



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

April 2, 2012

Mr. Jim Bennington
Power Play & Lucky Strike
700 Bellevue Way NE, Suite 250
Bellevue, WA 98004

Re: Adrenaline Amusements Games Fruit Ninja, Infinity Blade and Flight Controller

Dear Mr. Bennington,

Thank you for notifying us and requesting approval of the new amusement games you would like to operate at your location. These amusement games are similar to traditional video games and/or tablet and phone applications where the players touch a video screen to play the games. It is my understanding these games are played as follows:

Fruit Ninja – The player touches the screen and attempts to slash the fruit as it appears on the screen. The player must also attempt to avoid the bombs that appear on the screen.

Infinity Blade – Players swipe the screen and spar with a wide variety of opponents in a video sword fighting game. As a player's skill improves they can work to obtain upgraded weapons and armors.

Flight Controller – The player touches the screen and acts as an air traffic controller. The object is to point and drag aircraft to their landing zones using their fingers.

During the review, you were advised that the maximum wager is \$3.50 and maximum prize is \$500 for locations where minors are allowed to play in Washington. In addition, you were notified that internet access or play on this game is not allowed in Washington.

The Adrenaline Amusement games listed above meet the definition of an amusement game (RCW 9.46.0201) and are approved for use as a Group V, hand/eye coordination (WAC 230-13-035) amusement game in Washington State.

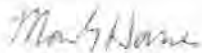
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Please be advised that any modifications to these amusement games software or associated equipment must be provided to us for additional testing and review. In addition, the approval of this equipment may be rescinded at any time if problems are found by the Commission or changes to the Washington Administrative Code (WAC) impact this approval. If you have any questions or concerns, please contact Sonja Dolson at (253) 671-6283.

Sincerely,

A handwritten signature in cursive script, appearing to read "Mark Harris".

Mark Harris
Assistant Director
Field Operations Division

FRUIT NINJA FX

aagames.com



Fruit Ninja has been with us for a little less than two years. Originally an iPhone application, it is now more a pop-cultural icon. It is entering the category of long lasting earners. The very first one we installed still attracts the youngers and the forever youngs, week after week. Redemption or arcade, success is a given when operating one of these.

For the newer Ninja, the challenge you'll be facing shall be the following

Swipe your finger across the screen to deliciously slash and splatter fruit like a true ninja warrior. Be careful of bombs - they are explosive to touch and will put a swift end to your juicy adventure!



#SKU: TFX1GFN / TFX3GFN



Features

- Ticket dispenser
- Time per play adjustment
- 110/220 V

Unit's Specs

PRODUCT	PRODUCT DIMS	SHIPPING DIMS	WEIGHT
TFX1 (1 player)	48" L X 24" W X 106" H	48" L X 36" W X 88" H	350 LBS
TFX3 (3 players)	50" L X 50" W X 106" H	2 (48" L X 48" W X 60" H)	700 LBS