2111 South Main Road
Vineland, NJ 08360
(856) 507-0340 *Office*
(856) 563-1577 *Fax*

MACHINE EXAMINATION REPORT

Date of Report:	March 4, 2008
Issued To:	Mr. Richard Mathis Aurora Enterprises 9773 Lost Colt Circle Las Vegas, NV 89117 (702) 804-8504
Issued By:	Casino Horizons Corporation D. Robert Sertell, Chairman 2111 South Main Road Vineland, NJ 08360
Tested By:	D. Robert Sertell, Chairman James M. Dallett III Leslie Dworetzky Doris Dallett
Machine Evaluated:	Multi Game Demo Unit: Pink Champagne – Skill Rise to Riches
Evaluation Results:	This is a **game of skill** for the following reasons:

1. Our video analysts have played this game many hundreds of times. Each analyst has required a very short introductory of "learning" period. Following this introductory period, each analyst has been able to "catch"a winning combination in the majority of the games played.

2. I have personally played this game many hundreds of time and feel that "an average player" who possesses no special skills or game experience can easily control the overwhelming majority of any game outcomes.

3. The sole purpose of our examination was to determine and prove whether or not a player's "skill", as interjected by their physical actions, can control the outcome of games played on this machine.

Machine Description: This is a multi game arrangement, which offers the player four games on an LCD video touch screen monitor. Those four games are Pink Champagne, Pink Champagne Skill, Rise to Riches, and Big Time Poker Skill. Only two of these four game choices are the subject of this evaluation. The two games evaluated are Pink Champagne Skill and Rise to Riches. Each will be documented separately in the following report.

Chronology of Events: During the summer of 2007, Aurora Enterprises shipped an experimental game demo unit to our laboratory. The demo unit and its associated shipping container are depicted in **Photographs # 4529 - 4534** which are contained in **Exhibit 1** of this report.

When the experimental demo unit was energized, the monitor scrolled through several hundred lines of "boot up" commands and then displayed a game selection screen which offers the player four choices. **Photograph # 001** in **Exhibit 2** shows this game selection screen. The player is then able to touch an icon which will "load" that game into position for immediate play, and will cause the monitor to show only that particular game's play screen. **Photograph # 002**, in **Exhibit 2**, shows the play screen for the game *Pink Champagne*. **Photograph # 003**, in **Exhibit 2**, shows the play screen for the game *Pink Champagne Skill*. **Photograph # 004**, in **Exhibit 2**, shows the play screen for the game *Rise to Riches*. **Photograph # 005**, in **Exhibit 2**, shows the play screen for the game *Big Time Poker Skill*.

When the game Pink Champagne Skill was selected, a "help" screen was available to the player via a touch screen button in the lower left corner of the display. **Photograph # 006**, in **Exhibit 2** shows the contents of that help screen. Pink Champagne Skill is a two reel *icon match* game in which the player is shown two reels which spin in slot machine fashion, with a single win line that contains a **stop** button in its center. At the top center of the screen are three blank "result" windows. After the player has selected an amount to bet and has pressed the **spin** button, both of the reels visually *kick off* and begin to spin from top to bottom. The player is tasked with pressing the stop button when the symbols on the left reel and right reel match. If matching symbols are caught at the proper moment, that icon is then displayed in one of the result windows above. The result windows are filled in sequence from left to right in the same manner as icons are displayed on a standard three reel slot machine. Each play of the game offers the player three chances to match symbols within a limited amount of time. Stopping the reels on non-matching symbols causes a blank to be displayed in the appropriate result window. A circular game timer in the top right corner of the monitor provides visual feedback on time remaining during each play.

A standard slot machine type *award card* is displayed in the upper left quadrant of the monitor. On-screen meters below the award card display "credits", "win", and "bet" amounts. An on-screen control panel at the bottom of the monitor offers five buttons labeled "Menu", "Collect", "Bet 1", "Bet Max", and "Spin".

Game Play Results: Each analyst was offered a period of non-recorded game play in order to familiarize them with the task and the equipment. Two issues which may have affected the results are as follows:
1. The LCD monitor itself was connected to the other game components by flexible cables, but was not firmly fastened to any bracket or support device as it would have been in an actual machine cabinet. This permitted movement from time to time which may have had an adverse effect on the analyst's ability to stop the reels when desired.
2. The sensitivity settings of the touch screen itself were not available or obvious to the player. There were instances when the analyst's touching of the screen failed to cause any action. While this failure was relatively infrequent, it definitely had a negative impact on the number of successful outcomes recorded.

The normal procedure in evaluating a game that purports to be one of "skill" is to conduct various test segments in which the analyst selects a desired game outcome in advance and then tries to achieve that result by using the game's controls. Test segments generally are twenty "plays" long in order to most closely duplicate actual customer patterns. The test segments which were conducted for these games are recorded in graphic fashion in **Exhibit # 3**

- In test segment 1, the analyst selected <u>One Cherry</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 18 times.
- In test segment 2, the analyst selected <u>Cherry – Cherry - Bar</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 17 times.
- In test segment 3, the analyst selected <u>Cherry – Cherry - Cherry</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 15 times.
- In test segment 4, the analyst selected <u>Cherry – Cherry - Cherry</u> again as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 15 times.
- In test segment 5, the analyst selected just <u>Two Cherries</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 20 times.
- In test segment 6, the analyst selected <u>Cherry – Cherry – Pink Champagne</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 17 times.
- In test segment 7, the analyst selected <u>Cherry – Cherry – 5 Bar</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 15 times.
- In test segment 8, the analyst selected <u>Bar – Bar - Bar</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 15 times.
- In test segment 9, the analyst selected again <u>Bar – Bar - Bar</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 11 times.
- In test segment 10, the analyst selected <u>PC – PC - PC</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 13 times.
- In test segment 11, the analyst selected again <u>PC – PC - PC</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 18 times.
- In test segment 12, the analyst selected <u>5B – 5B – 5B</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 12 times.
- In test segment 13, the analyst selected again <u>5B – 5B – 5B</u> as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 9 times.
- In test segment 14, the analyst selected <u>Cherry – Cherry – Cherry</u> as the desired outcome. 108 consecutive attempts to achieve this preselected outcome were successful 72 times.

[NOTE: Test segment 14 required the analyst to attempt approximately 100 game plays in succession. The results of such a long series of attempts are seriously affected by normal human distraction and concentration factors. Actual game play in an arcade or in a casino environment very seldom results in such a long series of contiguous play. Boredom, distractions, hunger, thirst, ambient noise, restroom breaks and interruptions due to other patrons will all serve to shorten the number of game attempts in any series.]

When the game **Rise to Riches** was selected, a "help" screen was available to the player via a touch screen button in the lower left corner of the display. **Photograph # 007**, in **Exhibit 2** shows the contents of that help screen. Rise to Riches is a three reel icon match game in which the player is shown three reels which spin in slot machine fashion, with a single win line that contains three hollow ovals. Each oval is centered in one of the three reels. After the player has selected an amount to bet and has pressed the **spin** button, each of the three reels

visually *kick-off* and begin to spin from top to bottom. Each of the icons on each of the reels represents a blazing fireball. The player is tasked with pressing a blank oval which then serves as a stop button in order to catch a fireball within that oval. If three matching symbols are caught at the proper moment and each retained within an oval, then that play counts as a win. Stopping the reels between symbols causes a blank to be displayed in the appropriate result oval. A circular game timer in the top right corner of the monitor provides visual feedback on time remaining during each play.

A standard slot machine type *award card* is displayed in the upper left quadrant of the monitor. On-screen meters below the award card display "credits", "win", and "bet" amounts. An on-screen control panel at the bottom of the monitor offers five buttons labeled "Menu", "Collect", "Bet 2", "Bet 4", and "Spin".

Test segments which were conducted for Rise to Riches are recorded in graphic fashion in **Exhibit # 4**.

- In test segment 15, the analyst selected 3 Fireballs as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 10 times.
- In test segment 16, the analyst selected 3 Fireballs as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 13 times.
- In test segment 17, the analyst selected 3 Fireballs as the desired outcome. 20 consecutive attempts to achieve this preselected outcome were successful 13 times.

Factors Regarding Skill Analysis: Skill, like love is almost impossible to quantify in a precise fashion. The analysis of any game is therefore best left to the mathematical quantity of successful versus unsuccessful results. In both of these games (Rise to Riches & Pink Champagne-skill) the analyst was indeed able to produce a successful outcome during a majority of plays attempted. The results of these hundreds of game play attempts are convincing proof that "an average player" who possesses no special skills or game experience can easily control the overwhelming majority of game outcomes.

Items Not Considered During This Examination: Casino Horizons Corporation undertook this examination for the sole purpose of determining whether or not a player's skill can control the outcome of games played on this machine. It should be noted that this is not an actual machine, but rather an experimental pre-prototype test assembly. It will obviously be necessary for the game's developers to modify software commands in order to operate properly within an actual machine cabinet when one is selected. Since any changes in software will result in a different hashing algorithm signature no attempt has been made yet to establish a security signature or code.

Submitted this 4th day of March, 2008

D. Robert Sertell, Chairman