



November 17, 2009

Mr. Charles LaBoy, CPA, Director of Audit and Electronic Security
 Kansas Racing and Gaming Commission
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RE: Compliance with current Kansas Racing and Gaming Standards

Dear Mr. LaBoy;

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

MO-05-ARI-03-14

GLI File Number	DESCRIPTION	Standards Tested Against
	Stacker Switch Loop Back	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-05-ARI-03-14	BACC Cage Switch	

The stacker door security harness kit consists of a BACC (Bill Acceptor) cage security extension loom (P/N 07-20886) and Stacker Switch Loop Back Loom (P/N 571848). The stacker door security harness kit provides for monitoring of the stacker cage door access while the gaming machine is powered off.

MO-07-ARI-07-16

GLI File Number	DESCRIPTION	Standards Tested Against
MO-07-ARI-07-16	“Dream Time” MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

Worldwide Locations

World Headquarters
 Lakewood, New Jersey

U.S. Regional Offices
 Colorado
 Nevada

International Offices
 GLI Africa
 GLI Asia
 GLI Australia Pty Ltd
 GLI Austria GmbH
 GLI Europe BV
 GLI Italy
 GLI South America

“Dream Time”

“Dream Time” is a 5-reel video reel game that offers scatter pays and bonus features. The “COG” symbol substitutes for all symbols and appears on reels 2 and 4 only. The player is awarded the advertised scatter pay when three or more “Egg” symbols appear left to right on adjacent reels, beginning with the leftmost reel. Scatter wins are multiplied by the total number of credits bet. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. All wins are multiplied by the number of credits bet per reel except scatters and bonus prizes. The highest win is paid per winning combination on bought reels.

With the REEL POWER feature, the winning combinations pay through any position on bought reels and the centerline only on other reels for all symbols except scatters. The “Reel 1” button buys all positions on reel 1. The “Reel 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels. Total bet is the number on the bet button multiplied by the number of credits on the reels button.

The ‘Free Games’ feature is initiated with any scattered “Egg” win. The player is awarded ten free games. During the free games, any win with a “COG” symbol substituting on reels 2 or 4 is multiplied by two. Any win with a “COG” symbol substituting on reels 2 and 4 is multiplied by four. Free games can be initiated again during the free games. The reels selected and the bet multiplier during the free game bonus is the same as the game that initiated the free game bonus feature. The bonus ends when zero free spins remain.

The ‘Egg’ feature may be initiated when the ‘Free Games’ feature is completed. A total of 15 “Egg” symbols may appear. The player is prompted to pick any five “Egg” symbols and the total free game win is repeated whenever a “Flower” symbol is found. The player is then prompted again to pick five additional “Egg” symbols, if a “COG” symbol is found. A maximum of seven “Flower” symbols and one “COG” symbol can be found.

MO-07-ARI-07-19

GLI File Number	DESCRIPTION	Standards Tested Against
MO-07-ARI-07-19	“Tigress” GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Tigress”

“Tigress” is a 5-reel, 50-line video reel game with scatter pays and a bonus feature. The “Gem” symbol only appears on reels 2, 3 and 4 and substitutes for all symbols except for the scatter “Moon” symbol. The player is awarded the advertised scatter pay when three “Moon” symbols only appears on reels 1, 2 and 3 from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and only pay from left to right on adjacent reels, including scatters. The player chooses the number of paylines, and then chooses the ‘Bet’ per line to begin the game. All wins are multiplied by the credits bet per line, except for scatters. Scatter wins are multiplied by the total number of credits staked. All wins are on lines played except for scatters which are added to payline wins. The highest win is paid on any lit payline, except for scatters which are added to payline wins. Wins on different lit paylines are added.

The ‘Free Game’ bonus feature is initiated when three scattered “Moon” symbols appear and the player is awarded seven free games. During the free games the “Tigress” symbol pays any scattered on a lit payline. Coinciding wins on each playline are added. Free games can be won again during the feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-07-ARI-07-21

GLI File Number	DESCRIPTION	Standards Tested Against
MO-07-ARI-07-21	“Reelin’ N Boppin’ – Power Pay” GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Reelin’ N Boppin’ – Power Pay”

“Reelin’ N Boppin’ – Power Pay” is a 5-reel video reel legacy game that offers scatter pays, bonus features and ‘Power Pay’, as well as a selectable multiplier of 5 or 10 credits, configurable through the Set Chip. The “LOGO” symbol substitutes for all symbols and only appears on reels 2 and 4. All wins begin with the leftmost reel and pay left to right only on adjacent reels. The player chooses the number of reels and then chooses the bet per reel to begin the game. Highest win is paid once on all reels played, per symbol, except with the “LOGO” symbol where the highest win can be paid multiple times. Each symbol can be used once per winning combination. Only positions containing the winning symbol are used in determining the win for that symbol. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button. The player is awarded the advertised scatter pay when three or more “Record” symbols appear from left to right only on adjacent reels starting with the leftmost reel. All wins are multiplied by the total number of credits bet per reel, except for scatters. Scatter wins are multiplied by the total number of credits bet, except when playing ‘Power Pay’ where scatter wins are multiplied by 25 times bet per reel cost.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels. The “Reels 1-5” button buys all positions on all reels plus the ‘Power Pay’ feature.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 scattered “Record” wins awarding the player 10, 15 or 20 free games, respectively. During the ‘Free Game’ bonus feature any win with a “LOGO” substituting on reel 2 is multiplied by 3. Any win with a “LOGO” substituting on reel 4 is multiplied by 5. Any win with a “LOGO” substituting on reel 2 and 4 at the same time is multiplied by 15. The bonus feature can be won again during free games. The number of reels during the feature is the same as the number played when entering the feature.

When playing ‘Power Pay’ feature the player wins an extra 5 free games and the bonus spin feature during the free games. 15, 25 or 25 free games are won with 3, 4 or 5 scattered “Record” wins, respectively. During the ‘Free Game’ bonus feature, any win with a “LOGO” substituting on reel 2 is multiplied by 3. Any win with a “LOGO” substituting on reel 4 is multiplied by 5. Any win with a “LOGO” substituting on reel 2 and 4 at the same time is multiplied by 15. The ‘Free Game’ bonus feature can be initiated again during free games. If a “LOGO” symbol appears on a bought reel during the free games and does not substitute in a win, then that reel is held and the other reels are re-spun once. The bonus spin feature can be initiated again during free games. The bonus spin feature cannot be initiated again during the bonus spin feature. The bet per reel cost and reels played are the same as the game that triggered the feature.

MO-07-ARI-07-23

GLI File Number	DESCRIPTION	Standards Tested Against
MO-07-ARI-07-23	“Dragon Lord” GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Dragon Lord”

“Dragon Lord” is a 5-reel video reel game that offers scatter pays and a bonus feature, as well as a selectable multiplier of 5, 8, 10 or 20 credits, configurable through the Set Chip. The “Eye” symbol appears on reel 3 only and substitutes for all symbols including the scatter “Shield” symbol. The “Shield” symbol appears on reels 2, 3 and 4 only and pays in any position. The player chooses the number of reels then chooses the bet per reel to begin the game. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters that pay in any position. The total bet is the number on the bet button multiplied by the number of credits on the reels button. All wins are multiplied by the number of credits bet per reel except for scatter wins and quest wins. Scatter wins are multiplied by the total number of credits bet. Scatter wins are always added. The highest win is paid per winning combination on bought reels. Coinciding wins are added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Quest’ bonus feature is initiated when a scattered “Shield” symbol win occurs and awards the player 15 free games. The player is then prompted to select one of the five displayed quest choices. The quest choices displayed are as follows:

- | | |
|----------|---|
| Quest 1: | 4 or more “Dragon” symbols collected wins 10 credits |
| Quest 2: | 8 or more “Dragon” symbols collected wins 15 credits |
| Quest 3: | 12 or more “Dragon” symbols collected wins 25 credits |
| Quest 4: | 16 or more “Dragon” symbols collected wins 60 credits |
| Quest 5: | 20 or more “Dragon” symbols collected wins 140 credits |
| Bonus | 25 or more “Dragon” symbols collected wins 40 credits
(regardless of the quest selected) |

The win amounts listed above are for a one credit bet and are multiplied by the total credits bet in the game that initiated the bonus feature. All winning combinations with the “Eye” symbol substituting are multiplied by 2, 3 or 5 times. The free games can be won again during the free games. The ‘Quest’ bonus feature is played only once before the free games and cannot be won again. The “Dragon” symbols collected is the number of “Dragon” symbols only which appear anywhere in the window during the free games. During the free games the credits bet and reels played are the same as the game that initiated the bonus feature.

MO-07-ARI-07-27

GLI File Number	DESCRIPTION	Standards Tested Against
MO-07-ARI-07-27	“Pompeii” GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Pompeii”

“Pompeii” is a 5-reel, 243-way video reel game that offers scatter pays and a bonus feature, as well as a selectable multiplier of 8 or 20 credits, configurable through the Set Chip. The “Volcano” symbol appears on reels 2 and 4 only and substitutes for all symbols. The player is awarded the advertised scatter pay when three or more “Coin” symbols appear left to right on adjacent reels starting with the leftmost reel. For all symbols except scatters, wins begin with the leftmost reel and pay left to right only on adjacent reels in any position on bought reels and the center line only on other reels. All wins are multiplied by the number of credits bet per reel, except scatters. Scatter wins are multiplied by the total number of credits bet. Coinciding wins are added. Scatter wins are always added. The player chooses the number of ‘REELS’ then chooses the bet per reel to begin the game. The highest win is paid once on all “REELS” played per symbol, except with the “Volcano” symbol where the highest win can be paid multiple times. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the “REELS” button.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reel 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Pompeii’ bonus feature is initiated when 3, 4 or 5 scattered “Coin” symbols appear in any position on played reels. The player is awarded 10, 15 or 20 free games, respectively. During the free games the reels played are the same as the game that awarded the free games. When a “Volcano” symbol substitutes on Reel 2 to make a winning combination the player is awarded three times the winning combination. When a “Volcano” symbol substitutes on Reel 4 to make a winning combination the player is awarded five times the winning combination. When a “Volcano” symbol substitutes on Reels 2 and 4 at the same time to make winning combination the player is awarded fifteen times the winning combination. Additional free games can be awarded during the free game feature.

MO-07-ARI-07-31

GLI File Number	DESCRIPTION	Standards Tested Against
MO-07-ARI-07-31	“Let’s Go Fish’n” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Let’s Go Fish’n”

“Let’s Go Fish’n” is a 5-reel, 25-line video reel legacy game that offers scatter pays and a bonus feature. The player is awarded the advertised scatter pay when three or more “Sign” symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters. The player chooses the number of paylines then the bet per line to begin the game. All wins are multiplied by the number of credits bet per line except for scatters. All wins are on lines played, except for scatters which are added to payline wins. Scatter wins are multiplied by the total number of credits bet. The highest win is paid on any lit payline, except for scatters. Wins on different lit paylines are added.

The ‘Let’s Go Fish’n’ bonus feature is initiated when three or more scattered “Sign” symbols appear in any position. The player is prompted to select one of the five characters displayed on the screen. A spotlight will then appear on the selected character. Each character is then awarded between three to ten fish. The number of free games awarded to the player is equal to the number of fish appearing in the window directly below the spotlight. Any symbols appearing in this window are replaced on the reels by gold symbols during the free games. During the free games gold symbols received by the selected character are wild and substitute for all symbols except for the “Sign” symbol. Additional free games can be won again during the ‘Let’s Go Fish’n’ bonus feature. The highest win is only on each line. The credits bet and lines played are the same as the game that initiated the feature.

MO-10-ARI-07-13

GLI File Number	DESCRIPTION	Standards Tested Against
MO-10-ARI-07-13	“Meteor Storm” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Meteor Storm”

“Meteor Storm” is a 5-reel, 25-line video reel legacy game that offers scatter pays and a bonus feature. The “Meteor” symbol is wild and substitutes for all symbols except the scatter “Siren” symbol. The player is awarded the advertised scatter pays when two or more “Siren” symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatter pays which pay in any position. Highest win paid on any lit payline except for scatters, which are added to the payline wins. All wins are multiplied by the number of credits bet per line, except for scatters. Scatter wins are multiplied by the total number of credits bet.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 scattered “Siren” symbols appear on any reel, awarding the player 8, 15 or 25 free games, respectively. During the ‘Free Game’ bonus, for each “Meteor” symbol spun up on the reels, a new “Meteor” symbol will strike a random position on each adjacent reel. These additional “Meteor” symbols will land on any available spot that is not already occupied by a “Meteor” symbol. For the purpose of “Meteor” strikes only, reels 1 and 5 are considered adjacent reels. Free games can be re-initiated during the ‘Free Game’ bonus feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-22-ARI-03-23

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-03-23	“Betting Zoo” - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Betting Zoo”

“Betting Zoo” is a 5-reel, 20-line video reel game. The “Peacock” symbol is wild and substitutes for all symbols. All wins are repeated by the number of “Peacocks” appearing on the screen, except for the ‘Mr. Cashman’ bonus and consolation prize. The player can wager 20 or 40 credits per line (a 20 credit bet yields a max bet of 500 credits and a 40 credit bet yields a max bet of 1000 credits). Players can choose their lines and then choose their bet per line to start the game or can alternatively choose to play the ‘Mr. Cashman’ bonus, which is 5 credits + the number of lines played multiplied by the bet per line. The player must play maximum lines plus ‘Mr. Cashman’ to be eligible for the ‘Mr. Cashman’ bonus. All wins pay left to right on adjacent reels, except for scattered “Betting Zoo” symbols, which pay in any position. Scatter wins are multiplied by the number of credits bet.

The ‘Mr. Cashman’ bonus feature will randomly appear at the end of a game to give the player one of five bonus features:

- ‘Random Spin’ Bonus: ‘Mr. Cashman’ will randomly spin one or more reels. All wins are then paid as per scorecard and multiplied by 3X, 5X or 10X.
- ‘Choose a Feature’ Bonus: The player can touch the money bag to win up to 1000 credits multiplied by the bet per line on the game that started the ‘Mr. Cashman’ bonus, or touch the gift box to win 20, 15, 10 or 5 free games during which all prizes will be multiplied by 2X, 3X or 5X.
- ‘Random’ Bonus: The player will watch ‘Mr. Cashman’ award a bonus prize of up to 1,000 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus.
- ‘Match the Prize’ Bonus: The player can touch stars until two matching prizes have been revealed. That prize is won and will be up to 1000 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus or 40, 20, 10 or 5 free games during which wins will be multiplied by 1X, 2X, 3X or 5X, respectively.
- ‘Poker Machine’ Bonus: The player will win the revealed bonus prize of up to 999 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus.

For every free game/free spin awarded by ‘Mr. Cashman’, a prize of 2 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus and any other applicable multipliers will be given if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the ‘Mr. Cashman’ bonus.

MO-22-ARI-03-45

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-03-45	“Arctic Wins” - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Arctic Wins”

“Arctic Wins” with Cashman feature is a 5-reel, 20-line video reel game. The “Bear” symbol appears on reels 2, 3 and 4 and substitutes for all symbols. The base win is doubled for each “Bear” symbol that substitutes in the win. Three, four or five “Scatter” symbols in any position pays 5, 15 and 50 credits, respectively. Scatter wins are multiplied by the total number of credits wagered.

The 'Mr. Cashman' bonus feature will randomly appear at the end of a game to give the player one of five bonus features:

- 'Random Spin' Bonus: 'Mr. Cashman' will randomly spin one or more reels. All wins are then paid as per scorecard and multiplied by 3X, 5X or 10X.
- 'Choose a Feature' Bonus: The player can touch the money bag to win up to 1000 credits multiplied by the bet per line on the game that started 'Mr. Cashman', or touch the gift box to win 20, 15, 10 or 5 free games during which all prizes will be multiplied by 2X, 3X or 5X.
- 'Random' Bonus: The player will watch 'Mr. Cashman' award a bonus prize of up to 12,000 credits multiplied by the bet per line on the game that initiated the 'Mr. Cashman' bonus.
- 'Match the Prize' Bonus: The player can touch stars until two matching prizes have been revealed. That prize is won and will be up to 1000 credits multiplied by the bet per line on the game that initiated the 'Mr. Cashman' bonus or 40, 20, 10 or 5 free games during which wins will be multiplied by 1X, 2X, 3X or 5X, respectively.
- 'Poker Machine' Bonus: The player will win the revealed bonus prize of up to 999 credits multiplied by the bet per line on the game that initiated the 'Mr. Cashman' bonus.

For every free game/free spin awarded by 'Mr. Cashman', a prize of 2 credits multiplied by the bet per line on the game that initiated the 'Mr. Cashman' bonus and any other applicable multipliers will be given if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the 'Mr. Cashman' bonus.

MO-22-ARI-03-51

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-03-51	"Jailbird" - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Jailbird”

“Jailbird” is a 5-reel, 20-line video reel game that offers line pays, scatter pays, substituting combination wins and a ‘Mr. Cashman’ bonus feature. The player can wager 20 or 40 credits per line (a 20 credit bet yields a max bet of 500 and a 40 credit bet yields a max bet of 1000 credits). Players can choose their lines and then choose their bet per line to start the game or can alternatively choose to play the ‘Mr. Cashman’ bonus, which is 5 credits + the number of lines played multiplied by the bet per line. The player must play maximum lines plus ‘Mr. Cashman’ to be eligible for the ‘Mr. Cashman’ bonus. All wins pay left to right on adjacent reels starting at the left-most reel, except for scattered “Dynamite” symbols, which pay in any position. Three, Four or Five scattered “Dynamite” symbols in any position pay 2, 20, and 50 credits, respectively. The “Jailbird” symbol substitutes for all symbols.

The ‘Mr. Cashman’ bonus feature will randomly appear at the end of a game to give the player one of five bonus features:

- ‘Random Spin’ Bonus: ‘Mr. Cashman’ will randomly spin one or more reels. All wins are then paid as per scorecard and multiplied by 3X, 5X or 10X.
- ‘Choose a Feature’ Bonus: The player can touch the money bag to win up to 1000 credits multiplied by the bet per line on the game that started ‘Mr. Cashman’, or touch the gift box to win 20, 15, 10 or 5 free games during which all prizes will be multiplied by 2X, 3X or 5X.
- ‘Random’ Bonus: The player will watch ‘Mr. Cashman’ award a bonus prize of up to 1000 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus.
- ‘Match the Prize’ Bonus: The player can touch stars until two matching prizes have been revealed. That prize is won and will be up to 1000 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus or 40, 20, 10 or 5 free games during which wins will be multiplied by 1X, 2X, 3X or 5X, respectively.
- ‘Poker Machine’ Bonus: The player will win the revealed bonus prize of up to 999 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus.

For every free game/free spin awarded by ‘Mr. Cashman’, a prize of 2 credits multiplied by the bet per line on the game that initiated the ‘Mr. Cashman’ bonus and any other applicable multipliers will be given if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the ‘Mr. Cashman’ bonus.

MO-22-ARI-07-22

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-07-22	ProLINK Progressive Controller	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

The ProLINK Progressive controller is a progressive controller housing the ProLINK software and allows communications of the progressive jackpot levels to the Thin Client Graphics Server.

MO-22-ARI-07-46

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-07-46	Progressive Controller Firmware	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

MO-22-ARI-08-06

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-06	“Buffalo” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Buffalo”

“Buffalo” is a 5-reel, 1024-way video reel game that offers scatter pays and a bonus feature. The “Sunset” symbol appears on reels 2, 3 and 4 only and substitutes for all symbols except the scattered “Coin” symbol. The player is awarded the advertised scatter pay when three or more “Coin” symbols appear in any position. All wins begin with the leftmost reel and pays left to right only on adjacent reels, except for scatters. All wins are multiplied by the number of credits bet per reel, except for scatters wins. The player chooses the number of reels then chooses the bet per reel to begin game. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button. Scatter wins are multiplied by the total number of credits bet.

With the XTRA REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the second row from the bottom only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Buffalo Free Games Feature’ bonus is initiated when 3, 4 or 5 scattered “Coin” symbols appear, awarding the player 8, 15 or 20 free games, respectively. During the free games each “Sunset” symbol that appears anywhere on reels 2, 3 or 4 will multiply the total win for that spin by 2 or 3 times. The ‘Buffalo Free Games Feature’ bonus can be won again during the free games. In addition, five extra free games are awarded if any two scattered “Coin” symbols appear during any free game. The reels selected and the bet multiplier during the bonus is the same as those on the game that triggered the feature.

MO-22-ARI-08-08

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-08	“Turtle Treasure” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Turtle Treasure”

“Turtle Treasure” is a 5-reel, 25-line video reel legacy game that offers scatter pays and a bonus feature. The “Shell” symbol only appears on reels 2, 3 and 4 and substitutes for all symbols except for the scattered “Treasure” symbol. The player is awarded the advertised scatter pay when the “Treasure” symbol only appears on reels 1, 2 and 3 from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay from left to right only on adjacent reels including scatters. The player chooses the number of paylines and then chooses the bet per line to begin the game. All wins are multiplied by the credits bet per line, except for scatters. Scatter wins are multiplied by the total number of credits bet. The highest win is paid on any lit payline, except for scatters. All wins are on lines played, except for scatters which are added to payline wins. Wins on different lit paylines are added.

The ‘Free Game’ bonus feature is initiated when three scattered “Treasure” symbols appear, awarding the player 10 free games. During ‘Free Game’ bonus feature the “Ring”, “Coin” and “Starfish” symbols are replaced by “Turtle” symbol. Free games can be won again during the feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-22-ARI-08-09

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-09	“Pelican Pete” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Pelican Pete”

“Pelican Pete” is a 5-reel, 50-line video reel game that contains scatter pays and a bonus feature. The game can be set as 1-credit buys 1-line or 1-credit buys 2-lines configurable through the set chip. The “Pelican” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except for the “Lighthouse” symbol. All wins begin with the leftmost reel and pay left to right only on adjacent reels. All wins are multiplied by the credits bet per line, except for scatters. The total bet is the number of credits on the ‘Lines’ button multiplied by the number on the ‘Bet’ button. The player chooses the number of paylines then chooses the bet per line to begin the game. The highest win is paid on any lit payline, except for scatters which are added to payline wins.

The ‘Sticky Wild Free Games’ bonus feature is initiated when three “Lighthouse” symbols appear on reels 1, 2 and 3 in any position, and awards the player the advertised scatter pay and 10 free games. Scattered “Lighthouse” symbols pays left to right anywhere on adjacent reels. Any “Pelican” symbol appearing during the free games are held in that position for the remainder of the free games and substitutes for all symbols except for the “Lighthouse” symbol. Scattered “Lighthouse” symbols occurring beneath a “Pelican” symbol may contribute to a scatter prize, as indicated by the alternating display of these symbols. Scatter wins are multiplied by the total credits bet. The bonus feature can be won again, only once, whereby only 5 free games are awarded. During the free games the credits bet and lines played are the same as the game that initiated the bonus feature. The total bet and lines played during the free games are the same as for the game that initiated the feature.

MO-22-ARI-08-104

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-104	“African Storm” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“African Storm”

“African Storm” is a 5-reel, 243-way video reel native game with scatter pays and a bonus feature. The “Cheetah” symbol substitutes for all symbols except for the scatter “Tree” symbol and only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Tree” symbols appear from left to right anywhere on adjacent reels. The player chooses the number of reels and then chooses the bet per reel cost to begin the game. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. All wins are multiplied by the number of credits bet per reel cost, except for scatter wins which are multiplied by the total number of credits bet. The total number of credits bet is the selected bet per reel cost multiplied by the reel cost shown on the screen. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The 'Free Game' bonus feature is initiated when three or more scatter "Tree" symbols appear, awarding the player 10 free games. During the free games, "Elephant", "Rhino", "Gnu", "Flamingo" and "Giraffe" wins are multiplied by their respective multipliers shown on the screen. Multipliers for "Elephant", "Rhino", "Gnu", "Flamingo" and "Giraffe" begin at 1 at the start of the bonus feature, then each appearance of for "Elephant", "Rhino", "Gnu", "Flamingo" will increase their respective multipliers by 1 and can reach a maximum of 10. The 'Free Game' bonus feature can be initiated again during the feature. The bet per reel cost and reels played are the same as the game that initiated the feature.

MO-22-ARI-08-11

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-11	"Shaman's Magic" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Shaman's Magic"

"Shaman's Magic" 5-reel, 243-way video reel legacy game that offers scatter pays and a bonus feature, as well as a selectable multiplier of 5, 10 or 20 credits, configurable through the Set Chip. The "Eclipse" symbol appears on reel 2, 3 and 4 only and substitutes for all symbols except for the scattered "Star" symbol. The player is awarded the advertised scatter pay when three or more "Star" symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters. The player chooses the number of reels then chooses the bet per reel to begin the game. All wins are multiplied by the number of credits bet per reel, except for scatters. Scatter wins are multiplied by the total number of credits bet. Coinciding wins are added. Scatter wins are always added. The total bet is the number on the 'Bet' button multiplied by the number of credits on the 'Reels' button. The highest win is paid per winning combination on bought reels.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The "Reel 1" button buys all positions on reel 1. The "Reels 1-2" button buys all positions on reels 1 and 2. The "Reels 1-3" button buys all positions on reels 1, 2 and 3. The "Reels 1-4" button buys all positions on reels 1, 2, 3 and 4. The "Reels 1-5" button buys all positions on all reels.

The ‘Free Game’ bonus feature is initiated when 3 or more scattered “Star” symbols appear in any position awarding the player 10 free games. Extra “Eclipse” symbols are available on reels 2, 3 and 4 during the free game feature. Free games can be won again during the feature. The reels selected and the bet multiplier during the free game feature is the same as the game that initiated the bonus feature.

MO-22-ARI-08-132

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-132	“Lucky Miner – Cashman Tonight” - GEN7 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

“Lucky Miner – Cashman Tonight”

“Lucky Miner – Cashman Tonight” is a 5-reel, 20-line legacy video reel game that offers scatter pays and a bonus feature. The “Miner” symbol substitutes for all symbols. When the “Miner” symbol substitutes in a winning combination, the highest win is paid for that combination. The player is awarded the advertised scatter pay when three or more “Gold” symbols appear in any position. Player chooses the number of paylines or chooses (20 Lines + Cashman Tonight) and then chooses the bet per line to begin the game. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters. All wins are multiplied by the credits bet per line except scatters, ‘Cashman Tonight’ bonus wins (unless stated) and jackpot meter amounts. All wins are shown in credits, except for the ‘Major’ and ‘Minor’ jackpot meter amounts. The highest win is paid on any lit payline, except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter amounts, which are added to payline wins. Scatter wins are multiplied by the number of lines played times the bet per line. All wins are on lines played, except scatters, ‘Cashman Tonight’ bonus wins and jackpot meter wins. Wins on different lit lines are added. Scatter wins are added to payline wins.

The ‘Cashman Tonight’ bonus feature is only available when the player is playing maximum lines + ‘Cashman Tonight’. The bet for playing ‘Cashman Tonight’ bonus is (20 lines + 10 credits) multiplied by the bet per line. ‘Cashman’ will randomly appear at the end of a bought game to give the player one of the following five bonus features:

- **‘Scatter Game’**: One free game is awarded where all symbols pay scattered in any position. Prizes for all symbols except for the “Gold” symbol are multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. The “Gold” symbol wins are multiplied by the number of lines played times the bet per line. Each winning combination is made up of only one symbol from each reel.
- **‘Match a Prize’**: The player can touch cases until two matching prizes have been revealed. Prizes available are from 50 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. The player can win the matched prize multiplied by any revealed multipliers of 2X, 3X, 4X or 5X.
- **‘Wild Lights’**: Three free games are awarded. During each free game a “Wild” symbol may be placed on one random position. The “Wild” symbol remains in the same position until the free games have been completed. The “Wild” symbol substitutes for all other symbols.
- **‘Love Meter’**: The player can touch one of the ‘Cashgirl’ characters displayed on the screen. The prizes displayed are from 20 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. Additionally, this prize will be multiplied by the value shown by the arrow. The player can forfeit the first prize won and pick another ‘Cashgirl’ for a chance to win a larger prize. Touch “TAKE WIN” or “PLAY AGAIN”. Optimal choice advice is shown on the screen.
- **‘Cash Wheel’**: A wheel with six blank, two ‘Minor’ and one ‘Major’ segment is shown on the screen. The player touches six boxes to fill in the blank segments on the wheel. Segments can be filled with credit prizes or free games with multipliers. Once filled, the wheel is spun and the player is awarded the prize that the wheel stops on. If the wheel stops on ‘Major’ or ‘Minor’ the player wins the corresponding jackpot.

For every free game awarded by the ‘Cashman’ bonus a prize of two credits multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus feature and any other applicable multipliers will be given, if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the ‘Cashman Tonight’ bonus.

MO-22-ARI-08-136

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-136	“King Galah – Cashman Tonight - GEN7 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

“King Galah – Cashman Tonight

“King Galah – Cashman Tonight” is a 5-reel, 20-line video reel legacy game with scatter pays and a bonus feature. The “Lizard” symbol substitutes for all symbols, except for the scattered “Galah” symbol. The player is awarded the advertised scatter pay when three or more “Galah” symbols appear from left to right only on adjacent reels starting with the leftmost reel. All “Galah” symbols on the center line multiplies the scatter win by ten. All “Galah” symbols on and/or above or on and/or below the center line multiplies the scatter win by two. The player chooses the number of paylines or chooses the maximum paylines plus the ‘Cashman Bonus’ then chooses the bet per line to begin the game (the bet to play the ‘Cashman Tonight’ bonus feature is 10 credits plus the number of lines played multiplied by the bet per line). The player must play maximum lines plus the ‘Cashman’ bonus to be eligible for the ‘Cashman Tonight’ bonus feature. All wins begin with the leftmost reel and pay left to right only on adjacent reels. All wins are shown in credits, except for the ‘Major’ and ‘Minor’ jackpot meter amounts. The highest win is paid on any lit payline, except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter amounts which are added to payline wins. All wins are multiplied by the credits bet per line except for scatters, ‘Cashman Tonight’ bonus wins (unless stated) and jackpot meter amounts. Scatter wins are multiplied by the number of lines played times the bet per line. Wins on different lit lines are added. All wins on lines played except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter wins.

The ‘Cashman Tonight’ bonus feature will randomly appear at the end of a game to give the player one of five bonus features:

- ‘Scatter Game’: One free game is awarded where all symbols pay scattered in any position. Prizes for all symbols except for the “Galah” symbol are multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus feature. The “Galah” symbol wins are multiplied by the number of lines played times the bet per line. Each winning combination is made up of only one symbol from each reel. The highest “Galah” symbol win is paid.
- ‘Match a Prize’: The player can touch cases until two matching prizes have been revealed. Prizes available are from 50 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus feature. The player can win the matched prize multiplied by any revealed multipliers of 2X, 3X, 4X or 5X.
- ‘Wild Lights’: Three free games are awarded. During each free game a “Wild” symbol may be placed on one random position. The “Wild” symbol remains in the same position until the free games have been completed. The “Wild” symbol substitutes for all other symbols. The highest win is paid on any lit payline. Scatter wins are added to payline wins and the highest scatter win is paid. Each winning combination is made up of only one symbol from each reel.

- **‘Love Meter’**: The player can touch one of the ‘Cashgirl’ characters displayed on the screen. The prizes displayed are from 20 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus feature. Additionally, this prize will be multiplied by the value shown by the arrow. The player can forfeit the first prize won and pick another ‘Cashgirl’ for a chance to win a larger prize. Touch “TAKE WIN” or “PLAY AGAIN”. Optimal choice advice is shown on the screen.
- **‘Cash Wheel’**: A wheel with six blank , two ‘Minor’ and one ‘major’ segment is shown on the screen. The player touches six boxes to fill in the blank segments on the wheel. Segments can be filled with credit prizes or free games with multipliers. Once filled, the wheel is spun and the player is awarded the prize that the wheel stops on. If the wheel stops on ‘Major’ or ‘Minor’ the player wins the corresponding jackpot.

For every free game awarded by the ‘Cashman Tonight’ bonus feature a prize of two credits multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus feature and any other applicable multipliers will be given, if no other win occurs and the bet per line and number of lines played will be the same as that for the game that initiated the ‘Cashman Tonight’ bonus feature.

MO-22-ARI-08-14

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-14	“50 Dragons” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“50 Dragons”

“50 Dragons” is a 5-reel, 50-line video reel legacy game that offers scatter pays and a bonus feature, as well as a selectable multiplier of 5, 10 or 20 credits per reel, configurable through the Set Chip. The game can be set as 1 credit buys 1 line or 1 credit buys 2 lines configurable through the set chip. The “Pearl” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except for the scatter “Ingot” symbol. The player is awarded the advertised scatter pay when the “Ingot” symbol only appears on reels 1, 2 and 3 from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. The player chooses the number of paylines then chooses the ‘Bet’ button multiplier to begin the game. All wins are multiplied by the number on the ‘Bet’ button, except for scatters. Scatter wins are multiplied by the number on the ‘Bet’ button and the number of lines played. The highest win is paid on any lit payline, except for scatters which are added to payline wins. Wins on different lit paylines are added. All wins are on lines played except for scatters which are added to payline wins.

The 'Free Game' bonus feature is initiated when three scattered "Ingot" symbols appear on reels 1, 2 and 3 awarding the player 10 free games. For every free game an extra wild "Pearl" symbol is added to reels 2, 3, 4 and 5 for the remaining free games. The 'Free Game' bonus feature can be won again, only once, with only 5 free games.

MO-22-ARI-08-15

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-15	"Where's The...Gold" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Where's The...Gold"

"Where's The...Gold" is a 5-reel, 25-line video reel legacy game that offers scatter pays and a bonus feature. The player is awarded the advertised scatter pay when three or more "Dynamite" symbols appear in any position. Scatter wins are multiplied by the total number of credits bet. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters. The player chooses the number of paylines then chooses the bet per line to begin the game. All wins are multiplied by the number of credits bet per line except for scatter wins. Scatter wins are multiplied by the total number of the credits bet. Scatter wins are added to the payline wins. All wins on different lit paylines are added.

The 'Where's The Gold' bonus feature is initiated when three or more "Dynamite" symbols appear in any position. The player is prompted to select one of the five characters displayed on the screen. A spotlight will then appear on the selected character. Each character is then awarded between three to ten gold nuggets. The number of free games awarded to the player is equal to the number of gold nuggets appearing in the window directly below the spotlight. Any symbols appearing in this window are replaced on the reels by gold symbols during the free games. During the free games gold symbols received by the selected character are wild and substitute for all symbols except for the "Dynamite" symbol. Additional free games can be won again during the 'Where's The Gold' feature. The lines played and bet per line during the free games is the same as the game that initiated the feature.

MO-22-ARI-08-32

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-32	“Wild Cougar – Power Pay” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wild Cougar – Power Pay”

“Wild Cougar – Power Pay” is a 5-reel, 20 line video reel legacy game which offers scatter pays and bonus features. The “Cougar” symbol is wild and substitutes for all symbols. The player is awarded the advertised scatter pay when three or more “Coyote” symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters. The player chooses the number of paylines and then chooses the bet per line to begin the game. The ‘Power Pay’ button begins the ‘Power Pay’ game at all lines with the last bet per line. All wins are multiplied by the number of credits bet per line except for scatters. Scatter wins are multiplied by the total credits bet, except when playing the ‘Power Pay’, where scatter wins are multiplied by the number of lines and credits bet per line. The highest win is paid on any lit payline except for scatters which are added to payline wins. Wins on different lit paylines are added.

The player is eligible for the ‘Power Pay’ feature and eligible to win substitution multiplier and ‘Free Game’ feature when the player selects 20-lines plus the ‘Power Pay’ button. The bet for the ‘Power Pay’ game is (20 credits + 20-lines) multiplied by the bet per line. The wins are doubled when the “Cougar” symbol substitutes for the “Eagle”, “Horse” or “Bear” symbols.

The ‘Free Games’ bonus feature is initiated when the “Coyote” and/or the “Cougar” symbols appear anywhere on reels 1 and 5 awarding the player 5 free games. Three credits multiplied by the number of lines and credits bet per line are awarded for initiating the ‘Free Games’ bonus feature. All wins during the ‘Free Games’ bonus feature are multiplied by a random multiplier of 3, 5 or 10. The ‘Free Games’ bonus feature can be initiated again during the free games. During the ‘Free Games’ feature the credits bet and lines played are the same as the game that initiated the feature.

MO-22-ARI-08-33

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-33	“Wild Ways” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wild Ways”

“Wild Ways” is a 5-reel, video reel legacy game that offers scatter pays and a bonus feature. The “Paw” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except for the scattered “Tree” symbol. Any win with the “Paw” symbol substituting doubles the prize. The player is awarded the advertised scatter pay when two or more “Tree” symbols appear in any position. All wins begin with leftmost reel and pay left to right only on adjacent reels, except scatters. The player chooses the number of reels and then chooses the bet per reel to being the game. All wins are multiplied by the number of credits bet per reel, except scatters. Scatter wins are multiplied by the total number of credits bet. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added.

The ‘Wild Ways’ bonus feature is initiated when 3, 4 or 5 scattered “Tree” symbols appear, awarded the player 15, 20 or 25 free games, respectively. All wins during the bonus feature are tripled. The ‘Free Game’ bonus feature can be won again during the feature. The reels selected and the bet multiplier during the feature are the same as those on the game that started the feature.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

MO-22-ARI-08-41

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-41	“50 Lions” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“50 Lions”

“50 Lions” is a 5-reel, 50-line video reel legacy game with scatter pays and a bonus feature. The “Diamond” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except the scatter “Protea” symbol. All wins begin with the leftmost reel and pay left to right only on adjacent reels. One credit buys two paylines. The player chooses the number of paylines then chooses the bet multiplier to begin the game. All wins are multiplied by the number on the ‘Bet’ button, except for scatters. The total bet is the number of credits on the ‘Lines’ button multiplied by the number on the ‘Bet’ button. Scatter wins are multiplied by the number on the ‘Bet’ button multiplied by the number of lines played. Scatter wins are added to payline wins. Wins on different lit paylines are added. Wins are only paid on those lines the player has selected except scatter wins, which are added to payline wins.

The ‘Free Game’ bonus feature is initiated when scattered “Protea” symbol appears only on reels 1, 2, and 3 from left to right anywhere on adjacent reels awarding the player 10 free games. For every free game an extra wild “Diamond” symbol is added to reels 2, 3, 4 and 5 for the remaining free games. Free games can be won again, only once, whereby only 5 free games are awarded. The total bet and lines played during the free games are the same as the game that triggered the feature.

MO-22-ARI-08-61

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-08-61	“Flights of Fancy” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Flights of Fancy”

“Flights of Fancy” is a 5-reel, video reel native game that offers scatter pays and bonus features. The “Balloon” symbol substitutes for all symbols except for the scatter “Scepter” symbol and only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Scepter” symbols appear from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pays left to right only on adjacent reels, including scatters. The player chooses the number of reels then chooses the bet per reel cost to begin the game. All wins are multiplied by the number of credits bet per reel cost, except scatters. Scatter wins are multiplied by the total number of credits bet. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the center position only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Sliding Wild Free Game’ bonus feature is initiated when three or more scatter “Scepter” symbols appear from the leftmost reel to right, awarding the player 15 free games. Any “Balloon” symbol that appears during the free games becomes a “Sliding Wild” and substitutes for all symbols, except scatters. One extra bonus game is won with any “Balloon” symbol appearing in the window in the last free game. With the “Sliding Wild”, any “Balloon” symbol in the window moves up one position in between each free game. Scatter “Scepter” symbols occurring beneath a “Balloon” symbol may contribute to a scatter prize. The ‘Sliding Wild Free Game’ bonus feature can be initiated again during the feature. Bonus games can be initiated again during the bonus games. The number of features remaining is represented by the number “Moons” collected. The bet per reel cost and reels played are the same as the game that initiated the feature.

MO-22-ARI-09-06

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-09-06	“Enchanted Heart” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Enchanted Heart”

“Enchanted Heart” is a 5-reel, 25-line video reel legacy game with scatter pays and a bonus feature. The “Heart” symbol is wild and substitutes for all symbols, except for the scattered “Book” symbol. The player is awarded the advertised scatter pay when two or more “Book” symbols appear in any position. All wins begin with the leftmost reel and pays from left to right only on adjacent reels, except for scatters. The player chooses the number of paylines and then chooses the bet per line to begin the game. The highest win is paid on any lit payline except for scatters, which are added to payline wins. All wins are multiplied by the number of credits bet per line, except for scatters. Scatter wins are multiplied by the total number of credits bet.

The 'Free Game' bonus feature is initiated when 3, 4 or 5 scattered "Book" symbols appear awarding the player 8, 15 or 25 free games, respectively. During the free games, for each "Heart" symbol spun up on the reels, a new "Heart" symbol will drift to a random position on each adjacent reel. These additional "Heart" symbols will land on any available spot that is not already occupied by a "Heart" symbol. For the purpose of drifting "Heart" symbols only, reels 1 and 5 are considered adjacent reels. Free games can be won again during the feature. Credits bet and lines played are the same as the game that initiated the feature.

MO-22-ARI-09-09

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-09-09	"Mammoth Thunder" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Mammoth Thunder"

"Mammoth Thunder" is a 5-reel, 50-line video reel native game where 1-credit buys 2-lines, as well as offering scatter pays and a bonus feature. The "Crystal" symbol only appears on reels 2, 3 and 4 and substitutes for all symbols, except for the scattered "Spear Head" symbol. The player is awarded the advertised scatter pay when three "Spear Head" symbols appear in any position. All wins begin with the outer reel and pay left to right and/or right to left on adjacent reels, except for scatters and '5 of a kind'. The player chooses the bet per line cost then chooses the number of lines. Line wins are multiplied by the bet per line cost. Scatter wins are multiplied by the total credits bet. All wins are on lit lines only, except for scatters. Wins on different lines are added. The '5 of a kind' wins are only paid once on each line. Coinciding wins on each line are added. The highest win is only for each symbol on each line. Scatter wins are added to line wins.

The 'Free Game' bonus feature is initiated when three scattered "Spear Head" symbols appear, awarding the player 10 free games. For each free game, one "Crystal" symbol is added to each of reels 2, 3 and 4. The 'Free Game' bonus feature can be initiated again during the feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-22-ARI-09-18

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-09-18	“Diamond Destiny-Cashman Tonight” - GEN7 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

“Diamond Destiny-Cashman Tonight”

“Diamond Destiny –Cashman Tonight” is a 5-reel, 20-line video reel legacy game with scatter pays and a bonus feature. The “Diamond” symbol substitutes for all symbols. When the ‘Diamond’ symbol substitutes in a winning combination the highest win is paid for the combination. The player is awarded the advertised scatter pay when three or more “Snowflake” symbols appear in any position. The player chooses the number of paylines or chooses the maximum paylines plus the ‘Cashman Tonight’ bonus feature (which is 10 credits plus the number of lines played multiplied by the bet per line) and then chooses the bet per line to begin the game. The player must play maximum lines plus the ‘Cashman Tonight’ bonus feature to be eligible for the ‘Cashman Tonight’ bonus feature. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except scatters. All wins are shown in credits, except for the ‘Major’ and ‘Minor’ jackpot meter amounts. The highest win is paid on any lit payline, except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter amounts which are added to payline wins. All wins are multiplied by the credits bet per line except for scatters, ‘Cashman Tonight’ bonus wins (unless stated) and jackpot meter amounts. Scatter wins are multiplied by the number of lines played times the bet per line. Wins on different lit lines are added. All wins on lines played, except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter wins.

The ‘Cashman Tonight’ bonus feature is only available when the player is playing maximum lines + ‘Cashman Tonight’. The bet for playing ‘Cashman Tonight’ bonus is (20 lines + 10 credits) multiplied by the bet per line. ‘Cashman’ will randomly appear at the end of a bought game to give the player one of the following five bonus features:

- ‘Scatter Game’: One free game is awarded where all symbols pay scattered in any position. Prizes for all symbols except for the “Snowflake” symbol are multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. The “Snowflake” symbol wins are multiplied by the number of lines played times the bet per line. Each winning combination is made up of only one symbol from each reel.

- **‘Match a Prize’:** The player can touch cases until two matching prizes have been revealed. Prizes available are from 50 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. The player can win the matched prize multiplied by any revealed multipliers of 2X, 3X, 4X or 5X.
- **‘Wild Lights’:** Three free games are awarded. During each free game a “Wild” symbol may be placed on one random position. The “Wild” symbol remains in the same position until the free games have been completed. The “Wild” symbol substitutes for all other symbols.
- **‘Love Meter’:** The player can touch one of the ‘Cashgirl’ characters displayed on the screen. The prizes displayed are from 20 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. Additionally, this prize will be multiplied by the value shown by the arrow. The player can forfeit the first prize won and pick another ‘Cashgirl’ for a chance to win a larger prize. Touch “TAKE WIN” or “PLAY AGAIN”. Optimal choice advice is shown on the screen.
- **‘Cash Wheel’:** A wheel with six blank, two ‘Minor’ and one ‘Major’ segment is shown on the screen. The player touches six boxes to fill in the blank segments on the wheel. Segments can be filled with credit prizes or free games with multipliers. Once filled, the wheel is spun and the player is awarded the prize that the wheel stops on. If the wheel stops on ‘Major’ or ‘Minor’ the player wins the corresponding jackpot.

For every free game awarded by the ‘Cashman’ bonus a prize of two credits multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus feature and any other applicable multipliers will be given, if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the ‘Cashman Tonight’ bonus.

MO-22-ARI-09-20

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-09-20	“Jaws” Conversion Kit	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards and
	“Jaws” - GEN7 Personality Program	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Jaws” Conversion Kit (P/N 592001)

The “Jaws” Conversion Kit (P/N 592001) will be used to add the new “Jaws” game theme specific machine peripherals to the GEN7 Viridian cabinet. The kit includes the “Jaws” Topper, Edge Lighting and “Jaws” Halo Button, together with the following boards:

Comms Expander Board (P/N 494172)

The PCBA Comms Expander Board (P/N 494172) is an extension to the GEN7 Backplane Board which will be used to electrically interface the “Jaws” Halo Button and the Edge Lighting Board to the GEN7 main board. The “Jaws” Halo Button changes its color depending on the “Jaws” bonus feature the player has won.

PCBA Edge Lighting Board (P/N 494089)

The PCBA Edge Lighting Board (P/N 494089) will be used to electrically interface the Edge Light Pipe and the “Jaws” Topper to the GEN7 main board via the Comms Expander Board. The Edge Light Pipe changes its color depending on the “Jaws” bonus feature the player has won.

“Jaws” Topper Board (P/N 494164)

The PCBA “Jaws” Topper Board (P/N 494164) is housed inside the “Jaws” Topper Assembly which has a sea wave base appearance with a marker buoy mounted on the top. The base changes its color depending on the “Jaws” bonus feature the player has won. The marker buoy will move during the trigger and at the conclusion of the ‘Jaws Link’ feature.

This does not affect game functionality and is for additional bonus indicator and attraction purposes only.

“Jaws”

“Jaws” is a 5-reel, 25-line video reel native game that offers scatter pays and bonus features. The “Jaws” symbol is wild and substitutes for all symbols, except for the scattered “Tooth” symbol. If one or more “Jaws” symbol substitutes in a win the pay for that win is multiplied by 1, 2, 3, 4, 5, 10, 20 or 100. The player is awarded the advertised scatter pay when two or more “Tooth” symbols appear in any position. The game is always played with 25 lines. The player chooses the bet multiplier and then presses the ‘Play’ button to begin the game. The bet is 35 credits multiplied by the bet multiplier. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except scatters. All wins are multiplied by the bet multiplier except scatters and progressives. Scatter wins are multiplied by the bet multiplier and the number of lines played. Line wins are on lit lines only. Only the highest win is paid on each line. Wins on different lines are added. Scatter wins are added to line wins. All wins are shown in credits, except progressives.

The 'Jaws Feature' is initiated when three or more scatter "Tooth" symbols appear anywhere on the reels. The 'Jaws Feature' can also be initiated randomly at the end of any spin of the reels. When initiated, the player is prompted to choose one of the following features:

- '15 Free Games' - if one or more "Jaws" symbols substitutes in a win the pay for that win is multiplied by 5, 10 or 20.
- '10 Free Games' - if one or more "Jaws" symbol substitutes in a win the pay for that win is multiplied by 5, 10, 20 or 100.
- '5 Free Games' - if one or more "Jaws" symbol substitutes in a win the pay for that win is multiplied 20 or 100.
- 'Dice Feature' - Three dice games are awarded. Nine dice are displayed on the screen. Each dice game starts with the eight outer dice being rolled. If one or more "Jaws" symbols are rolled then all the "Jaws" symbols are held and the remaining outer dice are rolled again. This continues until no more "Jaws" symbols are rolled or eight "Jaws" symbols appear. At the end of each dice game a prize is awarded for the number of "Jaws" symbols spun up. Prizes are multiplied by the bet multiplier on the game that initiated the feature as shown on the screen. At the completion of any three dice games the middle die is rolled and if "3 more games" is rolled another three dice games are played.

The 'Jaws Feature' can be won again during the free games. The number of features remaining is indicated by the number on the "Retrigger" icon. The bet multiplier is the same as the game that initiated the feature. Return to player for all four feature choices is essentially the same.

The 'Jaws Bonus' feature may be awarded at the end of any bought game to give the player one of the following bonus features:

- 'Golden Jaw' – An open shark mouth with 20 teeth is displayed on the screen. The player is prompted to touch a tooth to win a prize. The shark mouth will remain open for the first two touches. Prizes are added to the 'Treasure' meter. After the first two touches it is for the player to decide whether to continue touching or to press the "Take Treasure" button on the screen and be awarded the amount on the 'Treasure' meter. Optimal strategy advice is shown on the screen. If the player touches a tooth and the shark mouth remains open, the prize is added to the 'Treasure' meter. If the player touches a tooth and the shark mouth closes, the player is awarded half of the amount on the 'Treasure' meter (rounded up to the nearest credit) and the feature ends. When only one tooth remains to be selected, the shark mouth will remain open for the last touch. Prizes shown on the screen are already multiplied by the bet multiplier on the game that started the feature. Available prizes are 50, 100, 200, 300, 500, 1000 and 2500 credits, multiplied by the bet multiplier as shown on the screen.

- 'Feeding Time' – Twenty images are displayed on the screen. The player is allowed to touch two images to reveal the player's prizes. The player may make selections at any time. Images disappear at random, revealing prizes. The prizes revealed are no longer available to be won. Available prizes are listed on the screen and are already multiplied by the bet multiplier. Prizes that are no longer available are crossed out. If the player picked two prizes the player wins the sum of those prizes. If the player picked a prize and a multiplier the player wins the prize value multiplied by the multiplier. If the player does not make a selection(s) the player wins the last available prize(s).
- 'Shark Hunter' – A sonar screen with 20 "Question Mark" positions is displayed on the screen. The player chooses how many chances the player wants to find the shark. The prize the player will win for finding the shark is multiplied by the bet multiplier, as shown on the screen. The player is to touch "Question Mark" position on the sonar until the player finds the shark, or have used up all the picks. If the player does not find the shark the player will be awarded a consolation prize of between 35 and 120 credits, multiplied by the bet multiplier as shown on the screen.

The 'Jaws Link Jackpot Board Game' can be won at random during any bought game. If the 'Jaws Link' feature is initiated during game play, a board with "Boat" and "Shark" marker and a 3x3 new set of reels will be displayed on the screen. The board has 20 squares labeled with 'Mini', 'Minor', 'Major' or 'Grand' jackpot. The "Boat" starts on position 1 (top left hand corner) and the "Shark" starts on position 5 of the board. The board game reels will spin. For every "Boat" symbol spun up on the reels the "Boat" marker moves one position in a clockwise direction. For every "Shark" symbol spun up on the reels the "Shark" marker moves one position in a clockwise direction. When the "Boat" marker and the "Shark" marker come to rest on the same position, the jackpot denoted on that position is awarded and the feature ends. Every five spins of the reels one position on the board will change to "Grand" jackpot. If the reels have spun 30 times and no jackpot has been won, the "Mini" jackpot is awarded.

MO-22-ARI-09-29

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

MO-22-ARI-09-74

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-ARI-09-74	GAMBS2.5M Serial Protocol Converter	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-286-ARI-09-01

GLI File Number	DESCRIPTION	Standards Tested Against
MO-286-ARI-09-01	MKVI SET CHIP	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-286-ARI-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
MO-286-ARI-09-02	GEN7 Set Chip	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-73-ARI-04-55

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-04-55	“Whales of Cash” - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Whales of Cash”

“Whales of Cash” is a 5-reel video slot game that offers a selectable multiplier of 8 or 20 credits, configurable through the Set Chip, as well as scatter pays, multiple times pays and substituting combination wins. The “Whale” symbol appears on reels 2 and 4 only and substitutes for all symbols. Players can choose the number of reels, then choose the bet per reel to start the game. The highest win is paid once on all reels played, per symbol, except for combination wins with the scattered “Moneybag” symbol, where the highest win can be paid multiple times.

With the REEL POWER feature, all wins begin with the leftmost reel and pay left to right on adjacent reels. All wins are multiplied by the total number of credits wagered per reel, except scatters. Coinciding wins and scatter wins are added to all wins. For all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. One credit buys all positions on reel 1; three credits buy all positions on reels 1 and 2; seven credits buy all positions on reels 1, 2 and 3; fifteen credits buy all positions on reels 1, 2, 3 and 4; twenty-five credits buy all positions on reels 1, 2, 3, 4 and 5.

When one “Whale” symbol substitutes in a winning combination on either reel 2 or 4, the amount won is multiplied by two. Two “Whale” symbols substituting in a winning combination on both reels 2 and 4, multiplies the win by four. The highest win is paid once on all reels played, per symbol, except with combination “Whale” symbol wins, where the highest win can be paid multiple times.

Three or more scattered “Moneybag” symbols initiates the ‘Free Game’ feature. The player can win 25, 15 or 10 free games with 5, 4 or 3 scattered “Moneybag” symbols, respectively. During the free games, winning combinations in which the “Whale” symbol substitutes on either reel 2 or 4 are multiplied by four, and winning combinations in which the “Whale” symbol substitutes on both reels 2 and 4 are multiplied by sixteen. The reels selected and the bet multiplier during the feature are the same as those on the game that started the feature. The feature can be won again during the free games.

MO-73-ARI-06-28

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-06-28	“100 Lions” - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“100 Lions”

“100 Lions” is a 5-reel, 100-line video reel game, which contains scatter pays and a bonus feature. The game can be configured in two ways, one credit buys one line or one credit buys two lines. The “Diamond” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except for the scatter “Protea” symbol. All wins begin on the leftmost reel and pay left to right on adjacent reels including scatters. The player chooses the number of paylines, then chooses the bet per line to begin play. All wins are multiplied by credits bet per line except for scatters. The total bet is the number of credits on the ‘lines’ button, multiplied by the number on the ‘bet’ button. Wins on different lit paylines are added. Wins are only paid on those lines the player has selected except scatter wins, which are added to payline wins.

Whenever three scattered “Protea” symbols appear, ten free games are won. The scatter “Protea” symbol appears on reels 1, 2 and 3 only. For every free game, an extra wild “Diamond” symbol is added to reels, 2, 3, 4 and 5 for the remaining free games. Scatter wins are multiplied by the total number of credits bet. Free games can be won again, once only, whereby only five free games are awarded. The total bet and lines played during the free games are the same as the game that triggered the feature.

MO-73-ARI-06-32

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-06-32	“Wild Panda” - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wild Panda”

“Wild Panda” is a 5-reel, 100-line video reel game with scatter pays and a bonus feature. The game can be configured in two ways, one credit buys one-line, or one credit buys two lines. All wins begin on the leftmost reel and pay left to right on adjacent reels only, except for the scatter symbols, which pay in any position. The player chooses the number of paylines then chooses the bet per line to begin play. All wins are multiplied by the credits bet per line, except for scatters which are multiplied by the total bet. The highest win is paid on any lit payline except for scatters which are added to payline wins. Wins on different lit paylines are added.

A certain number of “King”, “Queen” and “Jack” symbols are overlaid with the letters ‘P’, ‘A’, ‘N’ and ‘D’. The ‘P’ appears on reel 1 only, the ‘A’ appears on reels 2 and 5 only, the ‘N’ appears on reel 3 only and the ‘D’ appears on reel 4 only. Spelling the word “PANDA” anywhere on reels 1, 2, 3, 4 and 5, respectively, starts the ‘5 Free Games Feature’, awarding the player 5 free games. During the free games, the triggering symbols beneath the ‘P’ ‘A’ ‘N’ ‘D’ ‘A’ symbols (“King”, “Queen” and “Jack”) are substituted with the wild “Panda” symbol. The wild “Panda” symbol is only available in the free games and substitutes for all symbols except the scatter symbol. The overlaid ‘P’, ‘A’, ‘N’, ‘D’, ‘A’ symbols do not appear during the free games so free games cannot be re-triggered. The total bet and lines played during the free games are the same as the game that triggered the feature.

MO-73-ARI-07-73

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-73	"5 Dragons" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"5 Dragons"

"5 Dragons" is a 5-reel, 243-ways video reel legacy game that offers scatter pays and bonus features, as well as a selectable multiplier of 8 or 20 credits per reel, configurable through the Set Chip. The "Dragon" symbol appears on reels 2, 3 and 4 only and substitutes for all symbols except for the scatter "Coin" symbol. The player is awarded the advertised scatter pay when three or more "Coin" symbols only appear from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. The player chooses the number of reels, and then chooses the bet per reel to begin game. Highest win paid per winning combination on bought reels. Coinciding wins added. Scatter wins are always added. The total bet is the number on the 'Bet' button multiplied by the number of credits on the 'REELS' button. All wins are multiplied by the number of credits bet per reel except for scatter wins which are multiplied by the total number of credits bet.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The "Reel 1" button buys all positions on reel 1. The "Reels 1-2" button buys all positions on reels 1 and 2. The "Reels 1-3" button buys all positions on reels 1, 2 and 3. The "Reels 1-4" button buys all positions on reels 1, 2, 3 and 4. The "Reels 1-5" button buys all positions on all reels.

The '5 Dragons' bonus feature is initiated when any three or more scattered "Coin" symbols appear from the leftmost reel to the right. The player is then prompted to select one of the five displayed feature options by touching the corresponding 'Dragon' button. During the free games, "Red Packet" symbols appearing anywhere on reels 1 and 5 results in a random prize of 2, 5, 10, 15, 20 or 50 multiplied by the total number of credits bet only. Additional free games can be awarded during the free game feature. The reels selected and the bet multiplier during the free game feature is the same as the game that initiated the bonus feature. The number of free games remaining is represented by the number of "Money Pot" symbols collected.

MO-73-ARI-07-78

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-78	“Sun and Moon” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Sun & Moon”

“Sun & Moon” is a 5-reel, 9 or 20-line video reel legacy game that contains scatter pays and bonus feature. The player chooses the number the number of paylines and then chooses the bet per line to begin the game. The “Gold Sun” symbol substitutes for all symbols except for the “Silver Moon” symbol. The “Silver Moon” symbol substitutes for all symbols except for the “Gold Sun” symbol. The player is awarded the advertised scatter pay when three or more “Gold Sun” and/or “Silver Moon” symbols appear. All wins begin with the leftmost reel and pay left to right only on adjacent reels. The scattered “Gold Sun” and/or “Silver Moon” of a kind or mixed pay left to right anywhere on adjacent reels starting with the leftmost reel. All wins are multiplied by the credits bet per line except scatters. Scatter wins are multiplied by the total number of credits bet. The highest win is paid on any lit payline except scatters, which are added to the payline wins. Scatter wins are added to payline wins.

The ‘Free Game’ bonus feature is initiated when 2, 3, 4 or 5 scattered “Gold Sun” and/or “Silver Moon” symbols of a kind or mixed appear on adjacent reels starting with the leftmost reel. The player is awarded 5, 10, 20 or 50 free games, respectively. During the free games all wins are doubled and the feature can be won again during the free games. The credits bet and lines played are the same as the game that initiated the feature.

MO-73-ARI-07-79

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-79	“Tiki Torch” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Tiki Torch”

“Tiki Torch” is a 5-reel, 9 or 20-line video reel game that offers scatter pays and a bonus feature. The “Tiki Torch” symbol substitutes for all symbols, except for the scattered “Pearl” symbol. When the “Tiki Torch” symbol substitutes in a winning combination, the highest win is paid for that combination. The player is awarded the advertised scatter pay when the three or more “Pearl” symbols appears from left to right anywhere on adjacent reels, beginning with the leftmost reel. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. The player chooses the number of paylines then chooses the bet per line to begin the game. All wins are multiplied by the number of credits bet per line, except for scatters. Scatter wins are multiplied by the total number of credits bet. Scatter wins are added to payline wins. The highest win is paid on any lit payline, except for scatters.

The ‘Free Game’ bonus feature is initiated when three or more scattered “Pearl” symbols appear, awarding the player eight free games. During the free games, the “Knife”, “Canoe” and “Hut” symbols substitute for the “Tiki Torch” symbol. When the “Tiki Torch” symbol substitutes in a wining combination the highest win is paid for that combination. Free games can also be won again during this feature. The credits bet and lines played remain the same as the game that initiated the bonus feature.

MO-73-ARI-07-80

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-80	“Choy Sun Returns” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Choy Sun Returns”

“Choy Sun Returns” is a 5-reel, 243-ways video reel game that offers scatter pays and bonus features, as well as a selectable multiplier of 5, 10 or 20 credits, configurable through the Set Chip. The “Man” substitutes for all symbols except for the “Nugget” symbol and only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Nugget” symbols appears left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels including scatters. The player chooses the number of reels and then chooses the bet per reel to begin the game. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button. All wins are multiplied by the number of credits bet per reel, except for scatters. The highest win is paid per winning combination on bought reels. Scatter wins are multiplied by the total number of credits bet, except when playing the ‘Power Play’ feature, where scatter wins are multiplied by 25 times the number on the ‘Bet’ button. Coinciding wins are added. Scatter wins are always added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels and is eligible for an extra five free games.

The ‘Free Games’ bonus feature initiated with any three or more scattered “Nugget” symbols appearing from the leftmost reel to the right. A second screen will appear prompting the player to select one of the five displayed feature options by touching the corresponding “Fish”. The player is eligible to win five extra free games in each of the five displayed feature options when playing the ‘Power Pay’ feature. During the free games the “Red Packet” symbol appearing anywhere on reels 1 and 5 results in a random bonus prize of 2, 5, 10, 15, 20 or 50 multiplied by the total credits staked. Additional free games can be awarded during the ‘Free Game’ bonus feature. The reels selected and the bet multiplier during the ‘Free Game’ bonus feature is the same as the game that initiated the bonus feature. The number of free games remaining is represented by the number of “Money Pot” symbols collected.

MO-73-ARI-07-81

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-81	“Wicked Winnings II – Power Pay” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wicked Winnings II – Power Pay”

“Wicked Winnings II” is a 5-reel video reel game that offers scatter pays and bonus features. The “She Devil” symbol substitutes for all symbols and only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Money Bag” symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except scatters. The player chooses the number of reels then chooses the bet per reel to begin the game. The ‘Power Pay’ button begins the ‘Power Pay’ game at all reels with the last bet per reel. Coinciding wins are added. Scatter wins are always added. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button. The highest win is paid per winning combination on the bought reels. Each winning combination, including scatters, is made up of only one symbol from each reel. Scatter wins are multiplied by the total number of credits wagered, except when playing “Power Pay’ where scatter wins are multiplied by 25 and the bet per reel. All wins are multiplied by the number of credits bet per reel, except for scatters.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels. The “Reels 1-5 + Power Pay” button buys all positions on all reels and is eligible to win free spins and free games.

The ‘Re-Spins’ bonus feature is initiated whenever three “She Devil” symbols appear on the same reel. During this feature, any reels with three “She Devil” symbols are held while the other reels are re-spun once. The ‘Re-Spins’ can be initiated again during the ‘Re-Spins’ bonus feature. The bet per reel and reels played are the same as the game that initiated the ‘Re-Spins’ bonus feature.

The ‘Free Games’ bonus feature is initiated whenever a “Background Flame” symbol appears on both reels one and five and awards 15 free games. Two credits (multiplied by the total credits bet) are awarded. The ‘Free Games’ bonus feature can be initiated again during the ‘Free Games’ and ‘Re-Spins’ bonus features. The ‘Re-Spins’ bonus feature can also be initiated during the ‘Free Games’ bonus feature. The bet per reel and reels played are the same as the game that initiated the ‘Free Games’ bonus feature.

MO-73-ARI-07-84

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-84	“Moon Festival” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Moon Festival”

“Moon Festival” is a 5-reel, 50-line video reel game that contains scatter pays and a bonus feature. The “Moon” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except for the scattered “Lantern” symbol. The player is awarded the advertised scatter pay when the “Lantern” symbol only appears on reels 1, 2 and 3. All wins begin with the leftmost reel and pay from left to right only on adjacent reels, including scatters. The player chooses the number of paylines then chooses the bet per line to begin the game. The highest win is paid on any lit payline, except for scatters which are added to payline wins. The total bet is the number of credits on the ‘Lines’ button multiplied by the number on the ‘Bet’ button. All wins are multiplied by the credits bet per line, except for scatters. Wins on different paylines are added. Scatter wins are multiplied by the total number of credits bet. Scatter wins are added to payline wins.

The 'Free Game' bonus feature is initiated when the "Lantern" symbol appears on reels 1, 2 and 3 in any position, awarding the player the advertised scatter pay and 10 free games. Any "Moon" symbols that appear anywhere during the free games are held in that position for the remainder of the free games and substitutes for all symbols except for the "Lantern" symbol. Scatter wins are multiplied by the total credits bet. The bonus feature can be won again, only once, whereby only 5 free games are awarded. During the free games the credits bet and lines played are the same as the game that initiated the bonus feature.

MO-73-ARI-07-87

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-07-87	"Miss Kitty" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Miss Kitty"

"Miss Kitty" is a 5-reel, 50-line video reel game with scatter pays and a bonus feature. The "Cat" symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols except the scatter "Moon" symbol. The player is awarded the advertised scatter pay when three "Moon" symbols appear only on reels 1, 2 and 3 from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels. The player chooses the number of paylines then chooses the 'bet' per line to begin the game. All wins are multiplied by the credits bet per line, except for scatters. Scatter wins are multiplied by the total credits bet. The total bet is the number of credits on the 'Lines' button multiplied by the number on the 'Bet' button. Wins on different lit paylines are added. All wins are on lines played, except for scatters which are added to payoff wins. The highest win is paid on any lit payoff line except for scatters which are added to payoff wins.

The 'Free Games' bonus feature is initiated when three scattered "Moon" symbols appear awarding the player 10 free games. Any "Cat" symbol appearing during the free games stays in the window at the position for the remainder of the free games and substitutes for all symbols except for scatters. The scattered "Moon" symbol occurring beneath the "Cat" symbol may contribute to a scatter pay as indicated by alternating display of these two symbols. The feature can be initiated again during the feature only once, with five free games awarded. The credits bet and lines played are the same as the game that initiated the feature. The total bet and lines played during the free games are the same as the game that initiated the feature.

MO-73-ARI-08-06

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-06	“Choy Sun Doa” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Choy Sun Doa”

“Choy Sun Doa” is a 5-reel, video reel legacy game that offers scatter pays and bonus feature, as well as a selectable multiplier of 8 or 20 credits per reel, configurable through the Set Chip. The “Man” symbol substitutes for all symbols except for “Gold Nugget” scatter symbol and only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Nugget” symbols only appear from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. The player chooses the number of reels and then chooses the bet per reel to begin the game. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘REELS’ button. All wins are multiplied by the total number of credits bet per reel except for scatter wins which are multiplied by the total number of credits bet.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Free Game’ bonus feature is initiated when any three or more scattered “Nugget” symbols appear from the leftmost reel to the right. The player is then prompted to select one of the five displayed feature options by touching the corresponding ‘Fish’. During the free games, “Red Packet” symbols appearing anywhere on reels 1 and 5 results in a random prize of 2, 5, 10, 15, 20 or 50 multiplied by the total number of credits bet only. Additional free games can be awarded during the free game feature. The reels selected and the bet multiplier during the free game feature is the same as the game that initiated the bonus feature. The number of free games remaining is represented by the number of “Money Pot” symbols collected. The return to the player for all five features is essentially the same.

MO-73-ARI-08-14

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-14	“Gold Maker” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Gold Maker”

“Gold Maker” is a 5-reel, 15 or 25-line video reel legacy game that contains scatter pays and a bonus feature. The “Man” symbol is wild and substitutes for all symbols at the same time in all positions on the reel(s) it appears, except for the scattered “Scale” symbol. The “Man” symbol appears on reels 2, 3, 4 and 5 only. For every “Man” symbol that substitutes for a symbol that is already a part of that winning combination, the win for that combination is doubled. The player is awarded the advertised scatter pay when three or more “Scale” symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels except for scatters. The player chooses the number of paylines and then chooses the bet per line to begin the game. Scatter wins are added to payline wins. Scatter wins are multiplied by the total number of credits bet. All wins are multiplied by the credits bet per line, except scatters. The highest win is paid on any lit payline except for scatters, which are added to payline wins.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 scattered “Scale” symbols appear, awarding the player 12, 15 or 20 free games, respectively. All wins are doubled during the free games and bonus respins. During the free games only the reels where the “Man” symbol appears are held and all other reels are respun once. Free games can be won again during the free games and bonus respins. The credits bet and lines played are the same as the game that initiated the free games.

MO-73-ARI-08-19

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-19	“Prophecy” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Prophecy”

“Prophecy” is a 5-reel, video reel legacy game that offers scatter pays and bonus features, as well as a selectable multiplier of 8 or 20 credits, configurable through the Set Chip. The “Ball” symbol appears on reel 3 only and substitutes for all symbols including the “Book” scatter symbol. The “Book” symbol appears on reels 2, 3 and 4 only and pays in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatters, which pay in any position. The player chooses the bet per reel to begin the game. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button. All wins are multiplied by the number of credits bet per reel except for scatter wins, which are multiplied by the total number of credits bet. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Prophecy’ feature is initiated with a scattered “Book” symbol win and awards the player 15 free games. The player is then prompted to select one of the five displayed Prophecy choices. The prophecy choices displayed are as follows:

- Prophecy 1: 4 or more “Quill” symbols collected wins 10 credits
- Prophecy 2: 8 or more “Quill” symbols collected wins 15 credits
- Prophecy 3: 12 or more “Quill” symbols collected wins 25 credits
- Prophecy 4: 16 or more “Quill” symbols collected wins 60 credits
- Prophecy 5: 20 or more “Quill” symbols collected wins 140 credits
- Bonus: 25 or more “Quill” symbols collected wins 40 credits (regardless of the Prophecy selected)

MO-73-ARI-08-35

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-35	“Cactus Corral” - MKVI Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Cactus Corral”

“Cactus Corral” is a 5-reel, 243-way video reel game that offers scatter pays and a bonus feature. The “Sun” symbol substitutes for all symbols except the scattered “Cactus” symbol. The “Sun” symbol only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Cactus” symbols appear in any position. All wins begin with the leftmost reel and pay from left to right only on adjacent reels, except for scatters. The player chooses the number of reels then chooses the bet per reel cost to begin the game. Choosing a different number of reels selects a different set of reel strips. All wins are multiplied by the number of credits bet per reel cost, except for scatters. Scatter wins are multiplied by the total number of credits bet. The highest win is paid per winning combination on bought reels. Coinciding wins are added and scatter wins are always added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The ‘Reel 1’ button buys all positions on reel 1. The ‘Reels 1-2’ button buys all positions on reels 1 and 2. The ‘Reels 1-3’ button buys all positions on reels 1, 2 and 3. The ‘Reels 1-4’ button buys all positions on reels 1, 2, 3. The ‘Reels 1-5’ button buys all positions on all reels.

The ‘Free Game’ bonus feature is initiated when three or more scattered “Cactus” symbols appear, awarding the player 10 free games. Extra “Sun” symbols appear on reels 2, 3 and 4 during the ‘Free Game’ bonus feature. The reels selected and the bet multiplier during the feature are the same as those on the game that initiated the feature. The feature can be won again during ‘Free Game’ bonus feature.

MO-73-ARI-08-40

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-40	“Wild Cougar” - GEN7 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 Cougar”

“Wild Cougar” is a 5-reel, 20-line legacy video reel game that contains scatter pays and a bonus feature. The “Cougar” symbol substitutes for all symbols. The player is awarded the advertised scatter pay when three or more “Coyote” symbols appear in any position. The player can choose their lines and then choose their bet per line to start the game or can alternatively choose to play the ‘Cashman Tonight’ bonus, which is 10 credits + the number of lines played multiplied by the bet per line. The player must play maximum lines plus ‘Cashman Bonus’ to be eligible for the ‘Cashman Tonight’ bonus. All wins begin with leftmost reel and pay left to right only on adjacent reels, except scatters. All wins shown in credits, except major and minor jackpot win amounts. The highest win is paid on any lit payline except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter amounts which are added to payline wins. Scatter wins are multiplied by the number of lines played times the bet per line. All wins are multiplied by the credits bet per line except for scatters, ‘Cashman Tonight’ bonus wins (unless stated) and jackpot meter amounts. Wins on different lit paylines added. All wins on lines played accepts scatters, ‘Cashman Tonight’ bonus wins and jackpot meter wins.

The ‘Cashman Tonight’ bonus feature will randomly appear at the end of a game to give the player one of five bonus features:

- ‘Scatter Game’: One free game is awarded where all symbols pay scattered in any position. Prizes for all symbols except for the “Coyote” symbol are multiplied by the bet per line on the game that started the ‘Cashman Tonight’ bonus. The “Coyote” symbol wins are multiplied by the number of lines played times the bet per line. Each winning combination is made up of only one symbol from each reel.
- ‘Match a Prize’: The player is prompted to touch cases until two matching prizes have been revealed. Prizes available are from 50 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. The player can win the matched prize multiplied by any revealed multipliers of 2X, 3X, 4X or 5X.
- ‘Wild Lights’: Three free games are awarded. During each free game a “Wild” symbol may be placed on a random position. The “Wild” symbol remains in the same position until the free games have been completed. The “Wild” symbol substitutes for all symbols.
- ‘Love Meter’: The player is prompted to touch one of the ‘Cashgirl’ characters displayed on screen. The prizes displayed are from 20 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. Additionally, this prize will be multiplied by the value shown by the arrow. The player can forfeit the first prize won and pick another ‘Cashgirl’ for a chance to win a larger prize. Touch “TAKE WIN” or “PLAY AGAIN”. Optimal choice advice is shown on screen.

- **‘Cash Wheel’:** A wheel with six blank, two “Minor” and one “Major” segment is shown on screen. The player touches 6 boxes to fill in the blank segments on the wheel. Segments can be filled with credit prizes or free games with multipliers. Once filled, the wheel is spun and the player is awarded the prize that the wheel stops on. If the wheel stops on “Major” or “Minor” the player wins the corresponding jackpot.

For every free game awarded by the ‘Cashman’, a prize of two credits multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus and any other applicable multipliers will be given, if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the ‘Cashman Tonight’ bonus.

MO-73-ARI-08-41

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-41	“African Dusk” - GEN7 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

“African Dusk”

“African Dusk” is a 5-reel, 20-line legacy video game that contains scatter pays and a bonus feature. The “Rhino” symbol substitutes for all symbols. The player is awarded the advertised scatter pay when three or more “Tree” symbols appear in any position. Players can choose their lines and then choose their bet per line to start the game or can alternatively choose to play the ‘Cashman Tonight’ bonus, which is 10 credits + the number of lines played multiplied by the bet per line. The player must play maximum lines plus ‘Cashman Bonus’ to be eligible for the ‘Cashman Tonight’ bonus. Scatter wins are multiplied by the number of lines played times the bet per line. All wins are multiplied by the credits bet per line except for scatters, ‘Cashman Tonight’ bonus wins and jackpot meter amounts.

The ‘Cashman Tonight’ bonus feature will randomly appear at the end of a game to give the player one of five bonus features:

- **‘Scatter Game’:** One free game is awarded where all symbols pay scattered in any position. Prizes for all symbols except for the “Tree” symbol are multiplied by the bet per line on the game that started the Cashman Tonight Bonus. The “Tree” symbol wins are multiplied by the number of lines played times the bet per line. Each winning combination is made up of only one symbol from each reel.

- ‘Match a Prize’: The player can touch cases until two matching prizes have been revealed. Prizes available are from 50 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. The player can win the matched prize multiplied by any revealed multipliers of 2X, 3X, 4X, or 5X.
- ‘Wild Lights’: Three free games are awarded. During each free game a “Wild” symbol may be placed on a random position. The “Wild” symbol remains in the same position until the free games have been completed. The “Wild” symbol substitutes for all symbols.
- ‘Love Meter’: The player can touch one of the ‘Cashgirl’ characters displayed on screen. The prizes displayed are from 20 to 400 credits times the bet per line on the game that initiated the ‘Cashman Tonight’ bonus. Additionally, this prize will be multiplied by the value shown by the arrow. The player can forfeit the first prize won and pick another ‘Cashgirl’ for a chance to win a larger prize. Touch “TAKE WIN” or “PLAY AGAIN”. Optimal choice advice is shown on screen.
- ‘Cash Wheel’: A wheel with six blank, two “Minor” and one “Major” segment is shown on screen. The player touches 6 boxes to fill in the blank segments on the wheel. Segments can be filled with credit prizes or free games with multipliers. Once filled, the wheel is spun and the player is awarded the prize that the wheel stops on. If the wheel stops on “Major” or “Minor” the player wins the corresponding jackpot.

For every free game awarded by the ‘Cashman’, a prize of two credits multiplied by the bet per line on the game that initiated the ‘Cashman Tonight’ bonus and any other applicable multipliers will be given, if no other win occurs. The bet per line and number of lines played will be the same as that for the game that initiated the ‘Cashman Tonight’ bonus.

MO-73-ARI-08-48

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-48	“Polynesian Pearl” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Polynesian Pearl”

“Polynesian Pearl” is a 5-reel, 243-way video reel native game with scatter pays and bonus features. The “Pearl” symbol substitutes for all symbols except for the scatter “Scepter” symbol and only appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Scepter” symbols appear from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. The player chooses the number of reels and then chooses the bet per reel cost to begin the game. All wins are multiplied by the number of credits bet per reel cost, except for scatters. Scatter wins are multiplied by the total credits bet. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the center position only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Sliding Wild Free Game’ bonus feature is initiated when three or more scattered “Scepter” symbols appear from the leftmost reel to the right, awarding the player 15 free games. Any “Pearl” symbols that appear during the free games becomes a “Sliding Wild” and substitutes for all symbols, except scatters. One extra bonus game is won with any “Pearl” symbol appearing in the window in the last free game. With the “Sliding Wild”, any “Pearl” symbol in the window moves down one position in between each free game. Scatter “Scepter” symbols occurring beneath a “Pearl” symbol may contribute to a scatter win. The ‘Sliding Wild Free Game’ bonus feature can be initiated again during the feature. Bonus games can be initiated again during the bonus games. The number of features remaining is represented by the number of “Shell” symbols collected. The bet per reel cost and reels played are the same as the game that initiated the feature.

MO-73-ARI-08-58

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-58	“Fortune Foo” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Fortune Foo”

“Fortune Foo” is a 5 reel, 243-way native video reel game that offers scatter pays and bonus features. The “Fortune” symbol only appears on reels 2, 3 and 4 and substitutes for all symbols, except for the scatter “Ingot” symbol. The player is awarded the advertised scatter pay when three or more “Ingot” symbols appear in any position. The player chooses the bet per reel cost and then chooses the reels to play to begin the game. All wins begins with leftmost reel and pay left to right on adjacent reels, except scatters. Each symbol can only be used once per winning combination. Only positions containing the winning symbol are used in determining the win for that symbol. Coinciding wins are added, except the highest “Female Lion”, “Male Lion” or mixed “Female Lion” and “Male Lion” win paid per winning combination on bought reels. Scatter wins are multiplied by the total credits bet and are added to ‘REEL POWER’ wins. The ‘REEL POWER’ wins are multiplied by bet per reel cost.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Re-spins’ bonus feature is initiated when three “Fortune” symbols appear on the same reel. These reel(s) are held and the other reels are re-spun once. The ‘Re-spins’ bonus feature can be initiated again during the ‘Re-spins’ bonus feature. The ‘Free Games’ bonus feature can also be initiated during the ‘Re-spins’ bonus feature. The bet per reel cost and reels played are the same as the game the initiated the ‘Re-spins’ bonus feature.

The ‘Free Games’ bonus feature is initiated when three or more scattered “Ingot” symbol wins, awarding the player fifteen free games. Extra “Fortune” symbols are added on reels 2, 3 and 4 during the ‘Free Games’ bonus feature. The ‘Re-spins’ bonus feature can be initiated during the ‘Free Games’ bonus feature. The ‘Free Games’ bonus feature can be initiated again during the ‘Free Games’ bonus feature. The bet per reel cost and reels played are the same as the game that initiated the ‘Free Games’ bonus feature.

MO-73-ARI-08-65

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-65	“Tiger Lily” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Tiger Lily”

“Tiger Lily” is a 5-reel, 243-way native video reel game with scatter pays and a bonus feature. The “Pagoda” symbol appears on reels 2 and 4 only and substitutes for all symbols except the scattered “Flower.” Every “Pagoda” symbol that substitutes in a win doubles the pay for that win. The player is awarded the advertised scatter pay when two or more “Flower” symbols appear in any position. The player chooses the bet per reel cost and then chooses the number of reels to begin the game. All wins begin with the leftmost reel and pay left to right on adjacent reels, except scatters. Each symbol can only be used once per winning combination. Only positions containing the winning symbol are used in determining the win for that symbol. Coinciding wins are added. Scatter wins are multiplied by the total credits bet and are added to ‘REEL POWER’ wins. The ‘REEL POWER’ wins are multiplied by bet per reel cost.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Bonus’ feature is initiated when 3, 4 or 5 scattered “Flower” symbols appear and award the player 15, 20 or 25 free games, respectively. When a “Pagoda” symbol substitutes in a win, that win is multiplied by a random multiplier of 3, 4 or 5 for each “Pagoda” symbol substituting in that winning combination. The ‘Bonus’ feature can be initiated again during free games. The bet per reel cost and the reels played are the same as the game that initiated the feature.

MO-73-ARI-08-73

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-73	Wild Stallion - Power Pay” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Wild Stallion - Power Pay”

“Wild Stallion - Power Pay” is a 5-reel, 243-way video reel legacy game that offers scatter pays and bonus features. The “Horse” symbol substitutes for all symbols and only appears on reels 2 and 4. The player is awarded the advertised scatter pay when three or more “Cactus” symbols appear from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay from left to right only on adjacent reels, including scatters. The player chooses the number of reels or chooses the ‘Power Pay’ and then chooses the bet per reel to begin game. All wins are multiplied by the number of credits bet per reel cost, except for scatters. Scatter wins are multiplied by the total number of credits bet, except when playing the ‘Power Pay’ button where scatter wins are multiplied by 25 and bet per reel cost. Coinciding wins are added. Scatter wins are always added. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button, The highest win is paid per winning combination on bought reels.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The “Reel 1” button buys all positions on reel 1. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels. The “Reels 1-5 + Power Pay” button buys all positions on all reels and is eligible to win the ‘Bonus Spin’ feature and extra 5 free games.

The ‘Free Game’ bonus feature is initiated when 3, 4 or 5 scattered “Cactus” symbols appear, awarding the player 10, 15 or 20 free games, respectively (if playing the ‘Power Pay’ button the player is awarded 15, 20 or 25 free games, respectively). Any win with a “Horse” symbol substituting on reel 2 or 4 is multiplied by 3 or 5, respectively. Any win with a “Horse” symbol substituting on reels 2 and 4 is multiplied by 15. This feature can be initiated again during the feature. The reels selected and the bet multiplier, during the feature, are the same as the game that initiated the feature.

The ‘Bonus Spin’ feature is initiated whenever a “Horse” symbol is spun up on a bought reel position during the free games and does not substitute in a win, then that reel is held and the other reels are re-spun once. Whenever two “Horse” symbols are spun up on bought reel positions during the free games and neither substitute in a win, then those reels are held and others are re-spun once. The reels selected and the bet multiplier during the feature are the same as the game that initiated the feature.

MO-73-ARI-08-74

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-74	“Dream Time” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Dream Time”

“Dream Time” is a 5-reel, 243-way video reel legacy game that offers scatter pays and bonus features. The “COG” symbol substitutes for all symbols and only appears on reels 2 and 4. The player is awarded the advertised scatter pay when three or more “Egg” symbols appear left to right on adjacent reels, beginning with the leftmost reel. The player chooses the number of reels and then chooses the bet per reel to begin the game. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. All wins are multiplied by the number of credits bet per reel, except scatter and bonus wins. Scatter wins are multiplied by the total number of credits bet. The highest win is paid per winning combination on bought reels. Coinciding wins are added. Scatter wins are always added. The total bet is the number on the ‘Bet’ button multiplied by the number of credits on the ‘Reels’ button.

With the REEL POWER feature, the winning combinations pay through any position on bought reels and the centerline only on other reels for all symbols, except scatters. The “Reel 1” button buys all positions on reel 1. The “Reel 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Free Games’ bonus feature is initiated with any scattered “Egg” win. The player is awarded ten free games. During the free games, any win with a “COG” symbol substituting on reels 2 or 4 is multiplied by two. Any win with a “COG” symbol substituting on reels 2 and 4 is multiplied by four. The ‘Free Games’ bonus feature can be initiated again during the free games. The reels selected and the bet multiplier during the ‘Free Games’ bonus feature are the same as the game that initiated the ‘Free Game’ bonus feature. The bonus ends when zero free spins remain.

The ‘Egg’ bonus feature may be initiated when the ‘Free Games’ bonus feature is completed. A total of 15 “Egg” symbols may appear. The player is prompted to pick any five “Egg” symbols. The total free game win is repeated whenever a “Flower” symbol is found. The player is then prompted again to pick five additional “Egg” symbols, if a “COG” symbol is found. A maximum of seven “Flower” symbols and one “COG” symbol can be found.

MO-73-ARI-08-76

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-76	“Kick ‘N Ass” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Kick ‘N Ass”

“Kick ‘N Ass” is a 5-reel, 25-line video reel native game with scatter pays and a bonus feature. The “Donkey” symbol is substitutes for all symbols, except for the scattered “Horse Shoe” symbol and only appears on reels 2 and 4. The player is awarded the advertised scatter pay when three “Horse Shoe” symbols appears on reels 1, 2 and 3. All wins begin with the leftmost reel and pay left to right only on adjacent reels, including scatters. All wins are on lines played, except for scatters which are added to payline wins. The player chooses the number of paylines then the bet per line to begin the game. All line wins are multiplied by the number of credits bet per line, except for scatters. Scatter wins are multiplied by the total number of credits bet. Only the highest win is paid on any lit payline. Wins on different lit paylines are added.

The ‘Sticky Wild’ bonus feature is initiated when three scattered “Horse Shoe” symbols appear from left to right, awarding the player eight free games. Any “Donkey”, “Donkey X2” or “Donkey X3” symbol appearing during the free games stays in the window at the position for the remainder of the free games. When an “Donkey” symbol appears on reel 2 it may reveal a multiplier shown as “Donkey X2” symbol and when an “Donkey” symbol appears on reel 4 it may reveal a multiplier shown as “Donkey X3”. Any win with an “Donkey X2” or “Donkey X3” symbol substituting is multiplied by two or three, respectively. Any win with an “Donkey X2” and “Donkey X3” substituting is multiplied by six. The scattered “Horse Shoe” symbol appearing beneath the “Donkey” or “Donkey X2” symbol may contribute to a scatter prize, as indicated by the alternating display of these symbols. The feature can be initiated again during the feature once only, with four free games awarded. The credits bet and lines played are the same as the game that initiated the feature.

MO-73-ARI-08-77

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-77	“2Can” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“2Can”

“2Can” is a 5-reel, 25-line video reel native game with scatter pays and a bonus feature. The “Toucan” symbol substitutes for all symbols, except scatters. The player is awarded the advertised scatter pay when three or more scattered “Orchid” symbols appear in any position. The player chooses the bet per line then chooses the number of lines. All wins begin with the leftmost reel and pay left to right on adjacent reels, except for scatters. All wins are on lit lines only, except for scatters. Line wins are multiplied by the credits bet per line. Scatter wins are multiplied by the total credits bet. Scatter wins are added to line wins. Wins on different lines are added. Only the highest win is paid on each line.

The ‘Multi-Wild Free Game Feature’ is initiated when any 3, 4 or 5 “Orchid” symbols appear, awarding the player 10, 15 or 20 free games, respectively. For every free game, each “Toucan” symbol appearing in the window awards, for that game only, an additional “Toucan” symbol in a position where a “Toucan” symbol did not appear. Scattered “Orchid” symbols occurring beneath “Toucan” symbols may contribute towards a scatter win as indicated by the alternating display of these symbols. The ‘Multi-Wild Free Game Feature’ can be initiated again during the feature. The credits bet and lines played are the same as the game that initiated the feature.

MO-73-ARI-08-78

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-78	“Hippo Luck” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Hippo Luck”

“Hippo Luck” is a 5-reel, 25-line video reel native game with scatter pays and a bonus feature. This game can be set as 10 or 20 credits per line, configurable through the set chip. The players choose their number of lines and then choose their bet per line to start the game. The “Hippo” symbol substitutes for all symbols and appears on reels 1, 2 and 3 only. The player is awarded the advertised scatter pay when two or more scattered “Hippo” symbols appear in any position. All wins begin with the leftmost reel and pay left to right only on adjacent reels, except for scatter wins. Only the highest win is paid on any lit payline except for scatters, which are added to payline wins. Wins on different lit paylines are added. All wins are multiplied by the credits bet per line except for scatters, which are multiplied by the total number of credits bet.

The 'Free Games' bonus feature is initiated when three or more scattered "Hippo" symbols appear in any position. The player is then awarded five free games. During the free games, an extra "Hippo" symbol appears on reel 3. The 'Free Games' bonus feature can be initiated again during the feature. The credits bet and the lines are the same as the game that initiated the feature.

MO-73-ARI-08-79

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-79	"BollyBoogie" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"BollyBoogie"

"BollyBoogie" is a 5-reel, 243-way video reel native game with scatter pays and bonus features. This game has a selectable multiplier of 10 or 20 credits that is configurable through the Set Chip. The "Boy" and "Girl" symbols only appear on reels 2, 3 and 4 and substitute for all symbols, except for the scattered "Clapperboard" symbol. The player is awarded the advertised scatter pay when three or more "Clapperboard" symbols appear from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay from left to right only on adjacent reels, including scatters. The player chooses the bet per reel cost then chooses the reels they wish to play to begin the game. Each symbol can be used only once per winning combination. Only positions containing the winning symbol are used in determining the win for that symbol. Coinciding wins are added. Scatter wins are added to 'REEL POWER' wins. The 'REEL POWER' wins are multiplied by the bet per reel cost. Scatter wins are multiplied by the total credits bet.

With the REEL POWER feature, for all symbols except scatters, the winning combinations pay through any position on the bought reels and the centerline only on other reels. The "Reel 1" button buys all positions on reel 1. The "Reels 1-2" button buys all positions on reels 1 and 2. The "Reels 1-3" button buys all positions on reels 1, 2 and 3. The "Reels 1-4" button buys all positions on reels 1, 2, 3 and 4. The "Reels 1-5" button buys all positions on all reels.

The 'Free Games' bonus feature is initiated when 3, 4 or 5 scattered "Clapperboard" symbols appear, awarding the player 15, 20 or 25 free games, respectively. During the 'Free Games' bonus feature, wins can be multiplied by up to 15. If both the "Boy" and "Girl" symbols (mixed) are spun up on a bought reel positions during the free games, then the total win for that spin is randomly multiplied by 8, 10 or 15. If either the "Boy" or "Girl" symbols (of a kind) are spun up on bought reel positions during the free games, then the total win for that spin is randomly multiplied by 2, 3 or 5. The bonus feature can be initiated again during the free games. The bet per reel cost and the number of reels played during the feature are the same as the game that initiated the feature.

MO-73-ARI-08-81

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-81	"Attack of the Monsters" - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

"Attack of the Monsters"

"Attack of the Monsters" is a 5-reel, 25-line video reel native multi-denom game with scatter pays and a bonus feature. The "Monster" symbol substitutes for all symbols except for the scattered "Countdown" symbol. The player is awarded the advertised scatter pay when 3 or more "Countdown" symbols appear left to right anywhere on adjacent reels. The player chooses the number of paylines then chooses the bet per line to begin the game. All wins begin with the leftmost reel and pays left to right only on adjacent reels, including scatters. Line wins are multiplied by the credits bet per line. Scatter wins are multiplied by the total credits bet. All wins on lines played except for scatters. Wins on differ lit paylines are added. The highest win is paid only on each lit payline. If more than one highest win combination occurs on a line, only the "Of a kind" "Monster" symbol win will be paid. Scatter wins are added to line wins.

The 'Free Game' bonus feature is initiated when 3, 4 or 5 scattered "Countdown" symbols appear from leftmost reel to right awarding the player 15 free games. At the end of each free game, any symbol that participated in a "Monster" substitute win becomes a "Monster" symbol at that position on the reel. The new reels with the "Monster" replacement will be used only for the remaining free games. The number of symbols replaced by the "Monster" symbol is shown on the screen. The 'Free Game' bonus feature can be won again during the feature with 5 free games. The credits bet and lines played are the same as the game that initiated the feature.

MO-73-ARI-08-83

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-08-83	“Harlequin Hearts” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Harlequin Hearts”

“Harlequin Hearts” is a 5-reel 50-line video reel native game that offers scatter pays and a bonus feature, as well as a selectable multiplier of 8 or 20 credits per line, configurable through the Set Chip. The game is 1 credit buys 2 lines. The “Heart” symbol only appears on reels 2, 3, 4 and 5 and substitutes for all symbols, except for the scattered “Crest” symbol. The player is awarded the advertised scatter pay when the “Crest” symbols only appears on reels 1, 2 and 3 from left to right anywhere on adjacent reels. All wins begin with the leftmost reel and pay left to right on adjacent reels, including scatters. The player chooses the number of lines and then chooses the bet per line cost to begin the game. Line wins are multiplied by bet per line cost. Scatter wins are multiplied by the total number of credits bet. Wins on different lines are added. Only the highest win is paid on any lit payline. Scatter wins are added to payline wins. All wins are on lit lines only, except for scatters.

The ‘Sticky Wild Free Games’ bonus feature is initiated when three scattered “Crest” symbols appear, awarding the player 10 free games. During the free games any “Heart” symbol appearing stays in the window at that position for the remainder of the free games and substitutes for all symbols, except for scatters. Scattered “Crest” symbols occurring beneath the “Heart” symbol may contribute to a scatter prize, as indicated by the alternating display of these symbols. The feature can be initiated again during the feature only once with five free games awarded. The credits bet and the lines played are the same as the game that initiated the feature.

MO-73-ARI-09-21

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-09-21	“Timber Wolf” - GEN7 Personality Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Timber Wolf”

“Timber Wolf” is a 5-reel, 1024-way video reel native game that offers scatter pays and bonus features. The “Moon” symbol substitutes for all symbols and only appears on reels 2 and 4. The player is awarded the advertised scatter pay when three or more “Owl” symbols appear from left to right anywhere on adjacent reels. The player chooses the number of reels and then chooses the bet per reel cost. All wins begin with the leftmost reel and pay from left to right only on adjacent reels, including scatters. All wins are multiplied by the number of credits bet per reel cost, except for scatters. Scatter wins are multiplied by the total number of credits bet. Scatter wins are always added. The highest win is paid per winning combination on bought reels. Coinciding wins are added. The total credits bet is the selected bet per reel cost multiplied by the reel cost.

With the XTRA REEL POWER feature, winning symbols can occur anywhere on bought reels and the second row from the bottom only on other reels, except for scatters which can occur in any position or where otherwise stated. The “Reel 1” button buys all positions on reel 1. The “Reels 1-2” button buys all positions on reels 1 and 2. The “Reels 1-3” button buys all positions on reels 1, 2 and 3. The “Reels 1-4” button buys all positions on reels 1, 2, 3 and 4. The “Reels 1-5” button buys all positions on all reels.

The ‘Free Game’ bonus feature is initiated with any scattered “Owl” win, awarding the player 12 free games. During the free games, if the “Moon” symbol substitutes in a win only on reel 2 that win will be multiplied by three. If the “Moon” symbol substitutes in a win only on reel 4 that win is multiplied by five. If the “Moon” symbol substitutes in a win on reels 2 and 4, that win is multiplied by 15. If the “Moon” symbol appears on reels 2 and/or 4 in a bought position and does not substitute in a win, the reel(s) with the “Moon” symbols are held and all other reels are respun once. The feature can be initiated again during the feature. The respin cannot be initiated again during the respin. The reels selected and the bet per reel cost during the feature are the same as the game that initiated the feature.

MO-73-ARI-09-22/MO-21-ARI-09-02

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-ARI-09-22	Main Program (Platform/Market)	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-21-ARI-09-02	Linux Operating System	And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards

November 17, 2009
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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".

Christine M. Gallo
Sr. Director of Technical Compliance & Quality Assurance

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