted to pick a chest to find a squid, a pearl or a key. Finding a squid or a pearl will award the prize multiplied by any key multiplier and will then end the bonus. Finding keys can increase key multiplier. If the patron finds 3 keys, 3X multiplier will be awarded. If the patron finds 5 keys, 5X multiplier will be awarded. If the patron finds 7 keys, 10X pearl prize will be awarded. All awards appearing in the 'Green Fish' bonus have already been multiplied by the total bet. Fish bonuses cannot be triggered during the 'Green Fish' bonus.

MO-73-WMS-09-37/MO-73-WMS-09-38

GLI File Number	Description	Standards Tested Against
MO-73-WMS-09-37	"2X Wild & Crazy" Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-WMS-09-38	"Diamonds of Dublin" Personality Program	And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“2X Wild & Crazy”

“2X Wild & Crazy” is a 3-reel, 5 or 9-line Lava mechanical reel game. The game contains progressive and non-progressive paytables. The “2X Wild” symbol is wild and substitutes for any symbol and doubles any winning combination except in 2 or 3 “2X Wild” pay combinations. Two “2X Wild” symbols multiply a winning combination by four except in 3 “2X Wild” pay combinations. The “Crazy” symbol is wild for any symbol except for the “2X Wild” symbol. All line pays are multiplied by the line bet. Only the highest winner is paid per winning combination.

“Diamonds of Dublin”

“Diamonds of Dublin” is a 3-reel, 5 or 9-line Lava mechanical reel game. It contains progressive and non-progressive paytables. The "Lucky Shamrock" symbol is wild and substitutes for any symbol except for the "Diamonds of Dublin" symbol. The “Diamonds of Dublin” symbol is wild for any symbols and pays two times any winning combination except in 2 or 3 "Diamonds of Dublin" pay combinations. Two “Diamonds of Dublin” symbols pay four times any winning combination except in 3 "Diamonds of Dublin" pay combinations. All line pays are multiplied by the line bet. Only the highest winner is paid per winning combination.

MO-73-WMS-09-39

GLI File Number	Description	Standards Tested Against
MO-73-WMS-09-39	Main Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

PA-08-WMS-03-01/MO-35-WMS-07-01

GLI File Number	Description	Standards Tested Against
PA-08-WMS-03-01	BLUEBIRD Video Slot Upright Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-35-WMS-07-01	Mars Cashflow Bill Validator Software (Flash Version)	

The Bluebird Upright Video (BBU) is an upright video cabinet, which houses an LCD touch screen monitor. The touch screen LCD can be used for both player and operator interaction. The exterior of the cabinet may be configured with a coin tray, and has a key switch along the machine’s side. The key switch is used to access the attendant menu and reset jackpots and error conditions. The use of interchangeable multi-function top boxes and button panels are supported, as well as a coin slot depending upon configuration and application.

The cabinet contains a logic board, bill acceptor and printer. A hopper may also be installed depending upon door configuration. The interior of the machine can be accessed through two doors, the main door and the belly door, each may be configurable 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 button panel connectors and bill stacker, which also has its own separate lock. The main door allows access to all internal components, including the logic compartment.

The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a two-way door switch. The logic board includes two separate compact flash slots for the Main and Game programs, as well as board positions for the Jurisdiction chip and the BIOS media. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

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 bottom of the cashbox and an Easitrax docking port.

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

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

PA-66-WMS-08-01/MO-66-WMS-08-39

GLI File Number	Description	Standards Tested Against
PA-66-WMS-08-01	BLUEBIRD II Upright Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-66-WMS-08-39	RGB Backlight LED Controller Firmware	
	Reel Mechanical Controller Firmware	

The Bluebird 2 Upright Video (BB2) is an upright video cabinet which houses a widescreen LCD touch screen monitor. The touch screen LCD is used for both player and operator interaction. The exterior of the cabinet may be configured with a coin tray and has a key switch along the machine's side. The key switch is used to access the attendant menu and reset jackpots and error conditions. The use of interchangeable multi-function top boxes is supported, as well as a coin slot depending upon configuration and application. The cabinet also features a programmable OLED button panel.

The cabinet contains a logic board, bill acceptor and printer. A hopper may also be installed depending upon door configuration. The interior of the machine can be accessed through two doors, the main door and the belly door, each may be configurable 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 button panel connectors and bill stacker, which also has its own separate lock. The main door allows access to all internal components, including the logic compartment.

The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a two way door switch. The logic board includes two separate compact flash slots for the Main and Game programs, as well as board positions for the Jurisdiction chip and the BIOS media. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

PA-73-WMS-03-02

GLI File Number	Description	Standards Tested Against
PA-73-WMS-03-02	BLUEBIRD Reel Slot Upright Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The Bluebird Upright Slot (BBU-Slot) is a mechanical stepper machine cabinet which features a belly door touch screen LCD monitor and either a 3-reel or 5-reel mechanical reel assembly. The touch screen LCD monitor displays game information and attendant menu features, and can be used for both player and operator interaction. The exterior of the cabinet has a pull handle, key switch, and may be configured with a coin tray. The key switch is used to access the attendant menu and reset jackpots and error conditions. The use of interchangeable multi-function top boxes and button panels are supported, as well as a coin slot depending upon configuration and application.

The cabinet contains a reel kit, reel control unit, logic board, bill acceptor and printer. The interior of the machine can be accessed through two doors, the main door and the belly door, each may be configurable 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 (also separately locked) and touch screen LCD monitor settings. The main door allows access to all internal components, including the logic compartment.

The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a two way door switch. The logic board includes two separate compact flash slots for the Main and Game programs, as well as board positions for the Jurisdiction chip and the BIOS. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

PA-73-WMS-04-01

GLI File Number	Description	Standards Tested Against
PA-73-WMS-04-01	BLUEBIRD Video Slant Top Gaming Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The Bluebird Slant Top (BBS) is a slant top video cabinet, which houses an LCD touch screen monitor. The touch screen LCD can be used for both player and operator interaction. The exterior of the cabinet may be configured with a coin tray, and has a key switch along the machine's side. The key switch is used to access the attendant menu and reset jackpots and error conditions. The use of interchangeable multi-function top boxes and button panels are supported, as well as a coin slot depending upon configuration and application.

The cabinet contains a logic board, bill acceptor and printer. A hopper may also be installed depending upon door configuration. The interior of the machine can be accessed through two doors, the main door and the belly door, each may be configurable 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 button panel connectors and bill stacker, which also has its own separate lock. The main door allows access to all internal components, including the logic compartment.

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The logic board is contained in a separate locked logic compartment inside of the main cabinet monitored by a two-way door switch. The logic board includes two separate compact flash slots for the Main and Game programs, as well as board positions for the Jurisdiction chip and the BIOS media. Access to the logic compartment is required to clear NVRAM and to configure the gaming machine for play.

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

Sincerely,

GAMING LABORATORIES INTERNATIONAL, LLC

A handwritten signature in cursive script, appearing to read "Chillo", is positioned above the printed name.

Christine M. Gallo

Sr. Director of Technical Compliance & Quality Assurance

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