



Nick Farley & Associates

6401 Davis Industrial Parkway

Suite A

Solon, Ohio 44139

(440) 914-TEST (8378)

www.nfa777.com

February 28, 2007

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 *Wild Cherry* electronic amusement game submitted by Double D Gaming, Inc.

Dear Ms. Halvorsen:

By authorization of LGC# 07-045, **Nick Farley & Associates, Inc.** has reviewed the *Wild Cherry*-themed electronic amusement game submitted by Double D Gaming, Inc. This game was reviewed at our laboratory facilities in Solon, Ohio. This is a modification to previously approved game versions known as *Wild Cherry*, *Wild Cherry with Light Wheel*, and *Wild Cherry with Standard Amusement Wheel*. All three versions have been incorporated into one version capable of playing any of these games based on factory-set options. 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

Wild Cherry is a three reel electronic skill stop slot machine. To initiate game play a player inserts up to three tokens. After a wager is staked, game play begins by pressing the *SPIN* button at which point the three reels begin to spin. Shortly after the *SPIN* button is activated the three STOP buttons illuminate. Once the STOP buttons are illuminated, the player must activate at least one of these buttons to stop the spinning reels within a predefined length of time. If the player does not activate at least one of the three STOP buttons on the game terminal within the predefined length of time, the game will be "VOID" and the amount wagered will be returned to the credit meter available for wager on another game. 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. All awards are dispensed as tokens, which may be accumulated and redeemed for a prize.

If the “*Light Wheel*” or “*Standard Amusement Wheel*” option is installed, and the player is successful in stopping the third reel on a “Spin” symbol during a game when the maximum wager has been placed, game play enters a “Bonus” round. During the “Bonus” round, the player activates the *SPIN* button, setting the “Light Wheel” or “Amusement Wheel” into motion. Lights on the “Light Wheel” illuminate sequentially around the circumference of the Light Wheel, and come to rest on the bonus prize value awarded to the player. Likewise, if the “Amusement Wheel” version is installed, the “Amusement Wheel” begins to rotate and comes to rest with the bonus prize value to be awarded to the player displayed at the top of the wheel. Both the ‘*Light Wheel*’ and “*Standard Amusement Wheel*” options will be factory-set by means of hard-wiring the appropriate jumper on the main Central Processing Unit (CPU) board.

Circuit Board and Software Identification

Operation of the *Wild Cherry* 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:

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

The EPROMs containing the software which controls the operation of the *Wild Cherry* game are identified as follows:

Software ID	Memory Size	Board Position	Checksum	Kobetron GI-3000 Signature
P006-82 rev2 C54731 U12	27C512Q	U12 (CPU board)	00C54731	CCU4
P006-82 rev2 BA5200 U15	27C512Q	U15 (CPU board)	00BA5200	P976

Features And Options

By accessing the operator menu, the operator is availed to three administrative features. The operator menu is accessed by activating the key switch on the cabinet exterior. Once accessed, 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.

Operator configurable options are set by means of an 8 position DIP switch on the main Central Processing Unit (CPU) board. This switch is identified on the board as SW3. These options give the operator the ability to choose from predefined game settings. Positions 1 & 2 select attract mode settings. Positions 3 & 4 select hand-pay options. Positions 5 & 6 select maximum wager. Maximum wagers of 1, 3, 5, & 10 coins/credits are selectable. Switch positions 7 & 8 are not used, and will not affect game play or payout.

Findings and Conclusion

Nick Farley & Associates, Inc. has reviewed the *Wild Cherry* electronic redemption game, including game operation, hardware, and program source code. Based upon our review, we have found that the *Wild Cherry* 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 *Wild Cherry* 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-07-01-MO