



STATE OF WASHINGTON
GAMBLING COMMISSION

P.O. Box 42400 • Olympia, Washington 98504-2400 • (360) 486-3440 • TDD (360) 486-3637 • FAX (360) 486-3627

July 19, 2016

Mr. Kevin Morse
Banilla Games
3506 Greenville Blvd. NE
Greenville, NC 27834

Re: Group 12 Amusement Games Olympic Skill 1 and Olympic Skill 2 Approval

Dear Mr. Morse,

Thank you for submitting the five Olympic Skill 1 and five Olympic Skill 2 amusement games created and designed by Banilla Games for testing under WAC 230-13-010(2).

On January 7, 2016, we approved Olympic Skill 1 and Olympic Skill 2 versions – V4.1.0.26719. On April 29, 2016, you submitted an updated version for Olympic Skill 1 and Olympic Skill 2 to be compliant with WAC 230-13-135, changes to the prize and wager limits of group 12 amusement games that went into effect on April 30, 2016. We approved Olympic Skill 1 and Olympic Skill 2 Versions 4.1.0.29379 on April 29, 2016 and publically posted your compliance and approval that same day. The only changes between Version 4.1.0.26719 and 4.1.0.29379 were the changes to bring the prize and wager limits into compliance.

Now, our Gaming Lab has completed its full testing of your Group 12 amusement games as identified in WAC 230-13-010(2), which went into effect on April 30, 2016. The following Group 12 amusement games were tested and **are approved**:

Olympic Skill 1: Version 4.1.0.29379

Fruity 7's: Version 3.2.5952.33156

Snake Eyes: Version 3.2.5952.32846

Searing 7's: Version 3.2.5954.31395

Wheel Deal: Version 3.2.5956.26297

Bathtime Bucks: Version 3.2.5956.31516

Olympic Skill 2: Version 4.1.0.29379

Major Cash: Version 3.2.5953.28149

Hot Tamales: Version 3.2.5956.24862

Lucky Striker: Version 3.2.5956.25132



Mega Money Reel: Version 3.2.5953.18204
Spooky's Loot: Version 3.2.5955.27047

Olympic Skill 1 and Olympic Skill 2 version V4.1.0.29379 both contain two different game types—nudge and 25 line hot swap. Olympic Skill 1 includes the game titles: Fruity 7's, Snake Eyes, Searing 7's, Wheel Deal, and Bathtime Bucks. Olympic Skill 2 includes the game titles: Major Cash, Hot Tamales, Lucky Striker, Mega Money Reel, and Spooky's Loot. According to the information we received from you and our own review of the games, the two different game types are played as follows:

The Nudge game (Olympic Skill 1 – Fruity 7's, Snake Eyes, Searing 7's; and Olympic Skill 2 – Major Cash, Hot Tamales and Lucky Striker)

Players choose the play level they want to play and then press the play button. Then, the three reels containing symbols spin. After the spin, players are allowed to move or “nudge” one reel up or down to make a winning combination before the time runs out. Players win by matching 3 of the same symbols on the center win line.

The 25 Line Hot Swap game (Olympic Skill 1 – Wheel Deal and Bathtime Bucks; and Olympic Skill 2 – Mega Money Reel and Spooky's Loot)

Players choose the play level they want to play and then press the play button. Symbols are displayed on the screen in five reels of three and two hot swap symbols are displayed on the right side of the screen. Players select one of the hot swap symbols to replace a symbol shown on one of the reels to make a pattern of three symbols. If the player matches a winning combination on any of the paylines or multiple paylines by choosing the correct hot swap symbol, they win the amount shown on the paytable. If a player chooses the incorrect hot swap symbol, they will not win. There may be multiple winning combinations available. The prize preview will display the highest winning point combination available. The player may win fewer points than displayed if they chose a different winning combination.

Each of these ten amusement games include a prize viewer feature that allows players to press a prize viewer button showing players the outcome of the next game and, if a winner, players will see the amount of the next prize before inserting the cost to play the game. This feature allows players to immediately know if they will lose or are a potential winner. If a player chooses to play the game, they may insert payment and press play to display the pattern to be solved. The player gets one move to recognize and solve the pattern by raising or lowering one of the symbols or by selecting a hot swap icon. In addition, the player must solve the pattern within a predetermined time period. If the pattern is solved incorrectly or time expires, the player does not win even if the pattern was able to be solved. A player wins by matching three of the same symbols on the same line (nudge) screen or by selecting the correct hot swap icon and matching a winning combination on any payline within a predetermined time period.

When players successfully solve the pattern and win, players will accrue "points" that are tracked separately from credits available for play. When players are done playing or have run out of credits, then players will press the "ticket" button on the console of the screen and they will receive a printed receipt for the amount of points won. The receipt is redeemable for merchandise prizes offered at the licensed location.

These Group 12 amusement games appear to comply with all requirements in RCW 9.46 and WAC 230, including the amusement game rules in WAC 230-13. Olympic Skill 1 and Olympic Skill 2 cabinets that only accept cash for play. The electronic signatures for Olympic Skill 1 and Olympic Skill 2 Versions 4.1.0.29379 are enclosed at the end of this letter.

Neither the Olympic Skill 1 cabinet or its games nor the Olympic Skill 2 cabinet or its games may be connected to any internal or external network. We did find some security concerns during our testing. The machine did not include strong security measures to prevent unauthorized individuals from gaining access to sensitive areas of the operating system and database software. We recommend that Windows user permissions for non-manufacturer personnel be configured to prevent navigation of the operating system and access to any other software programs besides the Group 12 game software.

You are responsible for ensuring that Banilla games are compliant with all current and amended rules and laws.

Please be advised that any modifications to any of the games on Olympic Skill 1 or 2, or modifications to the software or associated equipment, must be submitted for additional testing and review. The approval of your games may be rescinded or modified at any time if your games become noncompliant or the Washington Legislature or the Commission amend amusement game requirements in the Revised Code of Washington (RCW) 9.46 or the Washington Administrative Code (WAC) 230, respectively.

Sincerely,



Tina Griffin
Assistant Director
Licensing, Regulation and Enforcement

Enclosure:

Electronic Signatures

cc: Josh Stueckle, Acting Agent in Charge Regulation Unit
Cathy Harvey, Agent in Charge Tribal Gaming Unit
File

Electronic signatures for Olympic Skill 1 and Olympic Skill 2 Versions 4.1.0.29379:

File Location and Filename All files located under: C:\ProgramFiles\bin\Applications	Signatures
...\frontend\frontend.exe	MD5 - 4F6126881E55514BA5D8DEC579C5C57F SHA1- 43096135D9FAD9C24485A10A5E6F2631BB9D0663
...\Launcher\launcher.exe	MD5-A34999418A18C5B04F576E5F960A7405 SHA1- 31319B8A3D0F6489FA41E7F386635E8BB8B726C9
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...\Launcher\launcher.exe	MD5-A34999418A18C5B04F576E5F960A7405 SHA1- 31319B8A3D0F6489FA41E7F386635E8BB8B726C9
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