



STATE OF WASHINGTON
GAMBLING COMMISSION

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

June 2, 2015

Mr. William B Faith
Five Star Redemption, Inc.
8803 Shirley Ave.
Northridge, CA 91324

Re: Haunted Hotel Amusement Game

Dear Mr. Faith,

Thank you for submitting the Haunted Hotel amusement game to us for review. In the information you provided, it was noted that the game will automatically stop if either the slow or fast stop buttons are not pushed. You were advised that the auto stop feature is not allowed in Washington. You agreed to remove this feature so the player must hit a stop button to play the game for games sold in Washington.

It is my understanding the game plays as follows:

Haunted Mansion is a spinner game consisting of five different levels. The player inserts tokens and pushes the start button. The spinner will gradually pick up speed. The player then presses either the fast stop or slow stop button to use their skill to stop on the desired section of the spinner. The player receives the amount of tickets displayed on the location where they stop the spinner. If they land on the "spider zone" the game is over. If they land on the "go-up" or "secret passage" section, they advance to the next level. There are also booby traps in the higher levels which take players back to a previous level. Players keep all tickets previously won if they advance to the next level.

The Haunted Hotel game meets the definition of an amusement game (RCW 9.46.0201) and is approved for use as a Group 5 Hand/Eye Coordination (WAC 230-13-035) amusement game in Washington State.

Please be advised that any modifications to the Haunted Hotel amusement game software or associated equipment must be provided to us for additional testing and review. In addition, amusement games operated in Washington must not have settings that allow the operator to control the outcome of the game (auto percentaging). The approval of this equipment may be rescinded at any time if problems are found by the Commission or changes to the Washington Administrative Code (WAC) impact this approval.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 that reads "Mark Harris".

Mark Harris
Assistant Director
Field Operations Division

THE HAUNTED MANSION

A THEMED ADVENTURE GAME

designed to be **EXCITING, FUN**
ADVENTUROUS and **CHALLENGING**
for guests of **ALL AGES!**

WE'VE REDEFINED
FAMILY ENTERTAINMENT

FINALLY!

A FAMILY ENTERTAINMENT
GAME THAT HAS MASSIVE APPEAL

FOR EVERYONE
IN THE FAMILY!

Start the Journey:

Begin at Level 1 - The Dungeon of the Mansion. The player will then advance up to the next level by landing in one of the several **SECRET PASSAGES** or **GO-UP ZONES**. The higher the level in the Mansion - the higher the values are for the player to win. The ultimate goal is to reach the top of the Mansion - The **Jackpot Attic**. Along the Journey, **BEWARE** - there are **BOOBY TRAPS** which will send the player back down 1 or more levels. The Journey ends when a player hits a **Ticket Value Target** or a **Nasty Spider**, which awards only 1 consolation ticket.



★★★★★
5 STAR REDEMPTION

The Absolute Finest Redemption Games
& Service Support on this PLANET!

GAME DIMENSIONS

35" deep, 47" wide, 78" (6 1/2") high (w/ Mast Mansion Topper Unit)
35" deep, 47" wide, 8' 3" high (w/ Mast Mansion Topper Unit)
35" deep, 47" wide, 7' 11" high (w/ Mast Mansion Topper Unit w/ seat railings)