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October 5, 2005

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. for use with Charity Casino Nights.

Dear Ms. Halvorsen:

By authorization of LGC# 05-692, **Nick Farley & Associates, Inc.** has reviewed the *Wild Cherry* electronic amusement game submitted by Double D Gaming, Inc. Review of game operation and software source code was conducted at our testing facility in Bedford 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 for use with Charity Casino Nights.

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 may activate these buttons to stop the spinning reels. The player must utilize at least one of the three STOP buttons on the game terminal 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.

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Circuit Board and Software Identification

Operation of the *Wild Cherry* electronic amusement 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. 9 |
| Sound Board | SSB2000 |

The software which controls the operation of the *Wild Cherry* is housed on the main CPU board, and is identified as follows:

| EPROM ID | Memory Size | Board Position | Checksum | Kobetron GI-3000 Signature |
|----------------------|-------------|----------------|----------|----------------------------------|
| WC Charity U12 | 27C512 | U12 | 00CF3942 | HU20 |
| WC Charity U15 | 27C512 | U15 | 00C54FF7 | UA27 |

Features And Options

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

The fourth, and final, feature offered in the operator menu displays the game history. Selecting this feature allows the operator to view the past 10 games that were played.

Findings and Conclusion

Nick Farley & Associates, Inc. has reviewed this device, including game operation, hardware, and program source code. Based upon our review, we have found 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 that the *Wild Cherry* electronic amusement game utilizes an electronic coin / token comparator for coin / token acceptance. This coin / token acceptor compares a sample coin / token inserted into the acceptor with the coin / token inserted by a player. If the *Wild Cherry* electronic amusement game is to be used in conjunction with "Casino Night" charity events, the device operator must ensure that the appropriate token is inserted into the coin / token acceptor to ensure that no currency may be inserted to initiate game play.

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-05-03-PA