



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 In addition, the approval of this equipment may be rescinded at any time if problems are found by the Commission or changes to the Washington Administrative Code (WAC) impact this approval.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 that reads "Mark Harris".

Mark Harris
Assistant Director
Field Operations Division

INFINITY BLADE FX

aagames.com



The first multi-touch RPG sword-fighting game powered by Epic's cutting-edge Unreal Engine 3 technology, Infinity Blade takes handheld gaming to new heights with gorgeous visuals, adrenaline-fueled battles and advanced character progression in a fully 3D castle realm. With just a few basic swiping commands, you can spar with a wide variety of challenging opponents, upgrade skills, weapons and armors. In the world of Infinity Blade you take up the ancestral sword of your forefathers to fight foes threatening to destroy your home, and as a heroic knight, you rise up against the sinister God-King and his brutish Titans. Epic boss battles and dazzling weapons and armor all await you in this thrilling arcade gaming experience.

Are you ready to take up the Infinity Blade?



#SKU: TFX1RIB / TFX3RIB



CHAIR

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