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# eclipse

COMPLIANCE TESTING

A Division of:  
**NFA**

February 18, 2008

Ms. Marilou Halvorsen, Chairperson  
State of New Jersey  
Department of Law and Public Safety  
Division of Consumer Affairs  
Legalized Games of Chance Control Commission  
P.O. Box 46000  
Newark, New Jersey 07101

Re: Review of *Jersey Hold 'Em* electronic amusement game submitted by Double D Gaming, Inc.

Dear Ms. Halvorsen:

By authorization of LGC # 07-042, **Nick Farley & Associates, Inc.** doing business as **eclipse Compliance Testing (NFA/eclipse)** has reviewed the *Jersey Hold 'Em* electronic amusement game submitted by Double D Gaming, Inc. This game was reviewed at our laboratory facilities in Solon, Ohio. This review was performed to determine compliance with the statutes and regulations governing Amusement Games established by the New Jersey Legalized Games of Chance Control Commission.

### Game Play

*Jersey Hold 'Em* is a five reel electronic skill stop slot machine. The game has two reels located near the top of the cabinet, and three reels in the center of the cabinet. To initiate game play, a player inserts up to five tokens, depending on the configurable dipswitch settings. Alternatively, the player may insert U.S. notes, and wager credits by pressing the bet button. After a wager is staked, game play begins by pressing the *SPIN* button, at which point the top two reels begin to spin. After a period of time (approximately 6 seconds), the top two reels will stop automatically displaying a randomly determined outcome. A few seconds after the top two reels stop, the center three reels begin to spin. Shortly after the center three reels begin to spin, three STOP buttons illuminate. When the STOP buttons are illuminated, the player must activate all stop buttons to stop the spinning reels within a predefined length of time (approximately 15 seconds).

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The STOP buttons on the game terminal are labeled “*STOP REEL 1*”, “*STOP REEL 2*”, and “*STOP REEL 3*”. If the player is successful in stopping the reels on a winning combination of symbols, the player will receive an award based upon the game outcome. If the player does not activate all three STOP buttons on the game terminal within the predefined length of time, the game will stop any reels still in motion and render an outcome. All winning outcomes are paid based upon the displayed award schedule. All awards are dispensed as tokens, which may be accumulated and redeemed for a prize.

### **Circuit Board and Software Identification**

Operation of the *Jersey Hold 'Em* game is controlled by software stored on EPROMs housed on the main Central Processing Unit (CPU) board. There is also a sound board that is connected to the main CPU board. These boards are identified as follows:

<b>Purpose</b>	<b>Identification</b>
Main CPU	© Bally Gaming Inc. AS 3356-201 Rev. E
Sound Board	SSB2000

The EPROMs, containing the software which controls the operation of the *Jersey Hold 'Em*, game are identified as follows:

<b>Software ID</b>	<b>Memory Size</b>	<b>Board Position</b>	<b>Checksum</b>	<b>Kobetron GI-3000 Signature</b>
<b>JERHOLD P100-840r2.1 U12 BF7F26</b>	27C512	U12	00BF7F26	50CH
<b>JERHOLD P100-840r2.1 U15 B4AA3D</b>	27C512	U15	00B4AA3D	9012

### **Features And Options**

The operator menu is accessed by activating the key switch on the cabinet exterior. By accessing the operator menu, the operator is availed to three administrative features. The administrative features are manipulated through the exterior buttons on the game terminal.

The first feature offered in the operator menu allows the operator to view award payouts. The operator may select the reel position, and the seven-segment display will show the prize to be awarded for the game outcome.

The second feature offered in the operator menu allows the operator to test the token-dispensing hopper. With the cabinet door in the open position, the token-dispensing hopper will dispense 10 tokens.

The third feature offered in the operator menu allows the operator to view the soft meters of the game terminal.

*NFA/eclipse* would like to note that the CPU board contains several jumpers that control specific features critical to the compliance of the game. These jumpers are located on the board at JW7 (SW7 in supplied documentation), and must be configured as follows to assure compliance with New Jersey regulations:

- Position 1 jumper should be present; this sets the 5 credits per dollar and \$10 limit option to comply with New Jersey requirements for credit acceptance and limitations.
- Position 2 jumper should not be present; this will disable the coin/token diverter, and send all coins inserted to the drop box. Additionally, *NFA/eclipse* recommends that the diverter should be physically removed or disabled to prevent coins from being inadvertently diverted to the token-dispensing hopper.
- Position 3 jumper should be present; this will cause all wins to be paid immediately from the hopper. If not present, wins are paid to the credit meter, and are available for additional game play.
- Positions 4, 5, & 6 are not used for the *Jersey Hold 'Em* game theme.
- Positions 7 & 8 are not used.

Additional options are set by jumpers on the board located at JW3 (SW3 in supplied documentation). These jumpers determine specific game settings. The purpose of these jumpers is as follows:

<b>Jumper Position</b>	<b>Purpose</b>
1 & 2	Attract mode settings
3 & 4	Hand-pay options
5 & 6	Maximum wager of 1, 3, or 5 coins/credits
7 & 8	Not used

### **Findings and Conclusion**

*Nick Farley & Associates, Inc.* has reviewed the *Jersey Hold 'Em* electronic redemption game, including game operation, hardware, and program source code. Based upon our review, when properly configured, we have found that the *Jersey Hold 'Em* device to be in compliance with the Statutes and Regulations governing Amusement Games established by the New Jersey Legalized Games of Chance Control Commission. Based upon our findings, we hereby recommend approval of the *Jersey Hold 'Em* device for use in the State of New Jersey.

**PLEASE NOTE:** *Nick Farley & Associates, Inc.* has not participated in the research and/or development of this device. We have tested and evaluated the previously described game, and have determined that this device has passed the testing criteria designed for the Statutes and Regulations governing Amusement Games established by the New Jersey Legalized Games of Chance Control Commission. This letter is not final approval for use in the New Jersey redemption game market. Final approval must be granted by the New Jersey Legalized Games of Chance Control Commission.

Should you have any questions or require additional information, please feel free to contact our office.

Sincerely,



Nick Farley  
*President*

cc: Mr. Martin Caplan – Double D Gaming Inc.  
File: NJLGC-NJ-DDGI-08-01-PA