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COMPLIANCE TESTING

A Division of:
NFA

October 30, 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# 07-046, **Nick Farley & Associates, Inc.** doing business as **eclipse Compliance Testing (NFA/eclipse)** 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 to determine compliance with the statutes and regulations governing Amusement Games established by the New Jersey Legalized Games of Chance Control Commission.

This version of *Wild Cherry* is a modification to the previously approved *Wild Cherry* game. The pay tables of this version have been modified to increase the number of winning combinations, and as a result, the expected payout percentages.

Game Play

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. The STOP buttons on the game terminal are labeled "*STOP REEL 1*", "*STOP REEL 2*", and "*STOP REEL 3*". 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.

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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. 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
WILDC P007-800r2 U12 C53FB4	27C512	U12	00C53FB4	F83C
WILDC P007-800r2 U15 BA44FF	27C512	U15	00BA44FF	30AU

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 JW3 (SW3 in supplied documentation). These options give the operator the ability to choose from predefined game settings. The purposes of these DIP switches are as follows:

DIP Switches	Purpose
1 & 2	Attract mode settings
3 & 4	Hand-pay options
5 & 6	Maximum wager of 1, 3, 5, or 10 coins/credits
7 & 8	Not used

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 a \$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 used to configure the optional top wheel. As previously mentioned, the game software will support either a Light Wheel or a Standard Amusement Wheel.
- Positions 7 & 8 are not used

Findings and Conclusion

NFA/eclipse has reviewed the *Wild Cherry* electronic redemption game, including game operation, hardware, and program source code. Based upon our review, when properly configured, 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. Therefore, we hereby recommend approval of the *Wild Cherry* device for use in the State of New Jersey.

PLEASE NOTE: *NFA/eclipse* 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-07-05-MO