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December 4, 2018

Brent Jackson, Esq.
Brent A. Jackson & Associates, P.C.
10 East Franklin Street, Suite 302
Richmond, Virginia 23219

Re: Report on the review and analysis of *Virginia Skills version 1.00* developed by Primero Games, LLC.

Dear Mr. Jackson:

By request of counsel, **Nick Farley & Associates, Inc.** has conducted a review and examination of *Virginia Skills version 1.00* developed by Primero Games. Our review and examination has been undertaken on behalf of Brent Jackson, Esq. of Brent A. Jackson & Associates, P.C. for the benefit of Primero Games, which is intended for use in the State of Virginia. This document will be divided into sections representing the various stages of review and analysis conducted.

Section I – System Components

Virginia Skills version 1.00 that was submitted for review was comprised of a standalone kiosk which incorporated the following components:

- 19” LCD Touch Screen Display;
- Audio Speaker;
- Control Panel with *Print Ticket* and *Play* buttons;
- Thermal Receipt Printer; and
- Bill Acceptor.

Virginia Skills System version 1.00, utilizing the standalone kiosk, operates using the following software:

Software Name	Version	Build Number
M2-PGVA-VIRGINIA_SKILLS-MG	1.00	0009

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The *Virginia Skills System* is a standalone machine that offers different “game themes” that a patron may select to play. The *Virginia Skills System* contains a touch screen display that is used to navigate through the system. A patron inserts money into the *Virginia Skills System* through a bill acceptor located on the front of the cabinet. The bill acceptor accepts U.S. notes of varying denominations. Bills inserted are displayed on the video screen as “Credits” available for game play purchase.

Section II – General Information

As configured and reviewed the *Virginia Skills System* offers five (5) different game themes. Each game theme can be enabled or disabled through access to the Operator’s Menu. These game themes are identified as follows:

1. *El Dorado*
2. *Freedom Nudge*
3. *Funny Fruit*
4. *Magic Tricks*
5. *Silver Bar Spin*

Game play begins with the patron selecting an available game theme and one of the play levels from which to participate. A patron may change the desired play level at any time prior to engaging in game play. All game themes may be configured to have the same play levels available. The play levels for the games may only be configured by personnel with access to the *Operator Main Menu*.

Each game theme also includes a Help feature. Activating the Help feature within a game theme produces a screen that furnishes explanations for the active game theme. All prizes won are displayed as “Wins” (or Points Won) and added to the “Credits” (or Points, depending on Operator’s settings) available for additional game play purchases. The patron may redeem accumulated “Credits”. As configured at the time of our evaluation, the redemption of “Credits” is processed by pressing the “PRINT TICKET” button on the button panel of the machine or by pressing the “COLLECT” onscreen icon located on the main game selection screen. All accumulated “Credits” will be issued on a printed ticket displaying the total amount of credits redeemed. The printed ticket may be presented to the local venue operator for redemption.

Section III – Mandatory Preview Feature

Each game theme contains a Mandatory Preview feature which displays the next game outcome on the game screen automatically upon selection of a game theme. Upon selection of a game theme and play level, the message box, which is displayed along the bottom of the game screen, will display the next game outcome in text form. Depending upon the play level selected, the Mandatory Preview feature will display a different next game outcome preview to the patron. No payment or purchase is required for the game to disclose the next game outcome for the game theme and play level selected. The patron can then choose to either play for the outcome displayed or exit the game theme.

Section IV – Nudge Feature

In addition to the Mandatory Preview feature, each of the aforementioned game themes contains a nudge feature. Upon selection of a game theme and play level, the patron must activate the “Play” button which will initiate game play. When game play is initiated, the reels of the game theme will begin to spin and will stop automatically. Alternatively, the game themes can be configured to display shutters which cover the reels before revealing the potential outcome instead of spinning reels. However, at the time of testing, each game theme was configured to display spinning reels.

When the potential outcome is displayed on the reels, nudge buttons which are labeled “Raise” and “Lower”, will be displayed to the patron. Each reel of the game theme will have a “Raise” and “Lower” button which will require the patron to make a selection in order to nudge a single reel either up or down to align a winning reel configuration. As configured, the patron must successfully complete the nudge feature within a fifteen (15) second time limit in order to receive a prize. Failure to complete the nudge feature within the time limit will forfeit the potential prize.

During the *Nudge* phase of the game, a hint is also provided to the patron, which is a visual aid that assists patrons in determining if there is a potential winning symbol combination. Each of the available game themes provide the patron with a display of the award schedule, which is displayed at all times along the left side of the screen within each game theme. During game play, when there is a potential winning symbol combination, the hint will highlight the symbol combination on the award schedule to inform the patron of the winning combination.

In the case of each play, a non-winning reel outcome is displayed and the patron must make a decision to nudge one of the three reels either up or down to align a winning combination. Should a patron fail to nudge the correct reel in the correct direction to obtain a winning combination or fail to complete the Nudge feature within the allotted time limit, the potential prize will be forfeited.

Additionally, the *Virginia Skills System* may allow for the patron to perform the nudge function two (2) times during a single play in an effort to achieve a winning combination. The “Double Nudge” feature only allows the patron to nudge each reel in one direction. Thus, the patron must nudge two (2) reels to achieve a winning combination within the allotted time limit. The *Double Nudge* feature will be offered to the patron based on a percentage of the number of plays that occur on the kiosk. The percentage in which the *Double Nudge* feature will occur depends on configurable settings which can only be accessed via the operator’s menu. In addition, the *Double Nudge* feature will only become available when there is a potential winning outcome. When a *Double Nudge* is available for a game play, the system will display a message indicating that the current play has “2 Nudges Available” and an audible message is produced to inform the patron of the *Double Nudge*.

A patron is not required to exhaust all of their credits at once or on the same game theme. The game themes that are available on the *Virginia Skills System* are covered in more detail in Section VI – Game Specific Information.

Section V – Always Win Feature

The *Virginia Skills System* has been designed to offer a potential winning prize for each play, meaning each play will have the potential to award the patron a prize. Game outcomes which would have a non-winning outcome will be presented to the patron with an “Always Win” symbol which will be displayed on the left reel. The patron must perform the nudge function so that the *Always Win* symbol is aligned on the winning pay line. Successfully aligning the *Always Win* symbol on the pay line will award the patron with a consolation prize.

The potential consolation prize that is awarded through the “Always Win” feature is selected randomly, based on a range of possible prize values that vary depending on the play level selected. The range of prize values for the base play level, which is \$0.25, contains fifteen possible prize values including \$0.01 - \$0.15. The range of prize values for subsequent play levels that can be selected are multiples of the base play level consolation prize values. For example, if the patron selects the \$0.50 play level, the base consolation prize values available through the *Always Win* feature will be multiplied by two (2) and include potential prize values ranging from \$0.02 - \$0.30. The various potential consolation prize values for the default play levels available for the game themes offered on the *Virginia Skills System* have been listed below:

\$0.25 Play Level	\$0.50 Play Level	\$1.00 Play Level	\$1.50 Play Level	\$2.00 Play Level
\$0.01	\$0.02	\$0.04	\$0.06	\$0.08
\$0.02	\$0.04	\$0.08	\$0.12	\$0.16
\$0.03	\$0.06	\$0.12	\$0.18	\$0.24
\$0.04	\$0.08	\$0.16	\$0.24	\$0.32
\$0.05	\$0.10	\$0.20	\$0.30	\$0.40
\$0.06	\$0.12	\$0.24	\$0.36	\$0.48
\$0.07	\$0.14	\$0.28	\$0.42	\$0.56
\$0.08	\$0.16	\$0.32	\$0.48	\$0.64
\$0.09	\$0.18	\$0.36	\$0.54	\$0.72
\$0.10	\$0.20	\$0.40	\$0.60	\$0.80
\$0.11	\$0.22	\$0.44	\$0.66	\$0.88
\$0.12	\$0.24	\$0.48	\$0.72	\$0.96
\$0.13	\$0.26	\$0.52	\$0.78	\$1.04
\$0.14	\$0.28	\$0.56	\$0.84	\$1.12
\$0.15	\$0.30	\$0.60	\$0.90	\$1.20

Section VI - Game Specific Information

Nick Farley & Associates, Inc. has evaluated each of the five (5) game themes offered by the *Virginia Skills System*. Each theme affords a patron an opportunity to select options that determine the number of credits to be used per play and allows the patron to preview the next game outcome.

Game Themes

The five (5) game themes that are available on the *Virginia Skills System* are described as follows:

El Dorado (1-Line)

The *El Dorado* game theme is based primarily upon archaeology and treasure themed symbols. The *El Dorado* game theme presents three (3) reels, each reel displaying three (3) symbols to the patron. The game theme allows the patron to select a play level, which determines the quantity of credits that will be used to play a game. The default play levels for the game theme are available at \$0.25, \$0.50, \$1.00, \$1.50, and \$2.00 credits per play.

The *El Dorado* game theme contains a bonus feature. To enter the “What’s For Dinner? Bonus Game!”, three (3) Pot “Bonus” symbols must be aligned on the pay line. After the three bonus symbols are successfully aligned, the bonus feature will be initiated. The patron must select one (1) of five (5) Pots which are presented to the patron. Upon selection of a Pot, the total prize amount for the bonus feature will be revealed and displayed to the patron. After selection of one (1) of the five (5) Pot symbols, the bonus feature will end. The bonus feature is merely an entertaining method of presenting the total prize to be awarded that was displayed via the Mandatory Preview. The result of the bonus features will not alter the prize displayed via the Mandatory Preview.

In addition to the bonus feature, the *El Dorado* game theme also contains a free spin bonus feature. For the free spin bonus to be initiated, three (3) “Free Spin” symbols must be aligned successfully on the pay line. When the free spin bonus is initiated, the patron is granted five (5) bonus spins which will play automatically. In addition to the five (5) free spins that are granted to the patron, two (2) additional pay lines are enabled, which allows for prizes to be awarded on three (3) pay lines. The free spin bonus will play automatically. When all five (5) free spin bonus spins are used, the free spin bonus will end. The bonus feature is merely an entertaining method of presenting the total prize to be awarded that was displayed via the Mandatory Preview. The result of the bonus feature will not alter the prize displayed via the Mandatory Preview.

Freedom Nudge (1 Line)

The *Freedom Nudge* game theme is based primarily upon patriotic themed symbols. The *Freedom Nudge* game theme presents three (3) reels, each reel displaying three (3) symbols to the patron. The game theme allows the patron to select a play level, which determines the quantity of credits that will be used to play a game. The default play levels for the game theme are available at \$0.25, \$0.50, \$1.00, \$1.50, and \$2.00 credits per play.

The *Freedom Nudge* game theme contains a bonus feature. To enter the “Top Hat Bonus” feature, three (3) Hat “Bonus” symbols must be aligned on the pay line. After the three bonus symbols are successfully aligned, the bonus feature will be initiated. The patron must select one (1) of five (5) Top Hats which are presented to the patron. Upon selection of a Top Hat, the total prize amount for the bonus feature will be revealed and displayed to the patron. After selection of one (1) of the five (5) Top Hat symbols, the bonus feature will end. The bonus feature is merely an entertaining method of presenting the total prize to be awarded that was displayed via the Mandatory Preview. The result of the bonus features will not alter the prize displayed via the Mandatory Preview.

The *Freedom Nudge* game theme contains a free spin bonus feature. For the free spin bonus to be initiated, three (3) “Free Spin” symbols must be aligned successfully on the pay line. When the free spin bonus is initiated, the patron is granted five (5) bonus spins which will play automatically. In addition to the five (5) free spins that are granted to the patron, two (2) additional pay lines are enabled, which allows for prizes to be awarded on three (3) pay lines. The free spin bonus feature will play automatically. When all five (5) free spin bonus spins are used, the free spin bonus will end. The bonus feature is merely an entertaining method of presenting the total prize to be awarded that was displayed via the Mandatory Preview. The result of the bonus features will not alter the prize displayed via the Mandatory Preview.

Funny Fruit (1-Line)

The *Funny Fruit* game theme is based primarily upon fruit themed symbols. The *Funny Fruit* game theme presents three (3) reels, each reel displaying three (3) symbols to the patron. The game theme allows the patron to select a play level, which determines the quantity of credits that will be used to play a game. The default play levels for the game theme are available at \$0.25, \$0.50, \$1.00, \$1.50, and \$2.00 credits per play.

The *Funny Fruit* game theme contains a bonus feature. To enter the “Funny Fruit” bonus feature, three (3) Pineapple bonus symbols must be aligned on an active pay line. The bonus feature displays the words “Funny Fruit”. The patron must select from the ten (10) letters of the words “Funny Fruit”, which will reveal a prize upon selection by the patron. Prizes that are revealed during the bonus game will be highlighted in white or green. The bonus feature will have five (5) prizes that will be highlighted in white and five (5) prizes that will be highlighted in green. The patron must reveal prizes that match the color of the initial prize revealed. The bonus feature will end when a prize is revealed which is highlighted in the alternate color. The bonus feature is merely an entertaining method of presenting the total prize to be awarded that was displayed via the Mandatory Preview. The result of the bonus feature will not alter the prize displayed via the Mandatory Preview.

Magic Tricks (1 Line)

The *Magic Tricks* game theme is based primarily upon a magic theme. The *Magic Tricks* game theme presents three (3) reels, each reel containing three (3) symbols to the patron. The game theme allows the patron to select a play level, which determines the quantity of credits that will be used to play a game. The default play levels for the game theme are available at \$0.25, \$0.50, \$1.00, \$1.50, and \$2.00 credits per play.

The *Magic Tricks* game theme contains a bonus game. To enter the “Magic Hat” bonus game, one (1) magic hat “Wild” symbol must be aligned on the active pay line on the far right reel. After the bonus symbol has been successfully aligned on the far right reel, the bonus game will be initiated. The patron must select one (1) of three (3) magic hats which are presented to the patron. Upon selection of a magic hat, a number of “Wild” games will be revealed to the patron. During Wild games, the far right reel will change into a Wild reel. For the specified number of Wild games, each symbol in the Wild reel (There are 3 symbols per reel) will remain a Wild symbol. Upon completion of the Wild game, the symbols will revert back into normal symbols. The bonus feature is merely an entertaining method of presenting the total prizes to be awarded that was displayed via the Mandatory Preview. The results of the bonus feature will not alter the prizes displayed via the Mandatory Preview.

In the event that the patron chooses to leave the game or change the play level while the Wild reel is active, the game will display a message, which states “The WILD GAME feature will automatically end if you modify your play during this mode. Do you really want to change your play?”. The patron may then choose to continue playing the game with the current play level or exit the game. If the patron exits the game or changes the play level, the Wild reel feature prize will be lost.

Silver Bar Spin (1 Line)

The *Silver Bar Spin* game theme is based primarily upon “7” and “Bar” themed symbols. The *Silver Bar Spin* game theme presents three (3) reels, each reel displaying three (3) symbols to the patron. The game theme allows the patron to select a play level, which determines the quantity of credits that will be used to play a game. The default play levels for the game theme are available at \$0.25, \$0.50, \$1.00, \$1.50, and \$2.00 credits per play.

The *Silver Bar Spin* game theme contains a “Free Spin” bonus feature. For the free spin bonus to be initiated, three (3) *Free Spin* symbols must be aligned on the pay line. When the *Free Spin* bonus is initiated, the patron is granted five (5) bonus spins which will play automatically. In addition to the five (5) free spins that are granted to the patron, two (2) additional pay lines are enabled, which allows for prizes to be awarded on three (3) pay lines. The *Free Spin* bonus will play automatically. When all five (5) free spin bonus spins are used, the *Free Spin* bonus will end. The bonus feature is merely an entertaining method of presenting the total prize to be awarded that was displayed via the Mandatory Preview. The result of the bonus feature will not alter the prize displayed via the Mandatory Preview.

Section VII – Progressive Feature

Each of the aforementioned game themes offers a progressive jackpot prize on a per theme basis. Each play within a particular game theme will add a predefined value to the progressive jackpot prize for that theme. Progressive jackpot prize eligibility requires play at or above a configured minimum play level. Plays below the configured minimum play level will not award a progressive jackpot prize.

Patrons are required to perform the nudge action to align three (3) of the jackpot symbols on the pay line. When the patron is playing at or above the configured minimum reveal level, aligning the jackpot symbols will award the advertised progressive prize instead of the normal jackpot prize associated with lower reveal levels. The winning progressive prize symbol combination is displayed on the award screen at all times.

Once a progressive jackpot prize has been awarded, the progressive jackpot prize for that theme will be reset to the base value and begin the progressive accumulation process again. All current progressive jackpot prize values are advertised to patrons.

Section VIII - Features and Options

The *Virginia Skills System* offers several operator-selectable options and features. The options and features offered to the terminal operator are included in the operator's main menu. The operator menu can be accessed by way of an operator's button located on the interior of the cabinet. The button can only be accessed by personnel with the operator's key. There are several submenus in the "Operators Main Menu". The features and options available to the device operator are listed in the attached *Appendix*.

Section IX – Source Code Review and Information

Primero Games has provided *Nick Farley & Associates, Inc.* with the software source code associated with the *Virginia Skills System*. The review and evaluation of software source code is essential in establishing game operation and game outcome determination. This source code has been disclosed in confidence. Thus, specific excerpts from the source code will not be included with this document. The source code's affect on the game will be discussed in broad terms.

Our review of the source code indicates that the game outcomes that are displayed to the patron on the *Virginia Skills System* are selected from finite pools of predetermined game outcomes with replacement. The *Virginia Skills System* possesses a predetermined number of game outcomes for each game theme and play level. Each outcome is randomly selected, via an internal random number generator (RNG), and displayed to the patron. As previously mentioned, the quantity of "Credits" required to play a game varies according to the game theme and play level selected by the patron. Each time that the patron uses their available

“Credits” to play a game, the game outcome is selected from one of the predetermined pools of available game outcomes and are then immediately replaced.

Each of the aforementioned game themes contains a nudge feature. Each play initiated on the system displays the game outcome on the reels that was randomly selected from the predetermined pools prior to the initiation of game play. The reel outcome that is displayed requires the participant to make a decision to nudge the required number of reels either up or down to align a winning combination. Should a patron fail to nudge the correct reel(s) in the correct direction to obtain a winning combination, the potential prize will be forfeited.

The *Virginia Skills System* contains a Mandatory Preview feature, which displays the next game outcome on the game screen automatically upon selection of a game theme. Depending upon the play level selected by the patron, the Mandatory Preview feature will display a different next game outcome preview to the patron. Upon selection of a game theme and play level, the message box which is displayed along the bottom of the game screen will display the next game outcome in text form. No payment or purchase is required for the game to disclose the next game outcome for the game theme and play level selected. The patron can choose to either play for the outcome displayed or exit the game theme.

Section X - System Software Information and Identification

The software associated with *Virginia Skills version 1.00* is housed on a microcontroller located on the terminal CPU board. This software, which controls the game system process, including elements that affect the game integrity and prize outcome determination, is loaded onto the CPU board using a USB thumb drive containing the installation software and a *STPROG (Standalone-PROGammer)* device. A copy of the *Virginia Skills version 1.00* software was provided to **Nick Farley & Associates, Inc.** for review. In addition to the file name, a **FileCheck** signature has been included for the file for verification purposes.

Filename	File Size (bytes)	CRC 32
M2-PGVA-VIRGINIA_SKILLS-MG-v1.00.1	149,159,936	A1CD0109

The FileCheck program calculates a CRC32 value. This value is a unique “signature” for the file examined. A copy of the **FileCheck** CRC32 program may be obtained by contacting **Nick Farley & Associates, Inc.**

When the software is properly installed, the software may be identified by entering the operator menu and pressing the “VERSIONS” button. The following was displayed by the *Virginia Skills System* terminal reviewed in our laboratory:

```
PROG FIRMWARE ID      = P-D0C656E3
PROGRAM CRC16         = 4D61
FLASH CHECKSUM        = 6121
```

Section XI - Findings and Conclusion

Legal counsel has posed the following questions. *Nick Farley & Associates, Inc.* have made the following findings related to the questions posed to us based upon our review and analysis of the Primerio Games' *Virginia Skills version 1.00*:

1. *Is it possible for any puzzle to stop with an automatic winning combination (i.e., where no nudging action is required to match the winning symbols)?*

No. Each play that is initiated using any of the available game themes requires the patron to perform the nudge function. The nudge function requires the patron to select either the “Raise” or “Lower” buttons in order to nudge a single reel either up or down to align a winning reel configuration. In each case, a non-winning reel outcome is displayed and the patron must make a decision to nudge one or more of the three reels either up or down to align a winning combination. Should a patron fail to nudge the correct reel in the correct direction to obtain a winning combination, the potential prize will be forfeited.

2. *Do some puzzles in each game require the patron to nudge twice before achieving a winning combination?*

Yes, each play initiated may require the patron to perform the nudge function twice during a single play in an effort to achieve a winning combination. The “Double Nudge” feature only allows the patron to nudge each reel in one direction. Thus, the patron must nudge two (2) reels to achieve a winning combination.

The “Double Nudge” feature will be offered to the patron based on a percentage of the number of plays that occur on the kiosk. The percentage in which the *Double Nudge* feature will occur depends on configurable settings which can only be accessed via the operator’s menu. The minimum percentage that can be configured is thirty (30) percent. When a *Double Nudge* is available for a game play, the system will display a message indicating that the current play has “2 Nudges Available” and an audible message is produced to inform the patron of the *Double Nudge*. Should a patron fail to nudge the correct reel(s) in the correct direction to obtain a winning combination, the potential prize will be forfeited.

3. *Does each puzzle have a potential winning combination and potential losing combination?*

Yes. Each play initiated will have the potential to award the patron a prize. Game outcomes which would have a non-winning outcome will be presented to the patron with an *Always Win* symbol which will be displayed on the left reel. The patron must perform the nudge function so that the *Always Win* symbol is aligned on the winning pay line.

Successfully aligning the *Always Win* symbol on the pay line will award the patron with a consolation prize. The consolation prize that is awarded through the *Always Win* feature is based on a range of possible prize values that vary depending on the play level selected. The *Always Win* feature ensures that the patron will have the opportunity to win a potential prize for every play initiated on the system. Conversely, should a patron fail to nudge the correct reel(s) in the correct direction to obtain a winning combination, the potential prize will be forfeited.

Please Note: For more details on the potential consolation prizes that can be awarded, refer to Section V – Always Win Feature.

4. *Does each game have a feature that allows the patron to view the outcome of the puzzle (i.e., the credits that may be won) before putting any credits at risk?*

Yes. Each game theme contains a Mandatory Preview feature which displays the next game outcome on the game screen automatically upon selection of a game theme. Upon selection of a game theme and play level, the message box, which is displayed along the bottom of the game screen, will display the next game outcome in text form.

Depending on the play level selected by the patron, the Mandatory Preview feature will display a different game outcome preview to the patron. No payment or purchase is required for the game to disclose the next game outcome for the game theme and play level selected. The patron can then choose to either play for the outcome displayed or exit the game theme.

5. *Does each puzzle have a timer that requires the patron to nudge within a limited period of time or the patron will not receive a prize for that particular puzzle?*

Yes. Each game theme contains a timer feature. As configured, the patron must complete the nudge feature within a fifteen (15) second time limit. The patron must successfully complete the nudge feature within the time limit in order to receive a prize. Failure to complete the nudge feature within the time limit will forfeit the potential prize.

6. *Is the outcome of each puzzle in each game determined predominately by skill?*

The term “Skill”, as used in this context, is a legal determination. However, as previously stated, each play that is initiated using any of the available game themes requires the patron to perform the nudge function. The nudge function requires the patron to select either the “Raise” or “Lower” buttons in order to nudge a single reel either up or down to align a winning reel configuration. In each case, a non-winning reel outcome is initially displayed and the patron must evaluate the reels and make a decision to nudge one of the three reels either up or down to align a winning

combination. Should a patron fail to nudge the correct reel in the correct direction to obtain a winning combination, or fail to complete the nudge feature within the time limit, the potential prize will be forfeited. The patron must perform the nudge function before any prize can be awarded.

Additionally, each game theme contains (i) a Double Nudge feature, (ii) a potential winning combination and a potential losing combination for every play, and (iii) a Mandatory Preview feature.

7. *Is the outcome of the bonus features in each game determined predominately by skill?*

The term “Skill”, as used in this context, is a legal determination. However, each bonus feature offered by any of the available game themes requires the patron to perform the nudge function before the bonus feature can be accessed. The patron must successfully align three (3) bonus symbols on the pay line by completing the nudge feature. Upon successfully accessing the bonus feature, the patron will be availed to different bonus features depending on the game theme being utilized. The various bonus features that may be displayed to the patron have been described in greater detail within Section VI - Game Specific Information. When the bonus feature has been completed, the patron will be awarded the prize. The bonus features are merely entertaining methods of presenting the total prize amount to be awarded that was displayed via the Mandatory Preview. The result of the bonus features will not alter the prize displayed via the Mandatory Preview.

8. *Is the patron making, or placing any consideration of money or thing of value in exchange for a chance to win a prize, stake or other consideration or thing of value that is dependent upon the result of any game, contest or any other event which is uncertain or a matter of chance?*

Each game theme contains a Mandatory Preview feature which displays the next game outcome on the game screen automatically upon selection of a game theme. Upon selection of a game theme and play level, the message box, which is displayed along the bottom of the game screen, will display the next game outcome in text form. No payment or purchase is required for the game to disclose the next game outcome for the game theme and play level selected. The patron can then choose to either play for the outcome displayed or exit the game theme.

Each play that is initiated using any of the available game themes also requires the patron to perform the nudge function. The nudge function requires the patron to select either the “Raise” or “Lower” buttons in order to nudge a single reel either up or down to align a winning reel configuration. In each case, a non-winning reel outcome is initially displayed and the patron must evaluate the reels and make a decision to nudge one of the three reels either up or down to align a winning combination. Should a patron fail to nudge the correct reel in the correct direction to

obtain a winning combination, or fail to complete the nudge feature within the time limit, the potential prize will be forfeited. The patron must perform the nudge function before any prize can be awarded.

Additionally, each game theme contains (i) a Double Nudge feature, (ii) a potential winning combination and a potential losing combination for every play, and (iii) a Mandatory Preview feature.

9. *Is the “skill” element conspicuously present and a direct causal factor on the patron’s chance to win?*

Each play that is initiated using any of the available game themes requires the patron to perform the nudge function. The nudge function requires the patron to select either the “Raise” or “Lower” button in order to nudge a single reel either up or down to align a winning reel configuration. In each case, a non-winning reel outcome is displayed and the patron must make a decision to nudge one of the three reels either up or down to align a winning combination. Should a patron fail to nudge the correct reel in the correct direction, or within the allotted time limit, to obtain a winning combination, the potential prize will be forfeited.

Section XII – Terms and Conditions

It is hereby expressed that ***Nick Farley & Associates, Inc.*** has reviewed the submitted game system through the engagement of play of the game themes, review of system components, and system configurations and options. ***Nick Farley & Associates, Inc.*** has performed extensive research and analysis to determine the findings and conclusions of fact presented in this document. Our findings and conclusions are based exclusively on the information provided for our review. Any changes or modification of the information provided will require additional review to determine if they support the findings and conclusions of this report. In such an instance, we reserve the right to amend or revise this document.

This document has been prepared by ***Nick Farley & Associates, Inc.*** for Brent Jackson, Esq. of Brent A. Jackson & Associates, P.C., for the benefit of Primero Games, which is intended for use in the State of Virginia. Distribution of this document is limited exclusively to ***Nick Farley & Associates, Inc.***, and Mr. Brent Jackson. This report shall not be reproduced, except in full, without the written approval of ***Nick Farley & Associates, Inc.*** Only authorized copies of this report received from ***Nick Farley & Associates, Inc.*** are considered to be authentic. Upon request by an authorized party, ***Nick Farley & Associates, Inc.*** will send this report via email as directed. ***Nick Farley & Associates, Inc.*** takes precautionary measures to secure the PDF document, but ***Nick Farley & Associates, Inc.*** does not send the email via any encrypted methodology.

This document is NOT an approval letter or expression of any opinion as to whether this system should be approved. This document, in no way, warrants the operation of this system.

If you should have any questions or require additional information, please feel free to contact our office.

Sincerely,



Nick Farley
President

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NA_PGLLC_4560-01_EW
Attachments

APPENDIX

Primer Games, LLC.
Virginia Skills version 1.00

Operators Menu Information

Features and Options
Virginia Skills version 1.00

December 4, 2018

Virginia Skills version 1.00 offers several operator-selectable options and features. The options and features offered to the device operator are included in the “Operator Menu”. There are several submenus in the “Operator Menu”. The features and options available to the device operator are listed as follows:

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
MAIN CONFIGURATION		The <i>Main Config</i> tab provides the operator with various configurable options which allow for the configuration of the software. The options available to the operator include, but are not limited to, the following:
	SYSTEM MODE	This option allows setting the kiosk to run in DEMO mode or STDALON (normal operation). As reviewed this was set to STDALON.
	DISPLAY	Allows setting how the kiosk will display winnings. As reviewed this was set to MONEY.
	CREDIT VALUE	Allows setting the value of one credit. As reviewed this was set to \$0.25.
	MAXIMUM CASH IN	Allows setting the maximum amount of money that can be inserted into the machine and established on the credit meter. Please note that a bill inserted into the machine that causes the player’s credit balance to exceed the maximum amount set, will cause the bill validator to be disabled. As reviewed this was set to \$100.00.
	MAX \$ PER TICKET	Allows setting the maximum amount of money that can be printed per ticket. As reviewed, this was set to \$0.00 (Indicating no limit to printing)

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	PLAYER VOLUME	
	MIN VOL	Allows setting the minimum volume level of the kiosk. As reviewed this was set to 6.
	MAX VOL	Allows setting the maximum volume level of the kiosk. As reviewed this was set to 10.
	MACHINE SERIAL NUMBER	Allows setting the terminal serial number of the kiosk. This option was not configurable with standard access to the operator's menu. As reviewed this was set to 365321149.
	BANK NUMBER	Allows setting the bank ID number of the kiosk. As reviewed this was set to 1.
	PRICE SLOT 1	Allows setting the value of a pulse from acceptance channel 1. As reviewed this was set to 1.00 and was configurable.
	PRICE SLOT 2	Allows setting the value of a pulse from acceptance channel 2. As reviewed this was set to 1.00 and was configurable.
	PRICE SLOT 3	Allows setting the value of a pulse from acceptance channel 3. As reviewed this was set to 1.00 and was configurable.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	LOSE REMAINING CREDITS	<p>Configures the kiosk to remove credits (winnings) which could not be printed on the voucher when being redeemed. Example if set to Enabled, and TICKET VALUE set to \$1.00, redeeming a win value of \$1.50 will result in a voucher printed for \$1.00 and the loss of the remaining \$0.50.</p> <p>As reviewed this was set to DISABLED.</p>
	TICKET VALUE	<p>Allows setting the value of a ticket. This option was not configurable with standard access to the operator's menu.</p> <p>As reviewed this was set to 0.00.</p>
	MAXIMUM CREDIT	<p>Allows setting the maximum amount of credits that can be on the players credit meter.</p> <p>As reviewed this was set to \$10,000.00</p>
	MAXIMUM TICKET	<p>Allows setting a maximum win value which may be redeemed via a printed voucher.</p> <p>As reviewed this was set to 999999.99.</p>
	MINIMUM TICKET	<p>Allows setting the minimum value of a ticket that may be printed.</p> <p>As reviewed this was set to 0.01 and was configurable.</p>
	SPECIAL WIN TICKETS	<p>Allows setting the hand pay threshold of the kiosk.</p> <p>As reviewed this was set to 1200.00.</p>
	TCKT CRDT VALUE	<p>Allows setting the credit value of a ticket.</p> <p>As reviewed this was set to 0.25.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	METER UNIT	Allows setting the meter denomination. As reviewed this was set to 1.00.
	TICKET DISPLAY	Allows setting how the tickets will display winnings. As reviewed this was set to MONEY.
	TIME OUT TO CLEAR UNPLAYABLE AMOUNT	Allows setting amount of time before remaining credits are cleared off of the kiosk. This occurs when the remaining amount of credits on the player's credit meter is not sufficient enough to play a game. As reviewed this was set to 30 seconds.
	PROMOTIONAL WIN TICKET	Allows setting the amount for promotional tickets. As reviewed this was set to \$0.00.
	PROGRESSIVE DISPLAY	Allows setting the progressive will be displayed. As reviewed this was set to MONEY.
	DATE FORMAT	Selects the date format. As reviewed this was set to AMERICAN.
	DATE SEPARATOR	Selects the character used to separate date fields. As reviewed this was set to Slash (/).
	QR CODE CONFIG	This option provides QR Code configuration settings for systems setup for use with QR Codes.
	MASTER LICENSE NUMBER	This option allows for a master license to be entered.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	LICENSE EXPIRATION	Allows setting the expiration date of the License. As reviewed this was set to 6/30/15.
	MACHINE DECAL NUMBER	This option allows for the setting of the machine decal number.
	LOCATION LICENSE NUMBER	This option allows for the setting of a location license number.
	GIVE AWAY INFORMATION	
	PRINT COUPON	Specifies if coupons should be printed. As reviewed this was set to DISABLED.
	AMOUNT	Specifies coupon value. As configured this was set to 0.01 and was not configurable.
TERMINAL CONFIGURATION		
	COLLECT MODE	Only available setting is PRINTER.
	IGNORE DEVICE ERROR	Allows setting whether the system will ignore device errors. As reviewed this was set to DISABLED.
	PRINTER PORT	Allows setting the printer port to SERIAL or PARALLEL. As reviewed was set to SERIAL.
	PRINTER TYPE	Allows specifying the printer model. As reviewed this was set to CUSTOM TG558.
	BILL TYPE	Allows specifying the bill validator model. As reviewed this was set to PYRAMID APEX.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	BILL SIGNAL	<p>Selects the bill validator signal type.</p> <p>As reviewed this was set to TTL.</p>
	SHOW CREDIT VALUE	<p>Allows enabling or disabling whether to display the credit value.</p> <p>As reviewed this was set to DISABLED.</p>
	CASH SND	<p>Selects the sound played when a winnings voucher is being printed.</p> <p>As reviewed this was set to MUSIC.</p>
	CASH VOL	<p>Sets the volume level of sound played when a winnings voucher is being printed.</p> <p>As reviewed this was set to 8.</p>
	ATTLIGHT TIME OUT	<p>This setting had no effect.</p> <p>As reviewed was set to 60 (cabinet not equipped with attendant light).</p>
	DSPL PROG IN GAME	<p>Allows enabling or disabling the display of the current progressive value while in a game.</p> <p>As reviewed this was set to ENABLED.</p>
	OPERATOR MENU PASSWORD	<p>Allows setting the operator menu password or not requiring one at all.</p> <p>As reviewed this was set to NONE.</p>
	ACCOUNTING PASSWORD	<p>Allows setting an operator menu password for accessing accounting, or not requiring one at all.</p> <p>As reviewed this was set to NONE.</p>
	ATT. KEY RECALL HISTORY	<p>Allows enabling or disabling a recall history menu accessible via an attendant key.</p> <p>As reviewed this was set to ENABLED.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
GAME CONFIGURATION		<p>The <i>Game Configuration</i> tab provides the operator with various configurable options which allows for the configuration of the game themes available on the system. The game themes available on the system may be enabled or disabled via this tab.</p> <p>Additionally, each game theme contains configurable settings which may include Jackpot, Spin time, Pay Table, Min Play Per Line, Max Play Per Line, and Door (Which displays Doors or Shutters in place of spinning reels).</p>
	El Dorado	
	Game	<p>Allows enabling or disabling of the game theme.</p> <p>As reviewed this was set to ENABLED.</p>
	PROGRES	<p>Allows enabling or disabling the progressive.</p> <p>As reviewed this was set to ENABLED.</p>
	SPIN TIME	<p>Allows setting the number of times the reels will spin each play.</p> <p>As reviewed this was set to 2.</p>
	PREVIEW	<p>Allows enabling or disabling of the preview feature.</p> <p>As Reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	JP BET BASE	<p>Specifies the progressive prize base value and minimum play level required to win.</p> <p>As reviewed this was set to 100.</p>
	MIN PLAY PER LINE	<p>Specifies the minimum play level.</p> <p>As reviewed this was set to 25.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	MAX PLAY PER LINE	<p>Specifies the maximum play level.</p> <p>As reviewed this was set to 200.</p>
	DOOR	<p>Specifies whether a sliding door is used to reveal symbols (if DISABLED reels are spun).</p> <p>As reviewed this was set to DISABLED.</p>
	ALLSTOP	<p>Specifies whether the STOP ALL button is available during game play. The STOP ALL button will stop all spinning reels when selected. When this option is disabled, the reels will stop automatically and the option to stop the reels is not available to the player.</p> <p>As reviewed this option was ENABLED.</p>
	ALWAYS WIN	<p>This option allows for the enabling or disabling of the Always Win feature. This feature when enabled will provide an opportunity for the patron to win a prize for every play initiated. (The patron must perform the nudge task correctly in order to obtain a prize.)</p> <p>As reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	DOUBLE NUDGE %	<p>This option allows the operator to enable or disable the Double Nudge feature. This feature occasionally grants the patron the opportunity to nudge twice during a single game in efforts to achieve a winning combination. The operator may select the percentage of when this feature will occur from a minimum of 30% up to a maximum of 100%.</p> <p>As reviewed this was set to 30.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	SKILL TIMEOUT	<p>This option allows the operator to configure the amount of time of the Skill Timer. The minimum amount of time that can be configured for the Skill Timer is 10 seconds, and the maximum amount of time that can be configured is 20 seconds.</p> <p>As reviewed this was set to 15.</p>
	PAYTABLE SKILL ASSISTANCE	<p>This option allows the operator to ENABLE or DISABLE a visual aid to assist players to determine the potential winning symbol combination. During a play with a potential winning outcome, the winning symbol combination displayed on the award schedule will be highlighted alerting the player to the potential winning symbol combination. The player must then successfully complete the required skill task to be awarded the prize.</p> <p>As reviewed this was set to ENABLED.</p>
	CREDIT VALUE	<p>Specifies the value of one credit.</p> <p>As reviewed was set to \$0.01.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	SOUND WARNING	<p>Specifies whether a warning sound is played if a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	PLAY MESSAGE	<p>Specifies whether a message “REMEMBER YOUR NUDGE OPTION” is displayed when a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	FREEDOM NUDGE	
	Game	Allows enabling or disabling of the game theme. As reviewed this was set to ENABLED.
	PROGRES	Allows enabling or disabling the progressive. As reviewed this was set to ENABLED.
	SPIN TIME	Allows setting the number of times the reels will spin each play. As reviewed this was set to 2.
	PREVIEW	Allows enabling or disabling of the preview feature. As Reviewed this was set to ENABLED. <u>Please Note:</u> This setting was not configurable.
	JP BET BASE	Specifies the progressive prize base value and minimum play level required to win. As reviewed this was set to 100.
	MIN PLAY PER LINE	Specifies the minimum play level. As reviewed this was set to 25.
	MAX PLAY PER LINE	Specifies the maximum play level. As reviewed this was set to 200.
	DOOR	Specifies whether a sliding door is used to reveal symbols (if DISABLED reels are spun). As reviewed this was set to DISABLED.
	ALLSTOP	Specifies whether the STOP ALL button is available during game play. The STOP ALL button will stop all spinning reels when selected. When this option is disabled, the reels will stop automatically and the option to stop the reels is not available to the player. As reviewed this option was ENABLED.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	ALWAYS WIN	<p>This option allows for the enabling or disabling of the Always Win feature. This feature when enabled will provide an opportunity for the patron to win a prize for every play initiated. (The patron must perform the nudge task correctly in order to obtain a prize.)</p> <p>As reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	DOUBLE NUDGE %	<p>This option allows the operator to enable or disable the Double Nudge feature. This feature occasionally grants the patron the opportunity to nudge twice during a single game in efforts to achieve a winning combination. The operator may select the percentage of when this feature will occur from a minimum of 30% up to a maximum of 100%.</p> <p>As reviewed this was set to 30.</p>
	SKILL TIMEOUT	<p>This option allows the operator to configure the amount of time of the Skill Timer. The minimum amount of time that can be configured for the Skill Timer is 10 seconds, and the maximum amount of time that can be configured is 20 seconds.</p> <p>As reviewed this was set to 15.</p>
	PAYTABLE SKILL ASSISTANCE	<p>This option allows the operator to ENABLE or DISABLE a visual aid to assist players to determine the potential winning symbol combination. During a play with a potential winning outcome, the winning symbol combination displayed on the award schedule will be highlighted alerting the player to the potential winning symbol combination. The player must then successfully complete the required skill task to be awarded the prize.</p> <p>As reviewed this was set to ENABLED.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	CREDIT VALUE	<p>Specifies the value of one credit.</p> <p>As reviewed was set to \$0.25.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	SOUND WARNING	<p>Specifies whether a warning sound is played if a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	PLAY MESSAGE	<p>Specifies whether a message “REMEMBER YOUR NUDGE OPTION” is displayed when a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	FUNNY FRUIT	
	Game	<p>Allows enabling or disabling of the game theme.</p> <p>As reviewed this was set to ENABLED.</p>
	PROGRES	<p>Allows enabling or disabling the progressive.</p> <p>As reviewed this was set to ENABLED.</p>
	SPIN TIME	<p>Allows setting the number of times the reels will spin each play.</p> <p>As reviewed this was set to 2.</p>
	PREVIEW	<p>Allows enabling or disabling of the preview feature.</p> <p>As Reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	JP BET BASE	<p>Specifies the progressive prize base value and minimum play level required to win.</p> <p>As reviewed this was set to 100.</p>
	MIN PLAY PER LINE	<p>Specifies the minimum play level.</p> <p>As reviewed this was set to 25.</p>
	MAX PLAY PER LINE	<p>Specifies the maximum play level.</p> <p>As reviewed this was set to 200.</p>
	DOOR	<p>Specifies whether a sliding door is used to reveal symbols (if DISABLED reels are spun).</p> <p>As reviewed this was set to DISABLED.</p>
	ALLSTOP	<p>Specifies whether the STOP ALL button is available during game play. The STOP ALL button will stop all spinning reels when selected. When this option is disabled, the reels will stop automatically and the option to stop the reels is not available to the player.</p> <p>As reviewed this option was ENABLED.</p>
	ALWAYS WIN	<p>This option allows for the enabling or disabling of the Always Win feature. This feature when enabled will provide an opportunity for the patron to win a prize for every play initiated. (The patron must perform the nudge task correctly in order to obtain a prize.)</p> <p>As reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	DOUBLE NUDGE %	<p>This option allows the operator to enable or disable the Double Nudge feature. This feature occasionally grants the patron the opportunity to nudge twice during a single game in efforts to achieve a winning combination. The operator may select the percentage of when this feature will occur from a minimum of 30% up to a maximum of 100%.</p> <p>As reviewed this was set to 30.</p>
	SKILL TIMEOUT	<p>This option allows the operator to configure the amount of time of the Skill Timer. The minimum amount of time that can be configured for the Skill Timer is 10 seconds, and the maximum amount of time that can be configured is 20 seconds.</p> <p>As reviewed this was set to 15.</p>
	PAYTABLE SKILL ASSISTANCE	<p>This option allows the operator to ENABLE or DISABLE a visual aid to assist players to determine the potential winning symbol combination. During a play with a potential winning outcome, the winning symbol combination displayed on the award schedule will be highlighted alerting the player to the potential winning symbol combination. The player must then successfully complete the required skill task to be awarded the prize.</p> <p>As reviewed this was set to ENABLED.</p>
	CREDIT VALUE	<p>Specifies the value of one credit.</p> <p>As reviewed was set to \$0.25.</p> <p><u>Please Note:</u> This setting was not configurable.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	SOUND WARNING	<p>Specifies whether a warning sound is played if a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	PLAY MESSAGE	<p>Specifies whether a message “REMEMBER YOUR NUDGE OPTION” is displayed when a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	MAGIC TRICKS	
	Game	<p>Allows enabling or disabling of the game theme.</p> <p>As reviewed this was set to ENABLED.</p>
	PROGRES	<p>Allows enabling or disabling the progressive.</p> <p>As reviewed this was set to ENABLED.</p>
	SPIN TIME	<p>Allows setting the number of times the reels will spin each play.</p> <p>As reviewed this was set to 2.</p>
	PREVIEW	<p>Allows enabling or disabling of the preview feature.</p> <p>As Reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	JP BET BASE	<p>Specifies the progressive prize base value and minimum play level required to win.</p> <p>As reviewed this was set to 100.</p>
	MIN PLAY PER LINE	<p>Specifies the minimum play level.</p> <p>As reviewed this was set to 25.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	MAX PLAY PER LINE	Specifies the maximum play level. As reviewed this was set to 200.
	DOOR	Specifies whether a sliding door is used to reveal symbols (if DISABLED reels are spun). As reviewed this was set to DISABLED.
	ALLSTOP	Specifies whether the STOP ALL button is available during game play. The STOP ALL button will stop all spinning reels when selected. When this option is disabled, the reels will stop automatically and the option to stop the reels is not available to the player. As reviewed this option was ENABLED.
	ALWAYS WIN	This option allows for the enabling or disabling of the Always Win feature. This feature when enabled will provide an opportunity for the patron to win a prize for every play initiated. (The patron must perform the nudge task correctly in order to obtain a prize). As reviewed this was set to ENABLED. <u>Please Note:</u> This setting was not configurable.
	DOUBLE NUDGE %	This option allows the operator to enable or disable the Double Nudge feature. This feature occasionally grants the patron the opportunity to nudge twice during a single game in efforts to achieve a winning combination. The operator may select the percentage of when this feature will occur from a minimum of 30% up to a maximum of 100%. As reviewed this was set to 30.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	SKILL TIMEOUT	<p>This option allows the operator to configure the amount of time of the Skill Timer. The minimum amount of time that can be configured for the Skill Timer is 10 seconds, and the maximum amount of time that can be configured is 20 seconds.</p> <p>As reviewed this was set to 15.</p>
	PAYTABLE SKILL ASSISTANCE	<p>This option allows the operator to ENABLE or DISABLE a visual aid to assist players to determine the potential winning symbol combination. During a play with a potential winning outcome, the winning symbol combination displayed on the award schedule will be highlighted alerting the player to the potential winning symbol combination. The player must then successfully complete the required skill task to be awarded the prize.</p> <p>As reviewed this was set to ENABLED.</p>
	CREDIT VALUE	<p>Specifies the value of one credit.</p> <p>As reviewed was set to \$0.25.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	SOUND WARNING	<p>Specifies whether a warning sound is played if a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	PLAY MESSAGE	<p>Specifies whether a message “REMEMBER YOUR NUDGE OPTION” is displayed when a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	SILVER BAR SPIN	
	Game	Allows enabling or disabling of the game theme. As reviewed this was set to ENABLED.
	PROGRES	Allows enabling or disabling the progressive. As reviewed this was set to ENABLED.
	SPIN TIME	Allows setting the number of times the reels will spin each play. As reviewed this was set to 2.
	PREVIEW	Allows enabling or disabling of the preview feature. As Reviewed this was set to ENABLED. <u>Please Note:</u> This setting was not configurable.
	JP BET BASE	Specifies the progressive prize base value and minimum play level required to win. As reviewed this was set to 100.
	MIN PLAY PER LINE	Specifies the minimum play level. As reviewed this was set to 25.
	MAX PLAY PER LINE	Specifies the maximum play level. As reviewed this was set to 200.
	DOOR	Specifies whether a sliding door is used to reveal symbols (if DISABLED reels are spun). As reviewed this was set to DISABLED.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	ALLSTOP	<p>Specifies whether the STOP ALL button is available during game play. The STOP ALL button will stop all spinning reels when selected. When this option is disabled, the reels will stop automatically and the option to stop the reels is not available to the player.</p> <p>As reviewed this option was ENABLED.</p>
	ALWAYS WIN	<p>This option allows for the enabling or disabling of the Always Win feature. This feature when enabled will provide an opportunity for the patron to win a prize for every play initiated. (The patron must perform the nudge task correctly in order to obtain a prize.</p> <p>As reviewed this was set to ENABLED.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	DOUBLE NUDGE %	<p>This option allows the operator to enable or disable the Double Nudge feature. This feature occasionally grants the patron the opportunity to nudge twice during a single game in efforts to achieve a winning combination. The operator may select the percentage of when this feature will occur from a minimum of 30% up to a maximum of 100%.</p> <p>As reviewed this was set to 30.</p>
	SKILL TIMEOUT	<p>This option allows the operator to configure the amount of time of the Skill Timer. The minimum amount of time that can be configured for the Skill Timer is 10 seconds, and the maximum amount of time that can be configured is 20 seconds.</p> <p>As reviewed this was set to 15.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	PAYTABLE SKILL ASSISTANCE	<p>This option allows the operator to ENABLE or DISABLE a visual aid to assist players to determine the potential winning symbol combination. During a play with a potential winning outcome, the winning symbol combination displayed on the award schedule will be highlighted alerting the player to the potential winning symbol combination. The player must then successfully complete the required skill task to be awarded the prize.</p> <p>As reviewed this was set to ENABLED.</p>
	CREDIT VALUE	<p>Specifies the value of one credit.</p> <p>As reviewed was set to \$0.25.</p> <p><u>Please Note:</u> This setting was not configurable.</p>
	SOUND WARNING	<p>Specifies whether a warning sound is played if a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
	PLAY MESSAGE	<p>Specifies whether a message “REMEMBER YOUR NUDGE OPTION” is displayed when a player attempts to initiate a new game when they have an opportunity to nudge a reel for a winning outcome.</p> <p>As reviewed this was set to ENABLED.</p>
TICKETS CONFIGURATION		<p>The <i>Tickets Configuration</i> tab provides the operator with various configurable options which allows for the configuration of the tickets which are printed after funds are inserted into the machine. The settings available include but are not limited to:</p>
	BLANK LINES BEFORE TEXT	<p>Specifies leading blank lines to be printed.</p> <p>As reviewed was set to 0.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	SIGNATURE	<p>Specifies whether a signature line should be printed on voucher receipts.</p> <p>As reviewed was set to ENABLED.</p>
	24 HOURS	<p>Prints a disclaimer regarding the prize amount received within the last 24 hours.</p> <p>As reviewed this was set to DISABLED.</p>
	REDEMPTION	<p>Prints a disclaimer regarding prize redemption.</p> <p>As reviewed this was set to ENABLED.</p>
	ADDRESS	<p>Specifies whether address lines should be printed on voucher receipts.</p> <p>As reviewed was set to DISABLED.</p>
	BLANK LINES AFTER TEXT	<p>Specifies trailing blank lines to be printed.</p> <p>As reviewed was set to 0.</p>
	TEST TICKET	<p>Allows the operator to print a test ticket.</p>
PROGRESSIVE CONFIGURATION		<p>The <i>Progressive Configuration</i> tab provides the operator with various configurable options which allows for the configuration of the Progressive prizes for each game theme. The operator may adjust the current progressive value, reset the progressive to the base value, or adjust the progressive prize limit for each game theme.</p>
	ADD PROGRESSIVE	<p>Allows for a new progressive jackpot to be added. This option is only available if a game does not have a progressive jackpot configured.</p>
	CONFIGURE PROGRESSIVE	<p>Allows setting of current progressive value to include Progressive Value, Progressive Limit, and Rollover Value.</p>

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	REMOVE PROGRESSIVE	Allows for the selected Progressive to be removed.
	ADD GAME LINK	Allows for a newly created progressive jackpot to be linked with a game that does not have a progressive jackpot configured.
	CONFIGURE GAME LINK	Allows setting of progressive game link to include Progressive Contribution amount and Rollover Contribution amount.
	REMOVE GAME LINK	Allows for the selected Progressive game link to be removed.
	RESET PROGRESSIVE	Allows for the current progressive amount for each game theme to be reset to the default base prize amount.
ATTRACT CONFIGURATION		The <i>Attract Configuration</i> tab provides the operator with various configurable options which allows for the configuration of the attract screen. The settings available include but are not limited to:
	SYSTEM LOGO	Specifies if the system logo will be displayed. As reviewed was set to DISABLED.
	ATTRACT DELAY	Specifies the time delay before entering an attract mode. As reviewed was set to 15.
	ICON MENU ORDER	Specifies the method used to select the order of game icons displayed. As reviewed was set to CASH PLAYED.
	CYCLE DELAY	Specifies the time delay before re-entering attract mode. As reviewed was set to 5.
	MESSAGE ON LED DISPLAY	Specifies the message that will be displayed on a LED display. As reviewed, this option was set to display "Virginia Skills".

Features and Options
Virginia Skills version 1.00

December 4, 2018

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
ON OFF TIMES		<p>The <i>On Off Times</i> tab provides the operator with settings to configure the time and day of when the kiosk will be available. An hour by hour, day by day grid is displayed where the kiosk can be set to be enabled or disabled.</p> <p>As reviewed all hours all days were ENABLED.</p>