

MO-22-IGT-08-108/MO-22-IGT-08-231/MO-22-IGT-08-422

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-108	“AVP” GI* “100 Wolves” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“100 Wolves” Game* Package	
MO-22-IGT-08-231	AVP GI* “100 Ladies” Installation Media	
	“100 Ladies” Game* Package	
MO-22-IGT-08-422	AVP GI* “100 Pandas” Installation Media	
	“100 Pandas” Game* Package	

“100 Wolves”

“100 Wolves” is a 5-reel, 100-line video game that offers scatter pays, a bonus feature and a stacked wild. The “Wolfpack” symbol is wild and substitutes for all symbols except for the “Shield Crest” symbol. The player is awarded the advertised scatter pay when three “Shield Crest” symbols appear in any position on the reels. The “Shield Crest” symbol appears on reels 2, 3 and 4 only. Scatter wins are multiplied by the total number of credits bet. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The ‘100 Wolves Free Spins’ bonus is initiated when three “Shield Crest” symbols appear in any position on the reels; awarding the player ten free spins. Different reels are used during the free spins. The free spins are played at the same line bet and number of lines as the initiating game. During the free spin bonus, three “Shield Crest” symbols appearing in any position on the reels awards the player two credits times the total bet and an additional ten free spins. The bonus ends when zero free spins remain or after 300 free spins have been played.

“100 Ladies”

“100 Ladies” is a 5-reel, 100-line video game that offers scatter pays, a bonus feature and a stacked wild. The “Lady Bug Shells” symbol is wild and substitutes for all symbols except for the “Bonus” symbol. The player is awarded the advertised scatter pay when three “Bonus” symbols appear in any position on the reels. The “Bonus” symbol appears on reels 2, 3 and 4 only. Scatter wins are multiplied by the total number of credits bet. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The ‘100 Ladies Free Spins’ bonus is initiated when three “Bonus” symbols appear in any position on the reels; awarding the player ten free spins. Different reels are used during the free spins. The free spins are played at the same line bet and number of lines as the initiating game. During the free spin bonus, three “Bonus” symbols appearing in any position on the reels awards the player two credits times the total bet and an additional ten free spins. The bonus ends when zero free spins remain or after 300 free spins have been played.

“100 Pandas”

“100 Pandas” is a 5-reel, 100-line video reel game that offers scatter pays, a bonus feature and a stacked wild. The “Panda Family” symbol is wild and substitutes for all symbols except for the “Yin and Yang” symbol. The player is awarded the advertised scatter pay when three “Yin and Yang” symbols appear in any position on the reels. The “Yin and Yang” symbol appears on reels 2, 3 and 4 only. Scatter wins are multiplied by the total number of credits bet. All wins are from left to right only, except scatters. Line win symbols must appear on adjacent reels beginning with the leftmost reel. Only the highest line win is paid on each line played.

The ‘100 Pandas Free Games’ bonus is initiated when three “Yin and Yang” symbols appear in any position on the reels, awarding the player ten free games. Different reels are used during the free games. The credits bet and lines played are the same as the game that triggered the free games. During the free spin bonus, three “Yin and Yang” symbols appearing in any position on the reels awards the player two credits times the total bet and an additional ten free spins. The bonus ends when zero free games remain or after 300 free games have been played.

MO-22-IGT-08-14

GLI File Number	Description	Standards Tested Against
MO-22-IGT-08-14	“AVP” Widescreen Slant Top Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The IGT “AVP” machine is a slant top video cabinet. It supports a 22" touch-screen monitor in a 16:9 aspect ratio. The cabinet also supports a myriad of AVP Brain Boxes (2.5 and 3.0). Any of these brain boxes may be installed in this cabinet and depending on the type, will determine verification procedures for the platform (please refer to the GLI Verification Manual for any details regarding AVP hardware).

This cabinet will support a top box that houses a non-touch-screen LCD Monitor for digital glass display. This monitor will be 22" in a 16:9 aspect ratio. The top box monitor that is used is just for display purposes and not required for the operation of the gaming machine.

In addition to the “AVP” brain box, this cabinet can house a bill acceptor, printer and player tracking interface. The interior of the machine can be accessed only through the main door. The front belly glass door allows access to the bill stacker door. All of these doors can have their own separate lock. Each of the doors has a two way switch and their status is monitored by the brain box.

MO-22-IGT-08-221

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-221	“AVP” GI* “Witches Riches” Installation Media “Witches Riches” Game* Package	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

“Witches Riches”

“Witches Riches” is a 5-reel, 40-line video reel game that contains scatter pays and a bonus feature. One or more “Witches Riches” symbol is wild and substitutes for all symbols, except for the “Potion Bottle” symbol. All winning combinations with the “Wild Riches” symbol pays double except for 2, 3, 4 or 5 “Witches Riches” symbols. The player is awarded the advertised scatter pay when two or more scatter symbols appear in any position on reels. Only the highest scatter win is paid each game. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The 'Free Spins' bonus feature is initiated when three or more "Potion Bottle" symbols appear in any position on the reels and the player is awarded fifteen free spins. Free spins are played at the same line bet and number of lines as the initiating game. The bonus wins are multiplied by three times, except for five "Witches Riches" symbols. During the bonus, three or more "Potion Bottle" symbols in any position on the reels award fifteen additional free spins. The bonus ends when 0 free spins remain or after a180 free spins have been played.

MO-22-IGT-08-24

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-24	Advanced Video Platform (AVP) Stepper Upright Spinning Reel Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The "AVP" Stepper Upright Spinning Reel machine P/N 96499412 contains the 2.5 brain box that utilizes a UNIX family based operating system known as QNX. The machine consists of a 17" widescreen monitor with touch screen capability, a 22" widescreen top cabinet monitor, and a 3, 4 or 5 physical reel assembly. The machine also has a button panel for the user, a bill acceptor, and a printer. The bill stacker is accessible under the monitor and has its own separate lock with a push-down switch and is monitored by the game. The machine is capable of communicating with the host via SAS protocol. SAS communication boards are accessible inside the main door.

The logic compartment inside the main door contains the brain box, backplane, and power supply. The interior of the logic compartment can be accessed through the 'Main Door' with its own separate lock. In the middle, below the printer is a switch to power the machine. On the brain box is a small secured area with its own lock that is used to configure game settings (such as paytables, payback percentage, enabling/disabling devices, enabling/disabling bonusing features, and betting limits) via the ekey when inserted into the USB port. Any access to the brain box, main door, or top door is all monitored by the game.

The brain box includes an AMD processor, processor board/CPU, and a hard drive. The processor board contains slots for monitor and touch screen, video and sound ports, PCI expansion slot, USB ports, and internal/external serial port. Access to the logic compartment is required to clear RAM and configure the gaming machine for play, as well as to load/delete games.

The Reel Depth Multi Layer Display & Monitor Assembly P/N 699713xxW is a touch screen monitor used to display video reels and winning paylines along with other player information such as the denomination selected, current credits and credits bet and won.

MO-22-IGT-08-243/MO-22-IGT-08-380/MO-22-IGT-08-387

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-243	“AVP” GI* “Wolf Run” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Wolf Run” Game* Package	
MO-22-IGT-08-380	AVP GI* “Snapdragon” Installation Media	
	“Snapdragon” Game* Package	
MO-22-IGT-08-387	AVP GI* “Wild Wolf” Installation Media	
	“Wild Wolf” Game* Package	

“Wolf Run”

“Wolf Run” is a 5-reel, 40-line video game that features scatter pays, a bonus feature, and a stacked wild. The “Wolf and Moon” symbol is wild and substitutes for all symbols except for the “Bonus” symbol. The player is awarded the advertised scatter pay when three “Bonus” symbol appear in any position on reels 2, 3 and 4 for any number of played lines. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line.

The “Wolf Run Free Spins” bonus is initiated when three “Bonus” symbols appear in any position on the reels, awarding the player five free spins. The free spins are played on different reels using the same line bet and number of lines as the initiating game. During the free spin bonus, if the “Bonus” symbol appears in any position on reels 2, 3, and 4 the player is awarded two credits times the total initiating bet and awards an additional five free spins. The bonus ends when zero free spins remain or after 255 free spins have been played.

“Snapdragon”

“Snapdragon” is a 5-reel, 50-line video reel game with scatter pays and a bonus feature. The “Snap Dragon” symbol is wild and substitutes for all symbols, except the scatter “Mountain” symbol and appears on reels 2, 3 and 4. The player is awarded the advertised scatter pay when three or more “Mountain” symbols appear in any position on the reels. Scatter wins are paid in addition to any line wins, and the advertised scatter pay is multiplied by the total credits bet. Only the highest scatter win is paid per spin. Line wins are multiplied by the number of credits bet on the winning line, and only one win per symbol combination is awarded per line. All line wins are paid on each line played. All line wins must appear on a played line and on consecutive reels, either beginning with the far left reel or ending with the far right reel.

The ‘Snapdragon Free Spins’ bonus is initiated when three or more “Mountain” symbols appear in any position on the reels. The player is awarded 5 free spins. Free spins are played at the same line bet and number of lines as the initiating game. During the bonus, the “Snap Dragon”, “Purple Butterfly” and “Blue Butterfly” symbols are wild and substitute for all symbols, except the scatter “Mountain” symbol. During the bonus, each “Mountain” symbol appearing in any position on the reels awards one additional free spin. The bonus ends when zero free spins remain or after 100 free spins have been played.

“Wild Wolf”

“Wild Wolf” is a 5-reel, 50-line video reel game that contains scatter pays, a bonus feature and Stacked Wilds. The “Wolf and Moon” symbol is wild and substitutes for all symbols except for the “Bonus” symbol. The “Bonus” symbol appears on reels 2, 3 and 4 only. The player is awarded the advertised scatter pay when three “Bonus” symbols appear in any position on the reels for any number of played lines. Scatter wins are multiplied by the total number of credits bet. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The ‘Wild Wolf Free Spins’ bonus feature is initiated when three “Bonus” symbols appear in any position on the reels, awarding the player five free spins. The free spins are played automatically using the same number of lines and bet per line as the game that initiated the feature. During the free spins, when three “Bonus” symbols appear in any position on the reels, the player is awarded an additional five free spins. The bonus ends when 0 free spins remain or after 255 free spins have been played. Different reels are used during the free spins.

MO-22-IGT-08-294/MO-22-IGT-08-315

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-294	“AVP” Stepper GC* “Super 2X 3X 4X 5X Times Pay” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Super 2X 3X 4X 5X Times Pay” GCon* Package	
MO-22-IGT-08-315	“AVP” Stepper GC* “Double Diamond Strike” Installation Media	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Double Diamond Strike” GCon* Package	

“Super 2X 3X 4X 5X Times Pay”

“Super 2X 3X 4X 5X Times Pay” is a 4-reel, 20-line “AVP” Stepper game. The “Two Times Pay”, “Three Times Pay”, “Four Times Pay” and “Five Times Pay” symbols appear on reels 2 and 3 only. Line wins are multiplied by the number of credits bet on the winning payline.

One “Two Times Pay” symbol on the played line matches any other symbol on the played line except for the “Three Times Pay”, “Four Times Pay” and “Five Times Pay” symbols and pays two times the winning combination except for the any one “Two Times Pay” symbol pays, or when any combination of two “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line. Two “Two Times Pay” symbols on the played line pays four times the winning combination except for the any one or more “Two Times Pay” symbol pays.

One “Three Times Pay” symbol on the played line matches any other symbol on the played line except for the “Four Times Pay” and “Five Times Pay” symbols and pays three times the winning combination except for the any one “Three Times Pay” symbol pays, or when any combination of two “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line. Two “Three Times Pay” symbols on the played line pays nine times the winning combination except for the any combination of one or more “Three Times Pay” symbol pays.

One “Four Times Pay” symbol on the played line matches any other symbol on the played line except for the “Five Times Pay” symbol and pays four times the winning combination except for the any one “Four Times Pay” symbol pays, or when any combination of two “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line. Two “Four Times Pay” symbols on the played line pays sixteen times the winning combination except for the any combination of one or more “Four Times Pay” symbol pays.

One “Five Times Pay” symbol on the played line matches any other symbol on the played line and pays five times the winning combination except for the any one “Five Times Pay” symbol pays, or when any combination of two “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line. Two “Five Times Pay” symbols on the played line pay twenty-five times the winning combination except for the any combination of one or more “Five Times Pay” symbol pays or when the “Red Seven”, “Five Times Pay”, “Five Times Pay” and “Red Seven” symbol combination appears on the payline.

One “Two Times Pay” and one “Three Times Pay” symbol on the played line pays six times the winning combination except for the any combination of one or more “Two Times Pay” or “Three Times Pay” symbol pays.

One “Two Times Pay” and one “Four Times Pay” symbol on the played line pays eight times the winning combination except for the any combination of one or more “Two Times Pay” or “Four Times Pay” symbol pays.

One “Two Times Pay” and one “Five Times Pay” symbol on the played line pays ten times the winning combination except for the any combination of one or more “Two Times Pay” or “Five Times Pay” symbol pays.

One “Three Times Pay” and one “Four Times Pay” symbol on the played line pays twelve times the winning combination except for the any combination of one or more “Three Times Pay” or “Four Times Pay” symbol pays.

One “Three Times Pay” and one “Five Times Pay” symbol on the played line pays fifteen times the winning combination except for the any combination of one or more “Three Times Pay” or “Five Times Pay” symbol pays.

One “Four Times Pay” symbol and one “Five Times Pay” symbol on the played line pays twenty times the winning combination except for the any combination of one or more “Four Times Pay” or “Five Times Pay” symbol pays.

“Double Diamond Strike”

“Double Diamond Strike” is a 3-reel, 1-line “AVP” Stepper game. The “Double Diamond Strike” symbol on a played line matches any symbol on a played line. The “Double Diamond 5 Bar”, “Double Diamond Bar”, “Red Double Diamond Seven”, “Green Double Diamond Seven” and “Blue Double Diamond Seven” symbols are not wild and do not match any other symbol.

One “Double Diamond 5 Bar”, “Double Diamond Bar”, “Red Double Diamond Seven”, “Green Double Diamond Seven”, “Blue Double Diamond Seven” or “Double Diamond strike” symbol on a played line pays two times the winning combination except when two or more “Double Diamond Strike” symbols or symbols with “Double” appear on a played line.

Any combination of two “Double Diamond 5 Bar”, “Double Diamond Bar”, “Red Double Diamond Seven”, “Green Double Diamond Seven”, “Blue Double Diamond Seven” or “Double Diamond Strike” symbols on a played line pays four times the winning combination except when three “Double Diamond Strike” symbols or symbols with “Double” appear on a played line.

Any combination of three “Double Diamond 5 Bar”, “Double Diamond Bar”, “Red Double Diamond Seven”, “Green Double Diamond Seven”, “Blue Double Diamond Seven” or “Double Diamond Strike” symbols on a played line pays eight times the winning combination except when three “Double Diamond Strike” symbols appear on a played line.

MO-22-IGT-08-330/MO-22-IGT-08-325

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-330	“AVP” Stepper GC* “Super 2X 3X 4X 5X Times Pay” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Super 2X 3X 4X 5X Times Pay” GCon* Package	
MO-22-IGT-08-325	“AVP” Stepper GC* “Double 3X 4X 5X Times Pay” Installation Media	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Double 3X 4X 5X Times Pay” GCon* Package	

“Super 2X 3X 4X 5X Times Pay” (GC014-004AU7-0001)

“Super 2X 3X 4X 5X Times Pay” is a 3-reel, 5-line “AVP” Stepper game. The “Three Times Pay”, “Four Times Pay” and “Five Times Pay” symbols appear on the center reel only.

One “Two Times Pay” symbol on the played line matches any other symbol on the played line except for the “Three Times Pay”, “Four Times Pay” and “Five Times Pay” symbols and pays two times the winning combination except for the any one “Two Times Pay” symbol pays, or when any combination of two or more “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line. Two “Two Times Pay” symbols on the played line pays four times the winning combination except for the any combination of one or more “Two Times Pay” symbol pays, or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Three Times Pay” symbol on the played line matches any other symbol on the played line except for the “Four Times Pay” and “Five Times Pay” symbols and pays three times the winning combination except for the any one “Three Times Pay” symbol pays, or when any combination of two or more “Two Times Pay” or “Three Times Pay” symbols appear on the played line.

One “Four Times Pay” symbol on the played line matches any other symbol on the played line except for the “Five Times Pay” symbol and pays four times the winning combination except for the any one “Four Times Pay” symbol pays, or when any combination of two or more “Two Times Pay” or “Four Times Pay” symbols appear on the played line.

One “Five Times Pay” symbol on the played line matches any other symbol on the played line and pays five times the winning combination except for the any one “Five Times Pay” symbol pays, or when any combination of two or more “Two Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Two Times Pay” and one “Three Times Pay” symbol on the played line pays six times the winning combination except for the any combination of one or more “Two Times Pay” or “Three Times Pay” symbol pays, or when any combination of three “Two Times Pay” or “Three Times Pay” symbols appear on the played line.

One “Two Times Pay” and one “Four Times Pay” symbol on the played line pays eight times the winning combination except for the any combination of one or more “Two Times Pay” or “Four Times Pay” symbol pays, or when any combination of three “Two Times Pay” or “Four Times Pay” symbols appear on the played line.

One “Two Times Pay” and one “Five Times Pay” symbol on the played line pays ten times the winning combination except for the any combination of one or more “Two Times Pay” or “Five Times Pay” symbol pays, or when any combination of three “Two Times Pay” or “Five Times Pay” symbols appear on the played line.

“Double 3X 4X 5X Times Pay” (GC014-004AR3-0001)

“Double 3X 4X 5X Times Pay” is a 3-reel, 1-line “AVP” Stepper game. The “Three Times Pay” symbol appears on left reel only. The “Four Times Pay” symbol appears on center reel only. The “Five Times Pay” symbol appears on right reel only.

One “Two Times Pay” symbol on the played line matches any other symbol on played line except for the “Three Times Pay”, “Four Times Pay” and “Five Times Pay” symbols and doubles the winning combination except for the any one “Two Times Pay” symbol pay or when any combination of two or more “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

Two “Two Times Pay” symbols on the played line pays four times the winning combination except for the any combination of one or more “Two Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Three Times Pay” symbol on the played line matches any other symbol on the played line except for the “Four Times Pay” and “Five Times Pay” symbols and pays three times the winning combination except for the any one “Three Times Pay” symbol pays or when any combination of two or more “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Four Times Pay” symbol on the played line matches any other symbol on the played line except for the “Five Times Pay” symbol and pays four times the winning combination except for the any one “Four Times Pay” symbol pays or when any combination of two or more “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Five Times Pay” symbol on the played line matches any other symbol on the played line and pays five times the winning combination except for the any one “Five Times Pay” symbol pays or when any combination of two or more “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Two Times Pay” symbol and one “Three Times Pay” symbol on the played line pays six times the winning combination except for the any combination of one or more “Two Times Pay” or “Three Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Two Times Pay” symbol and one “Four Times Pay” symbol on the played line pays eight times the winning combination except for the any combination of one or more “Two Times Pay” symbol or “Four Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Two Times Pay” symbol and one “Five Times Pay” symbol on the played line pays ten times the winning combination except for the any combination of one or more “Two Times Pay” symbol or “Five Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Three Times Pay” symbol and one “Four Times Pay” symbol on the played line pays twelve times the winning combination except for the any combination of one or more “Three Times Pay” symbol or “Four Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Three Times Pay” symbol and one “Five Times Pay” symbol on the played line pays fifteen times the winning combination except for the any combination of one or more “Three Times Pay” symbol or “Five Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

One “Four Times Pay” symbol and one “Five Times Pay” symbol on the played line pays twenty times the winning combination except for the any combination of one or more “Four Times Pay” symbol or “Five Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the played line.

MO-22-IGT-08-363/MO-22-IGT-08-451

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-363	“AVP” Stepper GC* “Double Gold” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Double Gold” GCon* Package	
MO-22-IGT-08-451	“AVP” Stepper GC* “Double Gold” Installation Media	
	“Double Gold” GCon* Package	

“Double Gold”

“Double Gold” is a 3-reel, 1-line “AVP” Stepper game. The “Double Bar”, “Double 5 Bar”, “Double Orange 7”, “Double Purple 7” and “Double Red 7” symbols are not wild and do not match any other symbol.

One “Double Bar”, “Double 5 Bar”, “Double Orange 7”, “Double Purple 7” or “Double Red 7” symbol on a played line pays two times the winning combination except when two or more symbols with “Double” appear on a played line.

Any combination of two “Double Bar”, “Double 5 Bar”, “Double Orange 7”, “Double Purple 7” or “Double Red 7” symbols on a played line pays four times the winning combination except when three symbols with “Double” appear on a played line .

Any combination of three “Double Bar”, “Double 5 Bar”, “Double Orange 7”, “Double Purple 7” or “Double Red 7” symbols on a played line pays eight times the winning combination except when the three “Double Red 7” symbols combination appears on a played line.

MO-22-IGT-08-371/MO-22-IGT-08-305/MO-22-IGT-08-290

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-371	“AVP” Stepper GC* “Double Jackpot 7s” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Double Jackpot 7s” GCon* Package	
MO-22-IGT-08-305	“AVP” Stepper GC* “3X 2X Super Sevens” Installation Media	
	“3X 2X Super Sevens” GCon* Package	
MO-22-IGT-08-290	“AVP” Stepper GC* “Super 2X 3X 4X 5X Times Pay Free Games” Installation Media	
	“Super 2X 3X 4X 5X Times Pay Free Games” GCon* Package	

“Double Jackpot 7s” (GC014-004X52-0004)

“Double Jackpot 7s” is a 4-reel, 25-line “AVP” Stepper buy-a-pay with a bonus feature. The “Double Jackpot” symbol on the played line matches any other symbol on the played line except for the “Free Games” symbol. One or more “Double Jackpot” symbols doubles the winning combination except for the “Free Games” symbol pays and all “Double Jackpot” of a kind symbol pays. All line pay symbols must appear on consecutive reels beginning with the far left reel except the any “Free games” symbol pays.

The “Free Spin” bonus is initiated when three or more “Free Games” symbols appear in any position. The player is then awarded the advertised credits and 10 free spins. During the free games all pays are tripled except for the four “Double Jackpot” symbol pays. The player is awarded an additional ten free games when three or more “Free Games” symbols appear in any position. The player can play up to a maximum of 360 free spins. The free spins are played at the same line bet and number of lines as the initiating game.

“3X 2X Super Sevens” (GC014-004X48-0001)

“3X 2X Super Sevens” is a 5-reel, 50-line “AVP” Stepper game. The “3X” and “2X” symbols appear on reels 2 and 4 only. The “Free Games” symbol appears on reels 2, 3 and 4 only. Line wins are multiplied by the number of credits bet on the winning payline. All symbols must appear on consecutive reels beginning with the far left reel except for the “Free Games” symbol.

The “2X” symbol on a played line matches any other symbol on a played line except for the “3X” and “Free Games” symbols and pays two times the winning combination except for the “Free Games” bonus pays or when any combination of two “3X” or “2X” symbols appears on a played line.

The “3X” symbol on a played line matches any other symbol on a played line except for the “Free Games” symbol and pays three times the winning combination except for the “Free Games” bonus pays or when any combination of two “3X” or “2X” symbols appears on a played line.

One “3X” symbol and one “2X” symbol on a played line pays six times the winning combination except for the “Free Games” symbol bonus pays.

Two “2X” symbols on a played line pays four times the winning combination except for the “Free Games” symbol bonus pays. Two “3X” symbols on a played line pays nine times the winning combination except for the “Free Games” symbol bonus pays or when the “Diamond 7”, “3X”, “Diamond 7”, “3X” and “Diamond 7” symbol combination appears on a played line.

The ‘Free Games’ bonus features is initiated when three “Free Games” symbols appear in any position, awarding the player fifteen free games and two times the total initiating bet. During the free games all pays are tripled except for the “Diamond 7”, “3X”, “Diamond 7”, “3X” and “Diamond 7” symbol combination pays. During the free games, three “Free Games” symbols in any position awards fifteen additional free games. Free games are played at the same line bet and number of lines as the initiating game. In the bonus, the player can play up to a maximum of 300 free games.

“Super 2X 3X 4X 5X Times Pay Free Games” (GC014-004X08-0001)

“Super 2X 3X 4X 5X Times Pay Free Games” is a 3-reel, 20-line “AVP” Stepper game that offers a bonus feature. The “Two Times Pay” symbol matches any other symbol on the payline except the “Three Times Pay”, “Four Times Pay”, “Five Times Pay” and “Super” symbols. The “Three Times Pay” symbol matches any other symbol on the payline except the “Four Time Pay”, “Five Times Pay” and “Super” symbols. The “Four Times Pay” symbol matches any other symbol on the payline except for the “Five Times Pay” and “Super” symbols. The “Five Times Pay” symbol matches any other symbol on the payline except for the “Super” symbol. Line wins are multiplied by the number of credits bet on the winning payline. All winning symbols must be bisected by the payline. Only the highest winner is paid on each payline.

One “Two Times Pay” symbol on the payline doubles the winning combination except the any one “Two Times Pay” symbol pay, or when any combination of two or more “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the payline.

One “Three Times Pay” symbol on the payline pays three times the winning combination except for the any one “Three Times Pay” symbol pay or when any combination of two or more “Two Times Pay” or “Three Times Pay” symbols appear on the payline.

One “Four Times Pay” symbol on the payline pays four times the winning combination except for the any one “Four Times Pay” symbol pay or when any combination of two or more “Two Times Pay” or “Four Times Pay” symbols appear on the payline.

One “Five Times Pay” symbol on the payline pays five times the winning combination except for the any one “Five Times Pay” symbol pays or when any combination of two or more “Two Times Pay” or “Five Times Pay” symbols appear on the payline.

Two “Two Times Pay” symbols on the payline pays four times the winning combination except for the any two “Two Times Pay” symbol pays or when any combination of three “Two Times Pay”, “Three Times Pay”, “Four Times Pay” or “Five Times Pay” symbols appear on the payline.

One “Two Times Pay” and one “Three Times Pay” symbols on the payline pays six times the winning combination except for the any one “Two Times Pay” and one “Three Times Pay” symbol pays or when any combination of three “Two Times Pay” or “Three Times Pay” symbols appear on the payline.

One “Two Times Pay” and one “Four Times Pay” symbols on the payline pays eight times the winning combination except for the any one “Two Times Pay” and one “Four Times Pay” symbol pays or when any combination of three “Two Times Pay” or “Four Times Pay” symbols appear on the payline.

One “Two Times Pay” and one “Five Times Pay” symbols on the payline pays ten times the winning combination except for the any one “Two Times Pay” and one “Five Times Pay” symbol pays or when any combination of three “Two Times Pay” or “Five Times Pay” symbols appear on the payline.

The ‘Free Games’ bonus is initiated when three “Super” symbols appear in any position, awarding the player 10 free spins. During the ‘Free Games’ bonus, all pays are doubled, except for the “Two Times Pay”, “Five Times Pay”, “Two Times Pay” symbol combination pay. Three “Super” symbols during the ‘Free Games’ bonus awards an additional 10 free games for a maximum of 999 free games. The free games are played at the same line bet and number of lines as the initiating game.

MO-22-IGT-08-395

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-395	“AVP” Black Fin Spectrum Display	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-IGT-08-412/MO-22-IGT-08-310

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-412	“AVP” Stepper GC* “Sizzling Wild! 7” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Sizzling Wild! 7 GCon* Package	And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-IGT-08-310	GT* Installation Media Type* Package	

“Sizzling Wild! 7”

“Sizzling Wild! 7” is a 5-reel, 50-line “AVP” Stepper game. The “Wild 7” symbol on a played line matches any other symbol on a played line. The “Wild 7” symbol may appear with a flame background. All variations of the “Wild 7” symbol with a flame background substitute for the “Wild 7” symbol. Play two lines for one credit. All symbols must appear on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning payline.

MO-22-IGT-08-430/MO-22-IGT-08-507

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-430	“AVP” Stepper GC* “Triple Double Diamond Free Games” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Triple Double Diamond Free Games” GCon* Package	
MO-22-IGT-08-507	“AVP” Stepper GC* “Triple Red Hot Gold Free Games” Installation Media	GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Triple Red Hot Gold Free Games” GCon* Package	

“Triple Double Diamond Free Games” (GC014-004X10-0001)

“Triple Double Diamond Free Games” is a 3-reel, 20-line “AVP” Stepper game with scatter pays and a bonus feature. The “Double Diamond” symbol matches any other symbol on the a played line except for the “Triple Diamond” and “Free Games” symbols and pays two times the winning combination except when any combination of two or more “Double Diamond” or “Triple Diamond” symbols appear on the a played line. The “Triple Diamond” symbol matches any other symbol on a played line except for the “Free Games” symbol and pays three times the winning combination except when any combination of two or more “Double Diamond” or “Triple Diamond” symbols appear on a played line. The player is awarded the advertised scatter pays when three “Free Games” symbols appear in any position on the reels and pays two times the total bet. Scatter wins are paid in addition to line wins. All symbols must appear on consecutive reels beginning with the far left reel, except for the any “Cherry” symbol pays. Line wins are multiplied by the number of credits bet on the winning payline.

Two “Double Diamond” symbols on a played line pays four times the winning combination except when any combination of three “Double Diamond” or “Triple Diamond” symbols appear on a played line.

Two “Triple Diamond” symbols on a played line pays nine times the winning combination except when any combination of three “Double Diamond” or “Triple Diamond” symbols appear a played line.

One “Double Diamond” and one “Triple Diamond” symbol on a played line pays six times the winning combination except when any combination of three “Double Diamond” or “Triple Diamond” symbols appear on a played line.

The ‘Free Games’ bonus is initiated when three “Free Games” symbols appear in any position, awarding the player 12 free games. During the ‘Free Games’ bonus, all pays are doubled, except when three “Triple Diamond” symbols appear on payline 20. The bonus can play up to a maximum of 300 free games. The free games are played at the same line bet and number of lines as the initiating game.

“Triple Red Hot Gold Free Games” (GC014-004AB9-0001)

“Triple Red Hot Gold Free Games” is a 5-reel, 50-line “AVP” Stepper game with scatter pays and a bonus feature. The “3X” symbol matches any other symbol on a played line except for the “Red Hot Gold” and “Free Games” symbols and pays three times the winning combination except the ‘Free Games’ bonus pays and “Red Hot Gold” pays or when two “3X” symbols appear on a played line. Two “3X” symbols on a played line pays nine times the winning combination except the “Free Games” bonus pays and “Red Hot Gold” pays. The player is awarded the advertised scatter pays when three, four or five “Free Games” symbols appear in any position on the reels. Scatter wins are paid in addition to line wins. All symbols must appear on consecutive reels beginning with the far left reel, except for the “Free Games” and “Red Hot Gold” symbols. Scatter wins are paid in addition to line wins.

The “Purple 7” symbol may appear with the “Red Hot Gold” background. All variations of the “Purple 7” symbol with a background substitute for the “Purple 7” symbol. The “Green 7” symbol may appear with the “Red Hot Gold” background. All variations of the “Green 7” symbol with a background substitute for the “Green 7” symbol. The “Cherry” symbol may appear with the “Red Hot Gold” background. All variations of the “Cherry” symbol with a background substitute for the “Cherry” symbol. The “Watermelon” symbol may appear with the “Red Hot Gold” background. All variations of the “Watermelon” symbol with a background substitute for the “Watermelon” symbol. The “Orange” symbol may appear with the “Red Hot Gold” background. All variations of the “Orange” symbol with a background substitute for the “Orange” symbol. The “Plum” symbol may appear with the “Red Hot Gold” background. All variations of the “Plum” symbol with a background substitute for the “Plum” symbol.

The ‘Free Games’ bonus is initiated when three, four or five “Free Games” symbols appear in any position, awarding the player ten free games. During the ‘Free Games’ bonus, three, four or five “Free Games” symbols in any position awards ten additional free games. During the ‘Free Games’ bonus, all pays are doubled, except the “Red Hot Gold” pays. The bonus can play up to a maximum of 300 free games. The free games are played at the same line bet and number of lines as the initiating game.

During the base game or the ‘Free Games’ bonus, with max bet played, three progressive levels may be awarded. Progressive level 3 is awarded when the “Red Hot Gold” symbol appears in all spots on reel 3. Progressive level 2 is awarded when the “Red Hot Gold” symbol appears in all spots on reels 3 and 4. Progressive level 1 is awarded when the “Red Hot Gold” symbol appears in all spots on reels 3, 4 and 5.

MO-22-IGT-08-435/MO-22-IGT-08-358/MO-22-IGT-08-336

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-435	“AVP” GI* “Duck Stamps” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Duck Stamps” Game* Package	
MO-22-IGT-08-358	“AVP” GI* “Secrets of Stonehenge” Installation Media	
	“Secrets of Stonehenge” Game* Package	
MO-22-IGT-08-336	“AVP” GI* “Red Rooster” Installation Media	
	“Red Rooster” Game* Package	

“Duck Stamps” (GI014-001CU6-0001)

“Duck Stamps” is a 5-reel, 50-line video reel game with scatter pays and a bonus feature. The “Duck Stamps” symbol is wild and substitutes for all symbols except the scatter “Dog” symbol. The “Duck Stamps” symbol appears on reels 2, 3 and 4 only. The player is awarded the advertised scatter pay when three or more “Dog” symbols appear in any position on the reels. Scatter wins are paid in addition to any line wins, and the advertised scatter pay is multiplied by the total credits bet. Only the highest scatter win is paid per spin. Line wins are multiplied by the number of credits bet on the winning line and only one win per symbol combination is awarded per line. All line wins are paid on each line played. All line wins must appear on a played line and on consecutive reels, either beginning with the far left reel or ending with the far right reel.

The 'Wild Duck Free Spin' bonus is initiated when three or more "Dog" symbols appear in any position on the reels, awarding the player 5 free spins. The free spins are played at the same line bet and number of lines as the initiating game. During the bonus, the "Duck Stamps", "Mallard Duck" and "Redhead Duck" symbols are wild and substitute for all symbols except the scatter "Dog" symbol. During the bonus, each "Dog" symbol appearing in any position on the reels awards one additional free spin. The bonus ends when zero free spins remain or after 100 free spins have been played.

"Secrets of Stonehenge" (GI014-001U33-0003)

"Secrets of Stonehenge" is a 5-reel, 50-line video reel game with scatter pays, a bonus feature and a stacked wild. The "Stonehenge" symbol is wild and substitutes for all symbols except for the "Bonus" symbol. The player is awarded the advertised scatter pays when three "Bonus" symbols appear in any position on reels 2, 3 and 4. Scatter wins are multiplied by the number of credits bet. All line pay symbols must appear on the played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The 'Stonehenge Free Spins' bonus feature is initiated when three "Bonus" symbols appear in any position on the reels, awarding the player five free spins. The free spins are played on different reels using the same line bet and number of lines as the initiating game. During the 'Stonehenge Free Spins' bonus, if three "Bonus" symbols appear in any position on reels, the player is awarded an additional five free spins. The bonus ends when zero free spins remain or after 255 free spins have been played.

"Red Rooster" (GI014-001BA8-0003)

"Red Rooster" is a 5-reel, 50-line video reel game with scatter pays, a bonus feature and a stacked wild. The "Rooster Silhouette" symbol is wild and substitutes for all symbols except for the "Bonus" symbol. The player is awarded the advertised scatter pays when three "Bonus" symbols appear in any position on reels 2, 3 and 4. Scatter wins are multiplied by the number of credits bet. All line pay symbols must appear on a played line and on consecutive reels, beginning with far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The 'Red Rooster Free Spins' bonus is initiated when three "Bonus" symbols appear in any position on the reels, awarding the player five free spins. The free spins are played on different reels using the same bet per line and number of lines as the game that initiated the bonus. During the 'Red Rooster Free Spins' bonus, if three "Bonus" symbols appear in any position on reels the player is awarded an additional five free spins. The bonus ends when zero free spins remain or after 255 free spins have been played.

MO-22-IGT-08-456/MO-22-IGT-08-455

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-456	“AVP” Stepper GC* “Triple Diamond” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Triple Diamond” GCon* Package	
MO-22-IGT-08-455	“AVP” Stepper GC* “Triple Diamond” Installation Media	
	“Triple Diamond” GCon* Package	

“Triple Diamond”

“Triple Diamond” is a 3-reel, 1-line “AVP” Stepper game. The “Triple Diamond” symbol on the played line matches any other symbol on the played line and pays three times the winning combination except for the any one “Triple Diamond” symbol pays or when two or more “Triple Diamond” symbols appear on the played line. Two “Triple Diamond” symbols on the played line pays nine times the winning combination except for the any two “Triple Diamond” symbol pays or when three “Triple Diamond” symbols appear on the played line. All pays are on the center line only. Only the highest winner is paid.

MO-22-IGT-08-457/MO-22-IGT-08-458/MO-22-IGT-08-465

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-457	“AVP” GI* “Cave King” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Cave King” Game* Package	
MO-22-IGT-08-458	“AVP” GI* “Clovers and Gold” Installation Media	
	“Clovers and Gold” Game* Package	
MO-22-IGT-08-465	“AVP” GI* “Sirens” Installation Media	
	“Sirens” Game* Package	

“Cave King” (GI014-001T60-0003)

“Cave King” is a 5-reel, 30-line video reel game that contains bonus features. The “Cave King” symbol is wild for all symbols except for the “C”, “R”, “O”, “W” and “N” symbols. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played. All wins are left to right except “C”, “R”, “O”, “W” and “N” pays.

The ‘CROWN’ bonus feature is initiated when three, four, or five “Bonus” symbols appear in any position awarding the player 7, 10 or 15 free spins respectively. The free spins are played automatically using the same number of lines and bet per line as the initiating game. All bonus line pay symbols must appear on a played line and on consecutive reels, either beginning with the far left reel or ending with the far right reel. During the free spins, the “Bonus” symbols are replaced by “C”, “R”, “O”, “W” and “N” symbols on reels 1, 2, 3, 4 and 5 respectively. An advertised Scatter pay is awarded for each of these symbols on any position on the reels. Only the highest scatter win is paid per spin. The free spin bonus ends when 0 free spins remain. Collecting “C”, “R”, “O”, “W” and “N” symbols during the ‘CROWN’ bonus initiates the ‘Multiplier’ bonus. When the free spins bonus is completed, if all “C”, “R”, “O”, “W” and “N” symbols have been collected, the multiplier bonus begins. Select a crown to win a 3x, 4x, 5x or 10x multiplier. The total free spin win is multiplied by the awarded multiplier, and the ‘Multiplier’ bonus ends. The bonus wins are paid in addition to line wins.

“Clovers and Gold” (GI014-001U29-0001)

“Clovers and Gold” is a 5-reel, 20-line video reel game that contains scatter pays and a bonus feature. The “Rainbow” symbol is wild and substitutes for all symbols except for the “Clover” and “Golden Pot of Gold” symbols. The “Rainbow” symbol only appears on reels 2 and 4. The player is awarded the advertised scatter pay when two or more “Clover” symbols appear in any position. Scatter wins are multiplied by the total number of credits bet. Only the highest scatter win is paid for each spin. The “Golden Pot of Gold” and “Gray Pot of Gold” symbols appear only on reel 5. The “Horseshoe”, “Lucky Penny”, “Wishbone”, “Wishing Well”, “Ladybug”, “A”, “K”, “Q”, “J” and “10” may appear with the “Golden Pot of Gold” or “Gray Pot of Gold” symbols. Increase the credits bet per line transform the “Gray Pot of Gold” symbols into “Golden Pot of Gold” symbols. Bet max credits per line transform all “Gray Pot of Gold” symbols into “Golden Pot of Gold” symbols. Symbols containing the “Gray Pot of Gold” and “Golden Pot of Gold” symbols substitute for their respective symbols without the “Gray Pot of Gold” and “Golden Pot of Gold” symbols. All wins are paid from left to right only, except for scatters which pay in any position. Line win symbols must appear on adjacent reels, beginning with the leftmost reel. Only the highest line win is paid on each line played, except for progressive wins, which pay in addition to line wins. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The 'Free Spin' bonus feature is initiated when three or more "Clover" symbols appear in any position. Free spins are played automatically with the same number of lines and line bet as the initiating game. All pays awarded during the free spins are tripled, except for the progressive. Additional free spins may be awarded during the bonus when two or more "Clover" symbols appear in any position. The bonus ends when 0 free spins remain or after 500 free spins have been played.

There are two stand-alone progressive jackpots, the "Maxi" and the "Mini". A jackpot is awarded when five of the same symbols appear on a played line and the symbol on the fifth reel includes the "Golden Pot of Gold" symbol. The "Maxi Jackpot" and "Mini Jackpot" awards are not multiplied by any other value. The jackpot awards are paid in addition to line wins.

"Sirens" (GI014-001CY9-0001)

"Sirens" is a 5-reel, 30-line video reel game that contains bonus features. The "Sirens" symbol is wild and substitutes for all symbols except for the "Bonus" symbol. All line pay symbols must appear on a played line and on consecutive reels beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The 'Free Spins' bonus feature is initiated when three or more "Bonus" symbols appear in any position on the reels awarding the player 7, 10 or 15 free spins, respectively. The free spins are played at the same line bet and number of lines as the initiating game. The free spin line wins award the same win value as the initiating game. Only the highest line win is paid on each line played, only one win per line. All bonus line pay symbols must appear on a played line and on consecutive reels, either beginning with the far left reel or ending with the far right reel. During the free spins, the "Bonus" symbols are replaced by "B", "O", "N", "U" and "S" symbols on reels 1, 2, 3, 4 and 5 respectively. An advertised scatter pay is awarded for each of these symbols on any position on the reels. Only the highest scatter win is paid per spin. The free spins bonus ends when 0 free spins remain or after the multiplier bonus has been played. Collecting "B", "O", "N", "U" and "S" symbols during the free bonus initiates the multiplier bonus. When the free spins bonus is completed if all "B", "O", "N", "U" and "S" symbols have been collected, the multiplier bonus begins. Select a harp to win a 3X, 4X, 5X or 10X multiplier. The total free spin wins is multiplied by the award multiplier, and the multiplier bonus ends. The bonus wins are paid in the additional to line wins.

MO-22-IGT-08-470/MO-22-IGT-08-437/MO-22-IGT-08-421

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-470	“AVP” Stepper GC* “Double Diamond” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Double Diamond” GCon* Package	
MO-22-IGT-08-437	“AVP” Stepper GC* “Double Diamond” Installation Media	
	“Double Diamond” GCon* Package	
MO-22-IGT-08-421	“AVP” Stepper GC* “Double Diamond” Installation Media	
	“Double Diamond” GCon* Package	

“Double Diamond” (GC014-004BP7-0001, GC014-004BP8-0001)

“Double Diamond” is a 3-reel, 1-line “AVP” Stepper game. The “Double Diamond” symbol on the played line matches any other symbol on the played line and pays two times the winning combination except when two or more “Double Diamond” symbols appear on the played line. Two “Double Diamond” symbols on the played line pays four times the winning combination except when three “Double Diamond” symbols appear on the played line or any combination of two “Double Diamond” symbols and one “Red Seven” symbol appear on the played line. All winning symbols must be bisected by the payline. Pays on center line only. Only the highest winner is paid.

“Double Diamond” (GC014-004CO9-0001)

“Double Diamond” is a 3-reel, 5-line “AVP” Stepper game. The “Double Diamond” symbol matches any other symbol on the played line and doubles the winning combination except when any combination of two or more “Double Diamond” symbols appear on the played line. Two “Double Diamond” symbols pay four times the winning combination except when three “Double Diamond” symbols appear on the played line.

MO-22-IGT-08-495/MO-22-IGT-08-483

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-495	“AVP” Stepper GC* “Triple Double Gold Doubloon” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Triple Double Gold Doubloon” GCon* Package	
MO-22-IGT-08-483	“AVP” Stepper GC* “Triple Double Gold Doubloon” Installation Media	
	“Triple Double Gold Doubloon” GCon* Package	

“Triple Double Gold Doubloon”

“Triple Double Gold Doubloon” is a 3-reel, 1-line “AVP” Stepper game. The “Bar Double” and “Red Seven Double” symbols appear on the center reel only. The “Bar Triple”, “Five Bar Double” and “Green Seven Triple” symbols appear on the left and right reels only. The “Five Bar Triple” and “Blue Seven Double” symbol appear on center and right reels only. The “Green Seven Double” symbol appears on the left and center reels only. The “Blue Seven Triple” appears on the left reel only. The “Five Bar Double”, “Five Bar Triple”, “Bar Double”, “Bar Triple”, “Green Seven Double”, “Green Seven Triple”, “Blue Seven Double”, “Blue Seven Triple”, “Red Seven Double”, and “Red Seven Triple” symbols are not wild and do not match any other symbol. All winning symbols must be bisected by the payline.

Any one “Red Seven Double”, “Blue Seven Double”, “Green Seven Double”, “Five Bar Double” or “Bar Double” symbol on a played line pays two times the winning combination except when any two or more symbols with “Double” or “Triple” appear on a played line.

Any one “Red Seven Triple”, “Blue Seven Triple”, “Green Seven Triple”, “Five Bar Triple” or “Bar Triple” symbol on a played line pays three times the winning combination except when any two or more symbols with “Double” or “Triple” appear on a played line.

Any combination of two “Red Seven Double”, “Blue Seven Double”, “Green Seven Double”, “Five Bar Double” or “Bar Double” symbols on a played line pays four times the winning combination except when any three symbols with “Double” or “Triple” appear on a played line.

Any combination of one “Red Seven Double”, “Blue Seven Double”, “Green Seven Double”, “Five Bar Double” or “Bar Double” symbols and one “Red Seven Triple”, “Blue Seven Triple”, “Green Seven Triple”, “Five Bar Triple” or “Bar Triple” symbols on a played line pays six times the winning combination except when any three symbols with “Double” or “Triple” appear on a played line.

Any combination of three “Red Seven Double”, “Blue Seven Double”, “Green Seven Double”, “Five Bar Double” or “Bar Double” symbols on a played line pays eight times the winning combination.

Any combination of two “Red Seven Triple”, “Blue Seven Triple”, “Green Seven Triple”, “Five Bar Triple” or “Bar Triple” symbols on a played line pays nine times the winning combination except when any three symbols with “Double” or “Triple” appear on a played line.

Any combination of two “Red Seven Double”, “Blue Seven Double”, “Green Seven Double”, “Five Bar Double” or “Bar Double” symbols and one “Red Seven Triple”, “Blue Seven Triple”, “Green Seven Triple”, “Five Bar Triple” or “Bar Triple” symbols on a played line pays twelve times the winning combination.

Any combination of one “Red Seven Double”, “Blue Seven Double”, “Green Seven Double”, “Five Bar Double” or “Bar Double” symbols and two “Red Seven Triple”, “Blue Seven Triple”, “Green Seven Triple”, “Five Bar Triple” or “Bar Triple” symbols on a played line pays eighteen times the winning combination.

Any combination of three “Red Seven Triple”, “Blue Seven Triple”, “Green Seven Triple”, “Five Bar Triple” or “Bar Triple” symbols on a played line pays twenty seven times the winning combination except when three “Red Seven Triple” symbols appears on the played line.

MO-22-IGT-08-498/MO-22-IGT-08-449/MO-22-IGT-08-447

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-498	“AVP” Stepper GC* “Sizzling 7” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Sizzling 7” GCon* Package	
MO-22-IGT-08-449	“AVP” Stepper GC* “Five Times Pay” Installation Media	
	“Five Times Pay” GCon* Package	
MO-22-IGT-08-447	“AVP” Stepper GC* “Super Lucky Lotus” Installation Media	
	“Super Lucky Lotus” GCon* Package	

“Sizzling 7” (GCON014-004BS4-001)

“Sizzling 7” is a 3-reel, 1-line buy-a-pay “AVP” Stepper game. All winning symbols must be bisected by the payline.

“Five Times Pay” (GCON014-004BQ7-001)

“Five Times Pay” is a 3-reel, 1-line “AVP” Stepper game. The “Five Times Pay” symbol on the played line matches any other symbol on the played line and pays five times the winning combination except when any combination of two or more “Five Times Pay” symbols appears on the played line. Two “Five Times Pay” symbols on the played line pays twenty-five times the winning combination except for the any two “Five Times Pay” symbols pays or when three “Five Times Pay” symbol appear on the played line.

“Super Lucky Lotus” (GCON014-004AX8-001)

“Super Lucky Lotus” is a 3-reel, 5-line “AVP” Stepper game. The “5X Lotus”, “4X Lotus” and “3X Lotus” symbols appear on the center reel only. The “2X Lotus” symbol on a played line matches any other symbol on a played line except for the “3X Lotus”, “4X Lotus” and “5X Lotus” symbols and pays two times the winning combination except for the any one “2X Lotus” symbol pay or when any combination of two or more “2X Lotus”, “3X Lotus”, “4X Lotus” or “5X Lotus” appears on a played line. The “3X Lotus” symbol on a played line matches any other symbol on a played line except for the “4X Lotus” and “5X Lotus” symbols and pays three times the winning combination except for the any one “3X Lotus” symbol pay or when any combination of two or more “2X Lotus” or “3X Lotus” symbols appear on a played line. The “4X Lotus” symbol on a played line matches any other symbol on a played line except for the “5X Lotus” symbol and pays four times the winning combination except for the any one “4X Lotus” symbol pay or when any combination of two or more “2X Lotus” or “4X Lotus” symbols appear on a played line. The “5X Lotus” symbol on a played line matches any other symbol on a played line and pays five times the winning combination except for the any one “5X Lotus” symbol pay or when any combination of two or more “2X Lotus” or “5X Lotus” symbols appear on a played line.

Two “2X Lotus” symbols on a played line pays four times the winning combination except for the any combination of one or more “2X Lotus” symbol pays or when any combination of three “2X Lotus”, “3X Lotus”, “4X Lotus” or “5X Lotus” symbols appear on played line.

One “2X Lotus” and one “3X Lotus” symbol on a played line pays six times the winning combination except for the one or more “2X Lotus” or “3X Lotus” symbol pays or when any combination of three “2X Lotus” or “3X Lotus” symbols appear on a played line.

One “2X Lotus” and one “4X Lotus” symbol on a played line pays eight times the winning combination except for the one or more “2X Lotus” or “4X Lotus” symbol pays or when any combination of three “2X Lotus” or “4X Lotus” symbols appear on a played line.

One “2X Lotus” and one “5X Lotus” symbol on a played line pays ten times the winning combination except for the one or more “2X Lotus” or “5X Lotus” symbol pays or when any combination of three “2X Lotus” or “5X Lotus” appears on a played line.

MO-22-IGT-08-51

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-51	“AVP” Widescreen Video Upright Machine	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The IGT “AVP” machine is an upright widescreen video cabinet. It supports a 20.1" touch-screen monitor in a 16:9 aspect ratio. The cabinet also supports a myriad of AVP Brain Boxes (2.5 and 3.0). Any of these brain boxes may be installed in this cabinet and depending on the type, will determine verification procedures for the platform (please refer to the GLI Verification Manual for any details regarding AVP hardware).

This cabinet will support a top box that houses a non-touch-screen LCD Monitor for digital glass display. This monitor will be 20.1" in a 16:9 aspect ratio. The top box monitor that is used is just for display purposes and not required for the operation of the gaming machine.

In addition to the “AVP” brain box, this cabinet can house a bill acceptor, printer and player tracking interface. The interior of the machine can be accessed only through the main door. The front belly glass door allows access to the bill stacker door. All of these doors can have their own separate lock. Each of the doors has a two way switch and their status is monitored by the brain box.

MO-22-IGT-08-522

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-522	“AVP” Black Fin Reel Driver Black Fin Boot Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The Black Fin Boot Program is a chip that controls the communication for the “AVP” Black Fin Reel Driver.

MO-22-IGT-08-524

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-524	RoHS ICOM	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

This hardware is the RoHS ICOM CVT device. This device can be used as a communications controller designed to gather information from video and reel machines and transmit the data to a central computer or computer system. Communication interfaces for this device include the following; EIA RS232C Standard, EIA RS485 Standard, I2C AT24C512 Interface, Fiber OptoCoupler Interface, Cash Box Interface, Barcode Reader Interface, Magnetic Card Reader Interface, Key Pad Matrix Interface, LCD Interface and the IGT Netplex Interface. This hardware conforms to the RoHS directive.

MO-22-IGT-08-525/MO-22-IGT-08-411

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-525	“AVP” GI* “Savanna” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Savanna” Game* Package	
MO-22-IGT-08-411	“AVP” GI* “Savanna” Installation Media	
	“Savanna” Game* Package	

“Savanna” (GI014-001EL3-0001)

“Savanna” is a 5-reel, 50-line video reel game with scatter pays and a bonus feature. The “Savanna” symbol substitutes for all symbols, except the “Tree” symbol. The player is awarded the advertised scatter pay when three “Tree” symbols appear in any position on reels 1, 2, and 3. Scatter wins are paid in addition to any line wins. Scatter wins are multiplied by the total credits bet. Line wins are multiplied by the credits bet per line. Highest win only on each line. All wins left to right only. Line win symbols must appear on adjacent reels, beginning with the leftmost reel.

The ‘Free Games’ bonus feature is initiated when three “Tree” symbols appear in any position on reels 1, 2, and 3 awarding the player ten free games. Credits bet and lines played are the same as the game that initiated the free games. In the bonus round the “Savanna” and the “Elephant” symbols substitute for all symbols, except the “Tree” symbol. Free games can be initiated again during the free games. Any three “Tree” symbols appearing in any position on reels 1, 2, and 3 will award ten additional free games. The bonus ends when 0 free spins remain or after 100 free spins have been played.

“Savanna” (GI014-001AH4-0001)

“Savanna” is a 5-reel, 100-line video reel game with scatter pays and a bonus feature. The “Savanna” symbol substitutes for all symbols, except the “Tree” symbol. The player is awarded the advertised scatter pay when three “Tree” symbols appear in any position on reels 1, 2, and 3. Scatter wins are paid in addition to any line wins, and the advertised scatter pay is multiplied by the total credits bet. Line wins are multiplied by the number of credits bet on the winning line. Highest win only on each line. Line win symbols must appear on adjacent reels, beginning with the leftmost reel.

The ‘Free Games’ bonus feature is initiated when three “Tree” symbols appear in any position on reels 1, 2, and 3 awarding the player 10 free games. Credits bet and lines played are the same as the game that triggered the free games. In the bonus round the “Savanna” and the “Elephant” symbols substitute for all symbols, except the “Tree” symbol. Free games can be triggered again during the free games. Any three “Tree” symbols appearing in any position on reels 1, 2, and 3 will award 10 additional free games. The bonus ends when 0 free spins remain or after 100 free spins have been played.

MO-22-IGT-08-529/MO-22-IGT-08-173/MO-22-IGT-08-157

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-529	“AVP” GI* “\$stinkin’ Rich” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“\$stinkin’ Rich” Game* Package	
MO-22-IGT-08-173	“AVP” GI* “Grand Monarch” Installation Media	
	“Grand Monarch” Game* Package	
MO-22-IGT-08-157	“AVP” GI* “Diamond Queen” Installation Media	
	“Diamond Queen” Game* Package	

“\$tinkin’ Rich” (GI014-000101-0001)

“\$tinkin’ Rich” is a 5-reel, 100-line video reel game that contains scatter pays and bonus features. The “Wild Skunk” symbol appears on reels 2, 3 and 4 and is wild and substitutes for all other symbols except for the “Keys to Riches”, “Trash for Cash” and “Scatter Skunk” symbols. The player is awarded the advertised scatter pay when three or more “Scatter Skunk” symbols appear in any position on the reels for any number of played lines. Only the highest scatter win is paid each spin. Scatter wins are multiplied by the total number of credits. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The ‘Keys to Riches’ bonus is initiated when the “Keys To Riches” symbol appears on reels 1, 2 and 3 of a played line. The player is awarded five free spins. The free spins are played automatically on all 100 lines at the same bet per line as the initiating game. Additional free spins may be awarded during the bonus when the “Keys To Riches” symbol appears on reels 1, 2 and 3 of a played line. The bonus ends when zero free spins remain or after 325 free spins have been played. If more than one line initiates the bonus, the sum of all spins for all initiating lines is awarded at once.

The ‘Trash for Cash’ bonus is initiated when the “Trash for Cash” symbol appears in any position on reels 3, 4 and 5. The player is prompted to select a trash can to reveal a multiplier value from two to five. The sum of the credit values of the two remaining trash cans is multiplied by the revealed multiplier, the total credit value is awarded and the bonus ends.

“Grand Monarch” (GI014-001W72-0001)

“Grand Monarch” is a 5-reel, 50-line video reel game with scatter pays, a bonus feature and a stacked wild. The “Monarch Butterfly” symbol is wild and substitutes for all symbols except for the “Caterpillar” symbol. The player is awarded the advertised scatter pays when three “Caterpillar” symbols appear in any position on reels 2, 3 and 4. Scatter wins are multiplied by the number of credits bet. All line pay symbols must appear on the played line and on consecutive reels, beginning with far left reels. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The ‘Grand Monarch Free Spins’ bonus is initiated when three “Caterpillar” symbols appear in any position on the reels, awarding the player five free spins. The free spins are played on different reels using the same bet per line and number of lines as the game that initiated the bonus. During the ‘Grand Monarch Free Spins’ bonus, if three “Caterpillar” symbols appear in any position on reels the player is awarded an additional five free spins. The bonus ends when zero free spins remain or after 255 free spins have been played.

“Diamond Queen” (GI014-001Q69-0001)

“Diamond Queen” is a 5-reel 20-line video reel game that offers scatter pays and a bonus feature. The “Queen” symbol appears on reels 2, 3 and 4 and is wild and substitutes for all symbols except the “Mystical Diamond Bonus” symbol. The player is awarded the advertised scatter pay when any two “Mystical Diamond Bonus” symbols appear in any position on the reels for any number of played lines. Scatter wins are multiplied by the total number of credits bet. Line wins are multiplied by the number of credits bet on the winning line. Only the highest win is paid on each line played. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The ‘Mystical Diamond’ bonus is initiated when three “Mystical Diamond Bonus” symbols appear in any position on the reels awarding the player three free spins. The free spins are played at the same line bet and number of lines as the initiating game. Each “Extra Spin” symbol appearing in any position on reel 1, awards one additional free spin. On the first free spin, the “Queen” symbol locks reel 2 and makes the entire reel wild for all symbols except for the “Extra Spin” symbol for the remaining free spins. If no additional free spins are awarded or after any additional free spins have been played, the “Queen” symbol expands to make reel 3 a locked wild for all symbols except for the “Extra Spin” symbol for the remaining free spins. If no additional free spins are awarded or after any additional free spins have been played, the “Queen” symbol expands to make reel 4 a locked wild for all symbols except for the “Extra Spin” symbol for the remaining free spins. The bonus ends when zero free spins remain and reels 2, 3, and 4 are locked, or after 23 free spins have been played. The “Extra Spin” symbol does not award additional free spins after 20 free spins have been played.

MO-22-IGT-08-537/MO-22-IGT-09-153/MO-22-IGT-09-85

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-08-537	“AVP” Secure Boot Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-IGT-09-153	“AVP” Secure Boot Program	
MO-22-IGT-09-85	“AVP” Secure Boot Program	

MO-22-IGT-09-10/MO-22-IGT-09-09

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-10	“AVP” Stepper GC* “Pink Diamond” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Pink Diamond” GCON* Package	
MO-22-IGT-09-09	“AVP” Stepper GC* “Pink Diamond” Installation Media	
	“Pink Diamond” GCON* Package	

“Pink Diamond”

“Pink Diamond” is a 3-reel, 1-line “AVP” Stepper game. The “Double Bar”, “Double 5 Bar”, “Double Blue 7”, “Double White 7” and “Double Pink 7” symbols are not wild and do not match any other symbol. All winning symbols must be bisected by the payline. All pays on center line only. Only the highest winner is paid.

Any combination of three “Double Bar”, “Double 5 Bar”, “Double Blue 7”, “Double White 7” or “Double Pink 7” symbols on the played line pays eight times the winning combination except when the “Double Pink 7”, “Double Pink 7”, “Double Pink 7” symbol combination appears on the played line.

Any combination of two “Double Bar”, “Double 5 Bar”, “Double Blue 7”, “Double White 7” or “Double Pink 7” symbols on the played line pays four times the winning combination except when three symbols with “Double” appear on the played line.

One “Double Bar”, “Double 5 Bar”, “Double Blue 7”, “Double White 7” or “Double Pink 7” symbol on the played line pays two times the winning combination except when two or more symbols with “Double” appear on the played line.

MO-22-IGT-09-124/MO-22-IGT-09-25

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-124	“AVP” Stepper GC* “Double Red, White & Blue” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Double Red, White & Blue” GCON* Package	
MO-73-IGT-09-25	“AVP” Stepper GC* “Double Red, White & Blue” Installation Media	
	“Double Red, White & Blue” GCON* Package	

“Double Red, White & Blue”

“Double Red, White & Blue” is a 3-reel, 1 line “AVP” Stepper game. The “Double” symbol on a played line matches any other symbol and pays two times the winning combination except for the any one “Double” symbol pays or when two or more “Double” symbols appear on a played line.

Two “Double” symbols on a played line pays four times the winning combination except for the any combination of one or more “Double” symbol pays or when three “Double” symbols appear on a played line.

MO-22-IGT-09-154/MO-22-IGT-09-11

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-154	“AVP” GI* “Crown of Egypt” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Crown of Egypt” Game* Package	
MO-22-IGT-09-11	“AVP” GI* “Vesuvius” Installation Media	
	“Vesuvius” Game* Package	

“Crown of Egypt” (GI014-001U32-E005)

“Crown of Egypt” is a 20-reel, 40-line video reel game with bonus features. The “Crown of Egypt” symbol is wild and substitutes for all symbols except for the scatter “Pyramid” symbol and only appears on columns 2, 3, 4 and 5. All line pay symbols must appear on a played line and on reels in consecutive columns, beginning with the far left column. Line wins are multiplied by the value on the bet multiplier meter. Only the highest line win is paid on each line played.

The ‘Multi-way Side Bet’ feature is activated when the player plays all lines and bets an additional multi-way side bet. The side bet is 40 times the bet multiplier. Win combinations may contain only one symbol in an enabled position from each consecutive column, beginning with the far left column. The same symbol or its substitute in a different enabled position in the same column pays that win combination again. The pays of win combinations are multiplied by the value on the bet multiplier meter. Only the highest paying combination for each symbol is paid per spin. Win combinations may be paid multiple times. Multi-way wins are paid in addition to line wins.

The ‘Free Spin’ bonus feature is initiated when two or more “Pyramid” symbols appear in any position in column 3. The free spins that are awarded play automatically using the same bet multiplier, number of lines and multi-way side bet as the initiating game. Additional free spins may be awarded with two or more “Pyramid” symbols in any position in column 3. A different set of reels are used during the ‘Free Spin’ bonus feature. The additional number of free spins is equal to the initially awarded value. The bonus ends when 0 free spins remain or after 130 free spins have been played.

“Vesuvius” (GI014-001X35-0001)

“Vesuvius” is a 5-reel, 100-line video reel game that offers scatter pays, a bonus feature and stacked wilds. The “Volcano” symbol is wild and substitutes for all symbols except the “Gold Coin” symbol. The player is awarded the advertised scatter pay when three “Gold Coin” symbols appear on reels 2, 3 and 4 only. Scatter wins are multiplied by the total number of credits bet. All wins left to right only except for scatters which pay any. Line win symbols must appear on adjacent reels beginning with the leftmost reel. Line wins are multiplied by the number of credits bet on the winning payline. Only the highest line win is paid on each line played.

The ‘Vesuvius Free Games’ feature is initiated when three “Gold Coin” symbols appear on the reels, awarding the player ten free spins. Different reels are used during the free games. Credits bet and lines played are the same as the game that triggered the free games. Free games can be triggered again during the free games. The feature ends when zero free spins remain or after 300 free spins have been played.

MO-22-IGT-09-158/MO-22-IGT-09-157/MO-22-IGT-09-03

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-158	“AVP” GI* “Captain Payback” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Captain Payback” Game* Package	
MO-22-IGT-09-157	“AVP” GI* “Southern Belle” Installation Media	
	“Southern Belle” Game* Package	
MO-22-IGT-09-03	“AVP” GI* “Jolly Roger” Installation Media	
	“Jolly Roger” Game* Package	

“Captain Payback” (GI014-001H32-E003)

“Captain Payback” is a 5-reel, 50-line video game that contains bonus features and an expanding wild. The “Wild” symbol is wild and substitutes for all symbols except for the “CP” symbol. The “Wild” symbol appears on reels 2, 3 and 4. The “Wild” symbol in any position on a reel makes the entire reel wild. If no additional payline win is possible for that spin the wild does not expand. The “CP” symbol appears on reels 3, 4 and 5. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The ‘Capture’ bonus is initiated when three “CP” symbols appear in any position on the reels, awarding the player five free spins. The free spins are played on different reels using the same line bet and number of lines as the initiating game. The bonus ends when zero free spins remain or after the ‘Jackpot’ bonus has been played.

The ‘Jackpot’ bonus is initiated when all four criminals are captured during the ‘Capture’ bonus. A criminal is captured when three or more of the same criminal symbols appear in a line win on a played or unplayed line. Nine rows of five criminals are shown. The player selects one criminal on the currently active row. If an “Up Arrow” symbol appears, the game advances to the next row. If a “Collect” symbol appears, the current row win is awarded. If an “Up Arrow” symbol appears on the top row the ‘Jackpot’ bonus value is awarded. Win 5 to 1000 times the total initiating bet. The bonus ends if the “Collect” symbol appears or the ‘Jackpot’ bonus value is awarded.

“Southern Belle” (GI014-001CZ1-E005)

“Southern Belle” is a 20-reel, 40-line video reel game with bonus features. The “Southern Belle” symbol is wild and substitutes for all symbols except for the “Bonus” symbol and appears in columns 2, 3, 4 and 5. All line pay symbols must appear on a played line and on reels in consecutive columns, beginning with the far left column. Line wins are multiplied by the bet multiplier. Only the highest line win is paid on each line played.

The ‘Multi-way Bonus Bet’ feature is activated with an additional credit bet for each of the 40 lines, a minimum of 40 credits. Win combinations may contain only one symbol in an enabled position from each consecutive column, beginning with the far left column. The same symbol, or its substitute, in a different enabled position in the same column pays that win combination again. The pays of the win combinations are multiplied by the bet multiplier. Only the highest paying combination for each symbol is paid per spin. Win combinations may be paid multiple times. Multi-way wins are paid in addition to line wins.

The ‘Free Spins’ bonus is initiated when two or more “Bonus” symbols appear in any position in column 3. The free spins that are awarded play automatically using the same bet multiplier, number of lines and multi-way bonus bet as the initiating game. During the free spins, an alternate set of reels is used. Additional free spins may be awarded with two or more “Bonus” symbols in any position in column 3. The additional number of free spins is equal to the initially awarded value. The bonus ends after 0 free spins remain or after 130 free spins have been played.

“Jolly Roger” (GI014-001X38-0001)

“Jolly Roger” is a 5-reel, 50-line video reel game with scatter pays and a bonus feature. The “Wild” symbol is wild and substitutes for all symbols except the scatter “Ship” symbol. “The Wild” symbol only appears on reels 2, 3 and 4. Five “Skull With Crossed Swords” or five “Treasure Chest” symbols will award the major and minor progressives, respectively. Progressive wins and five “Skull With Crossed Swords” or five “Treasure Chest” symbols are not multiplied by any other value. The player is awarded the advertised scatter pay when three or more “Ship” symbols appear in any position on the reels. Scatter wins are multiplied by the total number of credits bet. Only the highest scatter win is paid per game. Line wins are multiplied by the number of credits bet on the winning line and only the highest line win is paid on each line played. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The 'Free Games' bonus is initiated when three or more "Ship" symbols appear in any position on the reels. The player is awarded 10 free spins. Free games are played at the same line bet as the initiating game. A higher bet per line increases the chance of winning the progressive in the bonus. More than one progressive award may be paid per game. Three or more "Ship" symbols in any position on the reels awards 10 additional free games. The bonus ends when 0 free games remain or after 40 free games have been played. Different reels are used during free games.

MO-22-IGT-09-171

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-173	"AVP" GI* "Maggie and the Martians" Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	"Maggie and the Martians" Game* Package	
	"AVP" GI* "Maggie and the Martians" Installation Media	
	"Maggie and the Martians" Game* Package	

"Maggie and the Martians"

"Maggie and the Martians" is a 5-reel, 25 or 50-line video reel game that contains bonus features and an expanding wild. The "Wild" symbol substitutes for all symbols and appears on reels 2, 3 and 4. The "Wild" symbol in any position on a reel makes the entire reel wild for all symbols except for the "Rescue Bonus" symbol for that spin. If no additional payline win is possible for that spin, the wild does not expand. The "Rescue Bonus" symbol appears on reels 3, 4 and 5. Line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel.

The 'Rescue' bonus is initiated when three "Rescue Bonus" symbols appear in any position on the reels, awarding the player five free spins. The free spins are played on different reels using the same line bet and number of lines as the initiating game. The bonus ends when zero free spins remain or after 'Jackpot' bonus has been played.

The ‘Jackpot’ bonus is initiated when all four martians are rescued during the ‘Rescue’ bonus. A martian is rescued when three or more of the same martian symbols appear in a line win on a played or unplayed line. The player selects one martian on the currently active row. If an ‘Up Arrow’ symbol appears on the game, the game advances to the next row. If the ‘Collect’ symbol appears then the current row win is awarded. If an ‘Up Arrow’ symbol appears on the top row, the ‘Jackpot’ value is awarded. Win of 5 to 1000 times the total initiating bet. The bonus ends if ‘Collect’ appears or the ‘Jackpot’ value is awarded.

MO-22-IGT-09-173

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-171	“AVP” GI* “The Joker’s Wild Categories” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“The Joker’s Wild Categories” Game* Package	
	“AVP” GI* “The Joker’s Wild Prizes” Installation Media	
	“The Joker’s Wild Prizes” Game* Package	

“The Joker’s Wild Categories” (GI014-002CF5-A004)

“The Joker’s Wild Categories” is a 5-reel, 30-line video reel game that features scatter pays, expanding wilds, and a bonus feature. The player is awarded the advertised scatter pay when three or more “Blue Card with Question Mark” symbols appear in any position on the reels. All wins left to right only, except for scatter which pays any. Scatter wins are multiplied by the number of lines played times the number of credits bet per line. Scatter wins are added to line wins, and only the highest scatter win is paid. Line wins are multiplied by the credits bet per line and must appear on adjacent reels beginning with the far left reel. Only the highest win is paid on each line played, and wins on different lines are added.

The “The Joker’s Wild” symbol expands to “WILD” and substitutes for all symbols in all positions on that reel except for the “Clown” sub-symbol and the “Blue Card with Question Mark” symbol. The line pay is multiplied by 2X for each “The Joker’s Wild” symbol that transforms any other symbol that would have been used in a winning combination on a played line before that symbol transforms. The “The Joker’s Wild” symbol only expands if a winning combination is possible and appears on reels 2, 3 and 4 only.

The “A”, “K” and “J” symbols may appear with the “Clown” or “Grey Clown” sub-symbols. The “Q” and “10” symbols may appear with the “Clown” sub-symbol. Increase the bet to transform more “Grey Clown” sub-symbols into “Clown” sub-symbols, or bet max credits to transform all “Grey Clown” sub-symbols into “Clown” sub-symbols. Symbols containing “Clown” or “Grey Clown” sub-symbols appear on reels 1, 3 and 5 only and substitute for their respective symbols without “Clown” or “Grey Clown” sub-symbols.

Any three symbols with “Clown” sub-symbol on the reels triggers ‘The Joker’s Wild’ feature. Increase the chance of triggering the feature by increasing the bet. If awarded, the feature begins after the reel spin, or subsequent feature, of any played game. The ‘Bronze’ progressive level is automatically awarded. Accumulate points for a chance to win the ‘Copper’, ‘Silver’, ‘Gold’ and ‘Platinum’ progressive award levels. Free games are played automatically on one line and award “Devil” symbol, “Clown” symbol, or values from 5 to 100 points, which are added to the point and credit meters. The feature ends and the total feature win is awarded when the “Devil” symbol appears on the payline, or after the ‘Platinum’ progressive level is awarded. More than one progressive level may be awarded per feature. Point values and progressive awards are not multiplied by any other value. Different reels are used during free games.

“The Joker’s Wild Prizes” (GI014-002CF6-A004)

“The Joker’s Wild Prizes” is a 5-reel, 243-way Multi-way video reel game that features scatter pays, expanding wilds and a bonus feature. The “The Joker’s Wild” symbol appears on reels 2 and 4 only and substitutes for all symbols except for the “Clown” and “Card with Question Mark” symbols. The player is awarded the advertised scatter pay when three or more “Card with Question Mark” symbols appear in any position on the reels. The “A”, “K” and “J” symbols may appear with a “Clown” or “Silver Clown” sub-symbol. The “Q” and “10” symbols may appear with a “Clown” sub-symbol. The player may increase the bet to transform more “Silver Clown” sub-symbols into “Clown” sub-symbols. The player can bet max credits to transform all “Silver Clown” sub-symbols into “Clown” sub-symbols. Symbols containing a “Silver Clown” or “Clown” sub-symbol substitute for their respective symbols without a “Silver Clown” or “Clown” sub-symbol. The “Clown” and “Silver Clown” sub-symbols appear on reels 1, 3 and 5 only. The game is played at 243 ways plus the feature bet, times the bet multiplier. During non-feature games, Multi-way wins must contain only one symbol from each adjacent reel, beginning with the leftmost reel. Only the highest win is paid per winning combination, coinciding wins are added and all wins are multiplied by the bet multiplier.

The “The Joker’s Wild” symbol in the same position on reels 2 and 4 expands to the “Wild” symbol and substitutes for all symbols in the same position on reels 2, 3 and 4 except the “Clown” and “Card with Question Mark” symbols. Only Multi-way combinations resulting from the expanded wild are evaluated. During evaluation of the expanding wild feature, the remaining six symbol positions on reels 2, 3 and 4 are disabled.

Any three symbols with “Clown” sub-symbol on the reels triggers ‘The Joker’s Wild’ feature. Increase the chance of triggering the feature by increasing the bet. If awarded, the feature begins after the reel spin, or subsequent feature, of any played game. The ‘Bronze’ progressive level is automatically awarded. Accumulate points for a chance to win the ‘Copper’, ‘Silver’, ‘Gold’ and ‘Platinum’ progressive award levels. Free games are played automatically on one line and award “Devil” symbol, “Clown” symbol, or values from 5 to 100 points, which are added to the point and credit meters. The feature ends and the total feature win is awarded when the “Devil” symbol appears on the payline, or after the ‘Platinum’ progressive level is awarded. More than one progressive level may be awarded per feature. Point values and progressive awards are not multiplied by any other value. Different reels are used during free games.

MO-22-IGT-09-174

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-174	20" "AVP" Wide Screen LCD Monitor	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	20" "AVP" Wide Screen LCD Monitor	

P/N 699720XXW is a 20" Wide Screen LCD monitor with a Digitech Systems touchscreen that displays both base game and bonus game play.

P/N 699721XXW is a 20" Wide Screen LCD monitor without a touchscreen that displays only bonus game play.

MO-22-IGT-09-178

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-178	“AVP” GI* “Wildwood” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Wildwood” GAME* Package	

“Wildwood”

“Wildwood” is a 20-reel, 40-line video reel game with bonus features. The “Wildwood” symbol is wild and substitutes for all symbols except for the “Leaf Facing Left (Green)” symbol and only appears in columns 2, 3, 4 and 5. All line pay symbols must appear on a played line and on reels in consecutive columns, beginning with the far left column. Line wins are multiplied by the value on the bet multiplier meter. Only the highest line win is paid on each line played.

The ‘Multi-way Side Bet’ feature is activated when the player plays all lines and bets an additional multi-way side bet. The side bet is 40 times the bet multiplier. Win combinations may contain only one symbol in an enabled position from each consecutive column, beginning with the far left column. The same symbol or its substitute in a different enabled position in the same column pays that win combination again. The pays of win combinations are multiplied by the value on the bet multiplier meter. Only the highest paying combination for each symbol is paid per spin. Win combinations may be paid multiple times. Multi-way wins are paid in addition to line wins.

The ‘Free Spins’ bonus feature is initiated when two or more “Leaf Facing Left (Green)” symbols appear in any position in column 3. The free spins that are awarded play automatically using the same bet multiplier, number of lines and multi-way side bet as the initiating game. Additional free spins may be awarded with two or more “Leaf Facing Right (Yellow)” symbols in any position in column 3. A different set of reels are used during the ‘Free Spins’ bonus feature. The additional number of free spins is equal to the initially awarded value. The bonus ends when 0 free spins remain or after 130 free spins have been played.

MO-22-IGT-09-18

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-18	“AVP” Blackfin Dynamic Button Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

MO-22-IGT-09-43/MO-73-IGT-02-98

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-43	"AVP" Diagnostic CD	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-IGT-02-98	Installation eKey	
	Diagnostic eKey System and Machine Setup eKey	

Installation eKey

The installation eKey is used to install the CD-ROM on the hard drive. The CD-ROM cannot be installed without the use of the installation eKey.

Diagnostic eKey

The diagnostic eKey is used to perform a RAM Clear, this eKey also allows the operator to change such parameters as denomination, progressive setup, payable selection, etc. (when a CD-ROM offers these features)

System and Machine Setup eKey

The system and machine setup eKey is used for MEGAJACKPOTS system configuration, for confirming MEGAJACKPOTS paytables and for setting MEGAJACKPOTS system ID's.

MO-22-IGT-09-48/MO-22-IGT-08-314

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-48	TransAct/Ithaca 950 Universal (USB) Printer Software	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-IGT-08-314	TransAct/Ithaca 950 Universal Single Barcode Printer Software	

MO-22-IGT-09-50

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-50	TransAct/Ithaca 950 Universal Printer Boot Utility Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

Ithaca Printer Boot Utility Program

The Ithaca Printer Boot Utility Program was developed to provide needed upgrades to printer hardware USB communications drivers. Prior to using the program, it must first be determined that an upgrade is needed by viewing the information contained on a printer settings ticket. A printer settings ticket can be obtained by depressing the FEED button on the printer while performing a power- on activity. The fourth line of the ticket is labeled USB FW: and contains a value. The value displayed should be 022 or greater. If the value is 021 or below, the Boot Utility Program must be flashed onto the printer prior to any printer program upgrades. Flashing the boot utility only needs to be done once.

MO-22-IGT-09-55/SY-73-IGT-09-03

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-55	AI* Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
	AVP* Package	
	CONFIG* Package	
SY-73-IGT-09-03	QNX* Package	

MO-22-IGT-09-61/MO-22-IGT-08-189

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-61	MEI Cashflow Bill Validator Software (Flash Version)	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-IGT-08-189	MEI Cashflow Bill Validator Software (Flash Version)	

Mars Cashflow Bill Validator Software with Easitrax SC Implementation

The Mars Cashflow Bill validator software supports the Easitrax feature. Easitrax is a feature that stores the asset number of the bill validator in the cashbox (usually the asset number of the slot machine). This directly ties the cashbox, and its contents, to the gaming machine from which it originated. The Easitrax system consists of an antenna board which connects to the interface board, a Radio Frequency Identification (RFID) tag located on the top of the cashbox and an Easitrax docking port.

The asset number can be assigned to the bill validator in one of two ways. The first way is to assign the asset number via the MEI Cashflow STS Program. The second way is for the bill validator to automatically obtain the RFID's current asset number. (Note: The bill validator must be programmed with "BLANK" as its asset number for this method to work. This method is only used in the event of a bill validator malfunction, where the bill validator head needs to be replaced.) This asset number will then be communicated to the antenna board, which in turn reports the same information to the RFID tag.

To read the asset number of a cashbox, simply place the cashbox on the Easitrax docking port (with the RFID tag facing down). The asset number will then be displayed on the Easitrax docking port screen. Clearing the asset number can be achieved by placing the cashbox on the Easitrax docking port (with the RFID tag facing down) and pressing the clear button located on the Easitrax docking port. In addition to asset number allocation, the Easitrax feature can also track performance, acceptance rate and note acceptor software revisions by machine.

MO-22-IGT-09-79/MO-22-IGT-09-82/MO-73-IGT-09-74

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-79	“AVP” Stepper GC* “Triple Double 3X2X Scatter Pays” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Triple Double 3X2X Scatter Pays” Package	
MO-22-IGT-09-82	“AVP” Stepper GC* “Triple Double 3X2X Scatter Pays” Installation Media	
	“Triple Double 3X2X Scatter Pays” Package	
MO-73-IGT-09-74	GT* Installation Media	
	Type* Package	

“Triple Double 3X2X Scatter Pays”

“Triple Double 3X2X Scatter Pays” is a 3-reel, 1-line “AVP” Stepper game. The “2X” symbol on or within one position of a played line matches any other symbol on the played line except the “3X” symbol. The “3X” symbol on or within one position of a played line matches any other symbol on the played line except the “2X” symbol.

One “2X” symbol on a played line pays two times the winning combination except when any combination of two or more “2X” or “3X” symbols appears on a played line. One “3X” symbol on a played line pays three times the winning combination except when any combination of two or more “2X” or “3X” symbols appears on a played line.

Two “2X” symbols on a played line pays four times the winning combination except when any combination of three “2X” or “3X” symbols appear on a played line. Two “3X” symbols on a played line pays nine times the winning combination except when any combination of three “2X” or “3X” symbols appear on a played line.

One “2X” symbol and one “3X” symbol on a played line pays six times the winning combination except when any combination of three “2X” or “3X” symbols appears on a played line.

MO-22-IGT-09-84/MO-73-IGT-09-39/MO-22-IGT-08-479

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-84	“AVP” Stepper GC* “Triple Stars” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Triple Stars” GCon* Package	
MO-73-IGT-09-39	“AVP” Stepper GC* “Triple Double Diamond” Installation Media	
	“Triple Double Diamond” GCon* Package	
MO-22-IGT-08-479	“AVP” Stepper GC* “Triple Stars” Installation Media	
	“Triple Stars” GCon* Package	

“Triple Stars” (GC014-004AU6-0001)

“Triple Stars” is a 3-reel, 5-line “AVP” Stepper game. The “Triple Star” symbol on a played line matches any other symbol on the played line. All line pay symbols must appear on a played line and on consecutive reels, beginning with the far left reel. Only the highest winner is paid on each played line.

One “Triple Star” symbol on a played line pays three times the winning combination, except for the any one “Triple Star” symbol pays or when any combination of two or more “Triple Star” symbols are showing on a played line.

Two “Triple Star” symbols on a played line pays nine times the winning combination, except the any combination of one or more “Triple Star” symbol pays or when three “Triple Star” symbols appear on a played line.

“Triple Double Diamond” (GC014-004CN6-0001)

“Triple Double Diamond” is a 3-reel, 5-line “AVP” Stepper game. The “Double Diamond” symbol on a played line matches any other symbol on a played line except for the “Triple Diamond” symbol and pays two times the winning combination except when any combination of two or more “Double Diamond” or “Triple Diamond” symbols appear on the payline. The “Triple Diamond” symbol on a played line matches any other symbol on a played line and pays three times the winning combination except when any combination of two or more “Double Diamond” or “Triple Diamond” symbols appear on the payline.

Two “Double Diamond” symbols on a played line pays four times the winning combination except when any combination of three “Double Diamond” or “Triple Diamond” symbols appear on the payline.

One “Triple Diamond” symbol and one “Double Diamond” symbol on a played line pays six times the winning combination except when any combination of three “Double Diamond” or “Triple Diamond” symbols appear on the payline.

Two “Triple Diamond” symbols on a played line pays nine times the winning combination except when any combination of three “Double Diamond” or “Triple Diamond” symbols appear on the payline.

“Triple Stars” (GC014-004AR4-0001)

“Triple Stars” is a 3-reel, 1-line “AVP” Stepper game. The “Triple Stars” symbol on the played line matches any other symbol on the played line and pays three times the winning combination except for the any one “Triple Stars” symbol pays or when any combination of two or more “Triple Stars” symbols appear on a played line. Two “Triple Stars” symbols on the played line pays nine times the winning combination except for the any combination of one or more “Triple Stars” symbol pays or when three “Triple Stars” symbols appear on the played line.

MO-294-IGT-09-188

GLI File Number	DESCRIPTION	Standards Tested Against
MO-294-IGT-09-188	Spectrum Display Flash Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The Spectrum Display Flash program translates the information it receives from the machine into a textual and/or graphical output on the spectrum display

MO-294-IGT-09-222/MO-73-IGT-08-82/MO-22-IGT-06-196/MO-21-IGT-06-11

GLI File Number	DESCRIPTION	Standards Tested Against
MO-294-IGT-09-222	FutureLogic Gen2 Universal Printer Software (USB)	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-IGT-08-82	FutureLogic GEN2 Universal Single Barcode Printer Software	
MO-22-IGT-06-196	Future Logic GEN2 Universal Single Barcode Printer Software (Netplex)	
MO-21-IGT-06-11	Future Logic GEN2 Thermal Printer Software	

MO-73-IGT-07-126

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-07-126	RoHS compliant IGT Progressive Controller	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

This hardware is the IGT Progressive Controller (IPC). This device is a communications controller utilized to supply theme-specific linked-progressive information to and from video slot machines. It also supplies information to external video displays and external printers. It is designed to be programmed with a standalone PC program. Communication interfaces for this device include the following; EIA RS232C Standard, EIA RS485 Standard, I2C AT24C512 Interface, and Fiber OptoCoupler Interface. This hardware conforms to the RoHS directive.

MO-73-IGT-09-06/MO-73-IGT-09-07/MO-22-IGT-09-05

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-09-06	“AVP” Stepper GC* “Ultimate Sevens Sunshine 7’s” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Ultimate Sevens Sunshine 7’s” GCon* Package	
MO-73-IGT-09-07	“AVP” Stepper GC* “Ultimate Sevens Pharaoh’s 7’s” Installation Media	
	“Ultimate Sevens Pharaoh’s 7’s” GCon* Package	
MO-22-IGT-09-05	GT* Installation Media	
	Type* Package	

“Ultimate Sevens Sunshine 7’s” (GC014-004EC3-0005)

“Ultimate Sevens Sunshine 7’s” is a 3-reel, 5-line “AVP” Stepper game. All line pay symbols must appear on a played line on consecutive reels, beginning with the far-left reel. Only the highest winner is paid on each played line.

“Ultimate Sevens Pharaoh’s 7’s” (GC014-004EC4-0003)

“Ultimate Sevens Pharaoh’s 7’s” is a 3-reel, 5-line “AVP” Stepper game. One “Pharaoh’s Sevens” symbol on played line matches any other symbol on the played line. All line pay symbols must appear on a played line on consecutive reels, beginning with the far-left reel. Only the highest winner is paid on each played line.

MO-73-IGT-09-108/MO-73-IGT-09-109

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-09-108	“AVP” Stepper GC* “Super Hyper Pays Silverhawk” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“Super Hyper Pays Silverhawk” GCon* Package	
MO-73-IGT-09-109	“AVP” Stepper GC* “Super Hyper Pays Lucky Crickets” Installation Media	
	“Super Hyper Pays Lucky Crickets” GCon* Package	
	GT* Installation Media	
	Type* Package	

“Super Hyper Pays Silverhawk” (GCON014-004ED9-001)

“Super Hyper Pays Silverhawk” is a 3-reel, 20-line “AVP” Stepper game with bonus features. Line wins are multiplied by the number of credits bet on the winning payoff.

The “2X” symbol on a played line matches any other symbol on the played line except the “3X”, “4X” and “5X” symbols and pays two times the winning combination except any “2X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appears on a played line. Two “2X” symbols on a played line pays four times the winning combination except any combination of one or more “2X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The “3X” symbol on a played line matches any other symbol on the played line except the “4X” and “5X” symbols and pays three times the winning combination except any “3X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The “4X” symbol on a played line matches any other symbol on the played line except the “5X” symbol and pays four times the winning combination except any “4X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The “5X” symbol on a played line matches any other symbol on the played line and pays five times the winning combination except any “5X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

One “2X” symbol and one “3X” symbol on a played line pays six times the winning combination except any combination of one or more “2X” or “3X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

One “2X” symbol and one “4X” symbol on a played line pays eight times the winning combination except any combination of one or more “2X” or “4X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

One “2X” symbol and one “5X” symbol on a played line pays ten times the winning combination except any combination of one or more “2X” or “5X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The ‘Haywire’ feature is randomly initiated during the base game when the “2X”, “3X”, “4X” or “5X” symbols appear in any position on the center reel. If initiated, the winning combination is repeated randomly 1, 2 or 3 times.

The ‘Shifting Stack’ feature is randomly initiated during the base game when the “2X”, “3X”, “4X” or “5X” symbols appear in one or two positions on the center reel. After awarding combinations, the center reel may nudge up or down 1 or 2 times, awarding winning combinations after each nudge. The ‘Shifting Stack’ feature does not award the ‘Haywire’ feature.

“Super Hyper Pays Lucky Crickets” (GCON014-004EF1-001)

“Super Hyper Pays Lucky Crickets” is a 3-reel, 20-line “AVP” Stepper game with two bonus features. Line wins are multiplied by the number of credits bet on the winning payline. The “3X”, “4X”, and “5X” symbols appear on the center line only.

The “2X” symbol on a played line matches any other symbol on the played line except the “3X”, “4X” and “5X” symbols and pays two times the winning combination except the any one “2X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appears on a played line. Two “2X” symbols on a played line pays four times the winning combination except the any combination of one or more “2X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The “3X” symbol on a played line matches any other symbol on the played line except the “4X” and “5X” symbols and pays three times the winning combination except the any one “3X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The “4X” symbol on a played line matches any other symbol on the played line except the “5X” symbol and pays four times the winning combination except the any one “4X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The “5X” symbol on a played line matches any other symbol on the played line and pays five times the winning combination except the any one “5X” symbol pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

One “2X” symbol and one “3X” symbol on a played line pays six times the winning combination except the any combination of one or more “2X” or “3X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

One “2X” symbol and one “4X” symbol on a played line pays eight times the winning combination except the any combination of one or more “2X” or “4X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

One “2X” symbol and one “5X” symbol on a played line pays ten times the winning combination except the any combination of one or more “2X” or “5X” symbol pays or when any combination of three “2X”, “3X”, “4X” or “5X” symbols appear on a played line.

The ‘Shifting Stack’ bonus feature is initiated during the base game when one or two “5X”, “4X”, “3X”, and/or “2X” symbols are visible. If initiated reel 2 is nudged up or down one symbol at a time in the direction that increases the number of “5X”, “4X”, “3X”, and/or “2X” symbols until all symbols on reel 2 are “5X”, “4X”, “3X”, and/or “2X”. Line wins are evaluated after each shift. The ‘Shifting Stack’ bonus feature is played at the same number of lines and bet per line as the initiating game and ends after evaluation of the line wins when all symbols on reel 2 are “5X”, “4X”, “3X”, and/or “2X”. The ‘Shifting Stack’ bonus feature does not award the ‘Haywire’ bonus feature.

The ‘Haywire’ bonus feature is initiated during the base game when reel 2 shows only symbols “5X”, “4X”, and “3X”, or only symbols “4X”, “3X”, and “2X”. If initiated, either 1, 2, or 3 additional evaluations of the initiating reel positions are awarded. The ‘Haywire’ bonus feature is played at the same number of lines and bet per line as the initiating game and ends when all awarded additional evaluations have been played.

MO-73-IGT-09-12/MO-73-IGT-09-23

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-09-12	“AVP” GI* “Fire Horse” Installation Media “Fire Horse” Game * Package	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-IGT-09-23	“AVP” GI* “Coyote Moon” Installation Media “Coyote Moon” Game* Package	

“Fire Horse” (GI014-001DR2-0001)

“Fire Horse” is a 5-reel, 720 Multi-Way-Xtra video reel game that contains a bonus feature and scatter pays. The “WILD” symbols appear on reels 2, 3 and 4 only and is wild and substitute for all other symbols except for the “Stone” and “Scatter” symbols. The player is awarded the advertised scatter pays when three or more “Scatter” symbols appear in any position on the reels. Only the highest scatter win is paid per spin. Scatter wins are multiplied by the total number of credits bet. All 720 ways are in play at all times. Win combinations may contain only one symbol in an enabled position from each consecutive reel, either beginning with the far left reel or ending with the far right reel. The same symbol, or its substitute, in a different enabled position on the same reel pays that win combination again. Win combination pays are multiplied by the bet multiplier. Only the highest paying combination for each symbol is paid per spin. Win combinations may be paid multiple times.

The ‘Fire Horse Free Spins’ bonus is initiated when five “Stone” symbols appear in any position on consecutive reels, awarding the player 8 free spins. If more than one combination per spin awards free spins, the sum of the spins for all winning combinations is awarded at once. The free spins are played automatically using the same multi-way bet and bet multiplier as the initiating game. During the bonus when five “Stone” symbols appear in any position on consecutive reels the player is awarded an additional 8 free spins. The free spin bonus ends when 0 free spins remain or after 240 spins have been played. Different reels are used during free spins bonus round.

“Coyote Moon” (GI014-001F01-0001)

“Coyote Moon” is a 5-reel, 40-line video game that contains a bonus feature. The “Coyote Moon” symbol is wild and substitutes for any symbol except for the “Bonus” symbol. When the “Bonus” symbol appears in any position on reels 2, 3 and 4 the player is awarded two credits times the total initiating bet. All line pay symbols must appear on a played line and on consecutive reels beginning with the far left reel. All line wins are multiplied by the number of credits bet on the winning line. Only the highest line win is paid on each line played.

The ‘Rising Moon Free Spin’ bonus is initiated when three “Bonus” symbols appear in any position on reels 2, 3 and 4 and awards the player five free spins. The five free spins are played automatically using an alternate set of reels and the same bet per line and number of lines as the game that initiated the bonus. Values on the bonus screen have been multiplied by the line bet placed in the initiating game. During the free spin bonus, an additional five free spins are awarded to the player if three “Bonus” symbols appear in any position on reels 2, 3 and 4. The bonus ends when zero free spins remain or after 255 free spins have been played.

MO-73-IGT-09-18

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-09-18	“AVP” Stepper GC* “BAM!” Installation Media	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
	“BAM!” GCon* Package	
	GT* Installation Media	
	Type* Package	

“BAM!”

“BAM!” is a 5-reel, 25-line “AVP” Stepper game with a bonus feature. All symbols must appear on played line except the “BAM!” symbol pays. The “2X” symbol appears on reels 2, 3 and 4. The “3X” symbol appears on reel 2 only. The “4X” symbol appears on reel 3 only. The “5X” symbol appears on reel 4 only.

One “2X” symbol on a played line matches any other symbol on the played line except the “3X”, “4X”, “5X” and “BAM!” symbols and pays two times the winning combination except the any one “2X” symbol pays, the “BAM!” symbol feature pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “3X” symbol on a played line matches any other symbol on the played line except the “4X”, “5X” and “BAM!” symbols and pays three times the winning combination except the any one “3X” symbol pays, the “BAM!” symbol feature pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “4X” symbol on a played line matches any other symbol on the played line except the “5X” and “BAM!” symbols and pays four times the winning combination except the any one “4X” symbol pays, the “BAM!” symbol feature pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “5X” symbol on a played line matches any other symbol on the played line except the “BAM!” symbol and pays five times the winning combination except the any one “5X” symbol pays, the “BAM!” symbol feature pays or when any combination of two or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

Two “2X” symbols on a played line pays four times the winning combination except the any combination of one or more “2X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “2X” symbol and one “3X” symbol on a played line pays six times the winning combination except the any combination of one or more “2X” symbol or “3X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “2X” symbol and one “4X” symbol on a played line pays eight times the winning combination except the any combination of one or more “2X” symbol or “4X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

Three “2X” symbols on a played line pays eight times the winning combination except the any combination of one or more “2X” symbol pays or the “BAM!” symbol feature pays.

One “2X” symbol and one “5X” symbol on a played line pays ten times the winning combination except the any combination of one or more “2X” or “5X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

Two “2X” symbols and one “3X” symbol on a played line pays twelve times the winning combination except the any combination of one or more “2X” or “3X” symbol pays or the “BAM!” symbol feature pays.

One “3X” symbol and one “4X” symbol on a played line pays twelve times the winning combination except the any combination of one or more “3X” or “4X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “3X” symbol and one “5X” symbol on a played line pays fifteen times the winning combination except the any combination of one or more “3X” or “5X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

Two “2X” symbols and one “4X” symbol on a played line pays sixteen times the winning combination except the any combination of one or more “2X” or “4X” symbol pays or the “BAM!” feature pays.

Two “2X” symbols and one “5X” symbol on a played line pays twenty times the winning combination except the any combination of one or more “2X” or “5X” symbol pays or the “BAM!” symbol feature pays.

One “4X” symbol and one “5X” symbol on a played line pays twenty times the winning combination except the any combination of one or more “4X” or “5X” symbol pays, the “BAM!” symbol feature pays or when any combination of three or more “2X”, “3X”, “4X” or “5X” symbols appears on the played line.

One “2X” symbol and one “3X” symbol and one “4X” symbol on a played line pays twenty-four times the winning combination except the any combination of one or more “2X”, “3X” or “4X” symbol pays or the “BAM!” symbol feature pays.

MO-73-IGT-09-56/MO-22-IGT-09-132

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-09-56	GT* Installation Media Type* Package	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-22-IGT-09-132	“AVP” Stepper GC* “Double Gold” Installation Media “Double Gold” GCon* Package	

“Double Gold”

“Double Gold” is a 5-reel, 20-line “AVP” Stepper game. The “Double Red 7”, “Double Purple 7”, “Double Orange 7”, “Double 5 Bar” and “Double Bar” symbols are not wild and do not substitute for any other symbol. The “Double Orange 7” and “Double 5 Bar” symbols appear on reels 2, 3 and 4 only. The “Double Red 7”, “Double Purple 7” and “Double Bar” symbols appear on reels 1, 3 and 5 only. All symbols must appear on consecutive reels beginning on the far left reel. Line wins are multiplied by the number of credits bet on the winning payline.

Any one “Double Red 7”, “Double Purple 7”, “Double Orange 7”, “Double 5 Bar” or “Double Bar” symbol on the played line pays two times the winning combination except when two or more symbols with “Double” appear on the played line.

Any combination of two “Double Red 7”, “Double Purple 7”, “Double Orange 7”, “Double 5 Bar” or “Double Bar” symbol on the played line pays four times the winning combination except when three or more symbols with “Double” appear on the played line.

Any combination of three “Double Red 7”, “Double Purple 7”, “Double Orange 7”, “Double 5 Bar” or “Double Bar” symbol on the played line pays eight times the winning combination except when four or more symbols with “Double” appear on the played line or when the “Double Red 7”, “Red 7”, “Double Red 7”, “Red 7” and “Double Red 7” symbol combination appears on the played line.

Any combination of four “Double Red 7”, “Double Purple 7”, “Double Orange 7”, “Double 5 Bar” or “Double Bar” symbol on the played line pays sixteen times the winning combination except when five symbols with “Double” appear on the played line.

Any combination of five “Double Red 7”, “Double Purple 7”, “Double Orange 7”, “Double 5 Bar” or “Double Bar” symbol on the played line pays thirty-two times the winning combination.

MO-73-IGT-09-58/MO-73-IGT-09-49

GLI File Number	DESCRIPTION	Standards Tested Against
MO-73-IGT-09-58	GT* Installation Media Type* Package	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards And GLI-12 V2.0 Progressive Gaming Devices in Casinos, in addition to KRGC proprietary standards
MO-73-IGT-09-49	“AVP” Stepper GC* “Triple Double Stars” Installation Media “Triple Double Stars” GCon* Package	

“Triple Double Stars”

“Triple Double Stars” is a 3-reel, 1-line “AVP” Stepper game. The “Double Stars” symbol matches any other symbol on a played line except for the “Triple Stars” symbol and pays two times the winning combination except for the any one “Double Stars” symbol pays or when any combination of two or more “Double Stars” or “Triple Stars” symbols appear on a played line. The “Triple Stars” symbol matches any other symbol on a played line and pays three times the winning combination except for the any one “Triple Stars” symbol pays or when any combination of two or more “Double Stars” or “Triple Stars” appear on a played line. Line wins are multiplied by the number of credits bet on the winning payline.

Two “Double Stars” symbols on a played line pays four times the winning combination except for the any combination of one or more “Double Stars” symbol pays or when any combination of three “Triple Stars” or “Double Stars” symbols appear on a played line.

Two “Triple Stars” symbols on a played line pays nine times the winning combination except for the any combination of one or more “Triple Stars” symbol pays or when any combination of three “Triple Stars” or “Double Stars” symbols appear on a played line.

One “Triple Stars” symbol and one “Double Stars” symbol on a played line pays six times the winning combination except for the any combination of one or more “Double Stars” or “Triple Stars” symbol pays or when any combination of three “Double Stars” or “Triple Stars” symbols appear on the played line.

PA-22-IGT-08-01

GLI File Number	DESCRIPTION	Standards Tested Against
PA-22-IGT-08-01	“AVP” Video Bar Top Machine Model	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

The IGT G20 AVP machine is a bar top video cabinet. It supports a 20" touchscreen monitor in a 16:9 aspect ratio. The G20 cabinet also supports a myriad of AVP Brain Boxes (2.5 and 3.0). Any of these brain boxes may be installed in this cabinet and depending on the type, will determine verification procedures for the platform (please refer to the GLI Verification Manual for any details regarding AVP hardware). This cabinet will not support a top box.

In addition to the AVP brain box, this cabinet can house a bill acceptor, printer and player tracking interface. The interior of the machine can be accessed only through the main door. The main door has its own separate lock. The main door has a two way switch and its status is monitored by the brain box.

The “AVP” Video Bar Top Distribution and Control Motherboard P/N 75832300W is commonly referred to as the “backplane.” It is the primary interface for all gaming machine components. It provides power and signal control, as well as the battery cabinet memory. It also provides the Netplex and USB communications buss. There is a rechargeable backup battery for the telltale feature.

SY-22-IGT-03-09

GLI File Number	DESCRIPTION	Standards Tested Against
SY-22-IGT-03-09	CVT Plus Boot Program	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

SY-73-IGT-02-06

GLI File Number	DESCRIPTION	Standards Tested Against
SY-73-IGT-02-06	CVT-Plus Clear/Set Chip	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

This utility program, which will reside on an EPROM, is for use with either the IPC (IGT Progressive Controller) or the CVT (Clerk Validation Terminal). It enables the system level user to set or change the operation mode or clear basic IPC/CVT settings. The functions of the Clear/Set Chip include:

- Clear the IPC/CVT Memory
- Set the CC ID/Address
- Enter an IGT Authorized Site ID (validation ID offset)
- Install a factory-new expanded memory card (EMC)

MO-22-IGT-09-165

GLI File Number	DESCRIPTION	Standards Tested Against
MO-22-IGT-09-165	“AVP” Diagnostic CD	GLI-11 V2.0 Gaming Devices in Casinos, in addition to KRGC proprietary standards

Should you have any questions regarding this information, please feel free to contact our office.

Sincerely,

GAMING LABORATORIES INTERNATIONAL, LLC



Christine M. Gallo

Sr. Director of Technical Compliance & Quality Assurance